



COMPANY CARDS

MECHANICUM GENRAL RULES

(FACTION VALUE 400)

Army to Hit Value: 6+ for ranged attacks and 7+ for close combat attacks






Mechanicum command and indentured knights is: 6+

- **Autosimulacra.** Mechanicum Taghmata vehicles and robotic elements gain the mechanicus [MK] ability. The target number for repair rolls is 10+. This ability does not apply to fliers unless the description gives it such an ability.
- **Indentured Knights** gain fear [FR], Agile [AG], night vision [N], +1 bonus to damage table rolls [Dmg+1], receive -1 to damage table rolls on hits against them, gains auto-repair on roll of 10+. Ion shield permits re-rolls of failed armor saves (second result stands).
- **Essential Cog in the Machine.** Mechanicum Taghmata command elements are hard to replace in an equally efficient manner and are harder to replace when lost in battle. This faction receives a -2 penalty to leader replacement rolls.
- **Robotlike.** While the Mechanicum uses partially troops, they are heavily modified and react differently to the pressures of battle than unaugmented troops. Mechanicum elements generally have the robotic [RC] ability and generally do not take morale tests.
- **Cortex Controllers [CC].** Elements with this trait can server as commanders for formations composed of elements with the Robotic [RC] ability. They may also add up to 2 bonus support formations of infantry or walker elements directly to the command formation as a retinue. These bonus formations do not count towards the standard allotment of support formations added to a company.
- **Archmagos.** The overall army commander. Select a company Magos and replace it with an Archmagos of the Appropriate type.







ADSECULARIS COVENANT COMPANY

The Adsecularis Covenant Company consists of one command detachment of 1 Magos Prime and 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 12 Tech-Thrall Adsecularis stands.







Command







Adsecularis Detachment









Adsecularis Detachment









Adsecularis Detachment



Point Value 1250



ADSECULARIS COVENANT COMPANY

Break Point 30: The Adsecularis Company is broken if it has lost 30 stands either the Magos Prime, Tech Priest, Syllax Guardians or Tech-Thrall stands. Once the Company is broken each Detachment must take a Morale check.

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

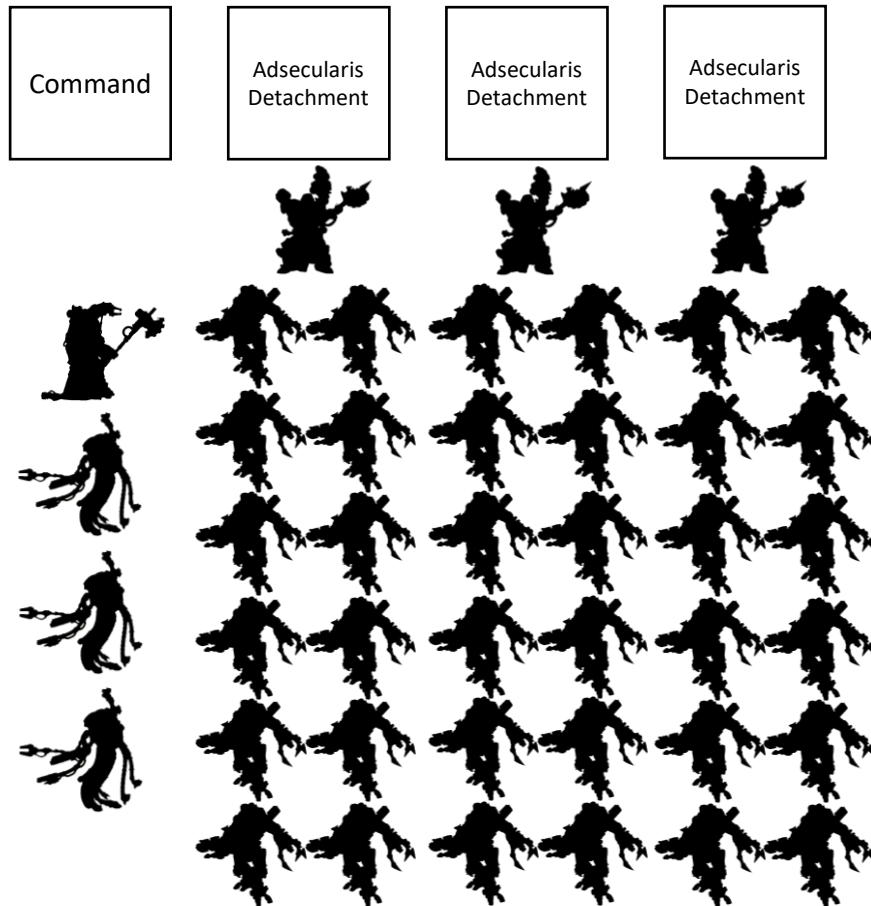
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Prime	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MB], [MK], [CY3], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
Tech Priest Lacyraemarta	15	5+	2/-2	Multi melta	25	1	-3	[HQ1], [MB], [MK], Special
Tech-Thrall Adsecularis	10	9[9]+	1/-	Las-lock [A]	20	2	0	[RC]

Victory Points 13

Your opponent gains 7 VPs when this Company is broken

ADSECULARIS ASSAULT COVENANT COMPANY

The Adsecularis Assault Covenant Company consists of one command detachment of 1 Magos Prime and 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 12 Tech-Thrall Adsecularis stands.



Point Value 1500

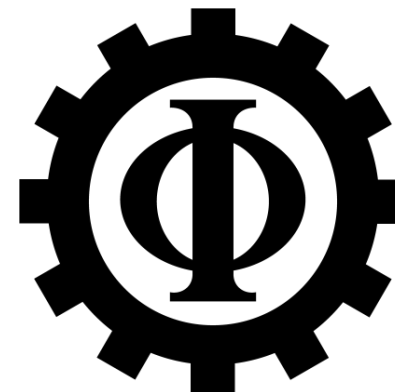


ADSECULARIS ASSAULT COVENANT COMPANY

Break Point 30: The Adsecularis Assault Company is broken if it has lost 30 stands either the Magos Prime, Tech Priest, Syllax Guardians or Tech-Thrall stands. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Prime	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MB], [MK], [CY3], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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 15






Your opponent gains 8 VPs when this Company is broken

THALLAX COHORT COMPANY








(TYPE 1)

The Thallax Cohort Company (Type 1) consists of one command detachment of 1 Magos Prime and 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 6 Thallax (Type 1) stands.








Command











Thallax (Type 1) Detachment



Thallax (Type 1) Detachment



Thallax (Type 1) Detachment



Point Value 1600

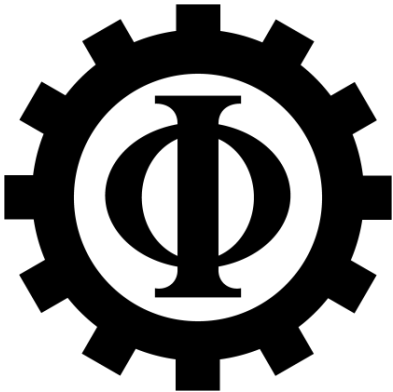
THALLAX COHORT COMPANY

(TYPE 1)

Break Point 18: The Thallax Cohort Company is broken if it has lost 18 stands either the Magos Prime, Tech Priest, Syllax Guardians or Thallax stands. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Prime	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MB], [MK], [CY3], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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 16
Your opponent gains 8 VPs when this Company is broken







THALLAX COHORT COMPANY (TYPE 2)

The Thallax Cohort Company (Type 2) consists of one command detachment of 1 Magos Prime and 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 6 Thallax (Type 2) stands.







Command









Thallax (Type 2) Detachment



Thallax (Type 2) Detachment



Thallax (Type 2) Detachment





Point Value 1600

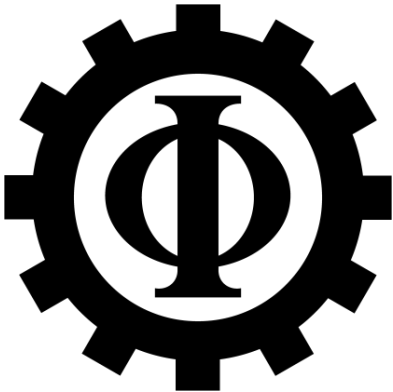


THALLAX COHORT COMPANY (TYPE 2)

Break Point 18: The Thallax Cohort Company is broken if it has lost 18 stands either the Magos Prime, Tech Priest, Syllax Guardians or Thallax stands. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Prime	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MB], [MK], [CY3], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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

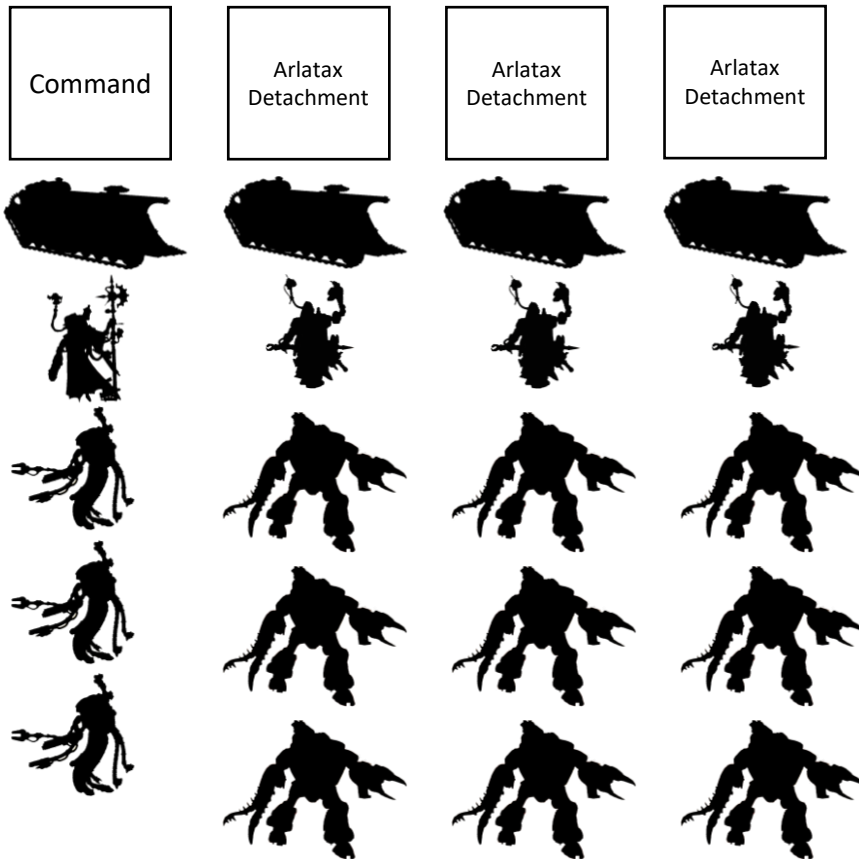


Victory Points 16

Your opponent gains 8 VPs when this Company is broken

ARLATAX CLASS BATTLE AUTOMATA MANIPLE

The Arlatax Battle Automata Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 3 Arlatax Automata.



Point Value 1250



ARLATAX CLASS BATTLE AUTOMATA MANIPLE

Break Point 13: The Arlatax Battle Automata Maniple is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Automata. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Dominus	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MK], [MB], [CY2], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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

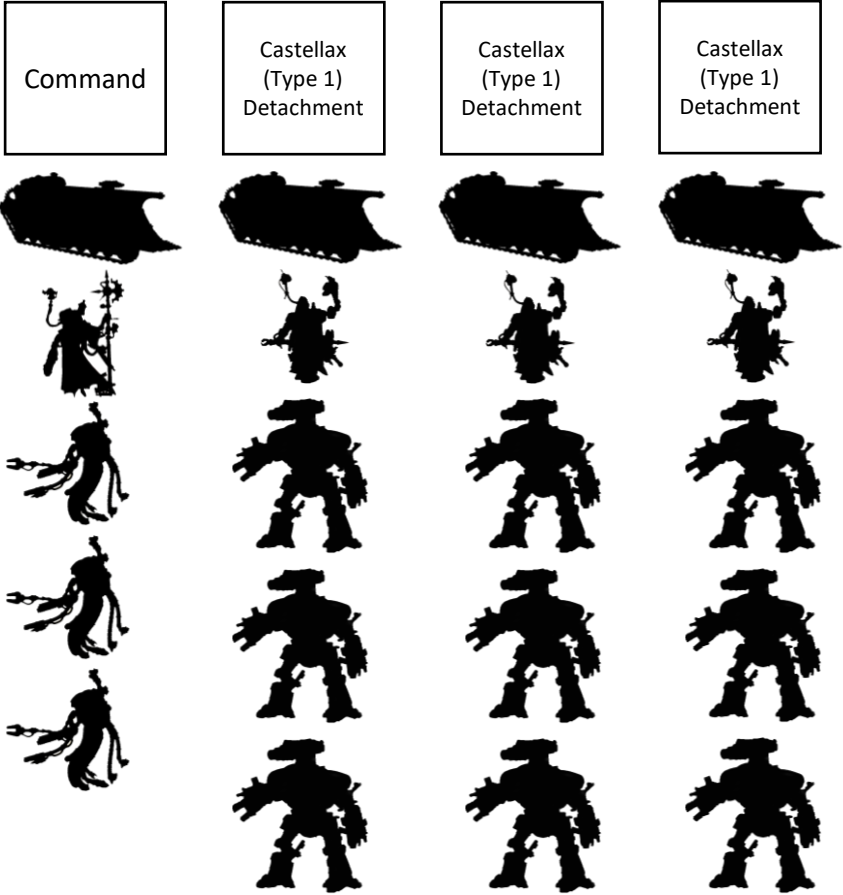


Victory Points 13

Your opponent gains 7 VPs when this Company is broken

CASTELLAX CLASS BATTLE AUTOMATA MANIPLE (TYPE 1)

The Castellax Battle Automata Maniple (Type 1) consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 3 Castellax (Type 1) Automata.



Point Value 1400



CASTELLAX CLASS BATTLE AUTOMATA MANIPLE (TYPE 1)

Break Point 13: The Castellax Battle Automata Maniple is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Automata. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Dominus	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MK], [MB], [CY2], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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
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 14

Your opponent gains 7 VPs when this Company is broken






CASTELLAX CLASS BATTLE AUTOMATA MANIPLE (TYPE 2)

The Castellax Battle Automata Maniple (Type 2) consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Enginseer, 1 Triaros Armored Conveyor and 3 Castellax (Type 2) Automata.






Command






Castellax (Type 2) Detachment

Castellax (Type 2) Detachment

Castellax (Type 2) Detachment



Point Value 1450



CASTELLAX CLASS BATTLE AUTOMATA MANIPLE (TYPE 2)

Break Point 13: The Castellax Battle Automata Maniple is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Automata. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Dominus	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MK], [MB], [CY2], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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
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 15

Your opponent gains 8 VPs when this Company is broken

DOMITAR CLASS BATTLE AUTOMATA MANIPLE

The Domitar Battle Automata Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Enginseer, 1 Triaros Armored Conveyor and 3 Domitar Automata.

Command	Domitar Detachment	Domitar Detachment	Domitar Detachment
			
			
			
			
			



Point Value 1300



DOMITAR CLASS BATTLE AUTOMATA MANIPLE

Break Point 13: The Domitar Battle Automata Maniple is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Automata. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Dominus	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MK], [MB], [CY2], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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
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]	-	-	-	

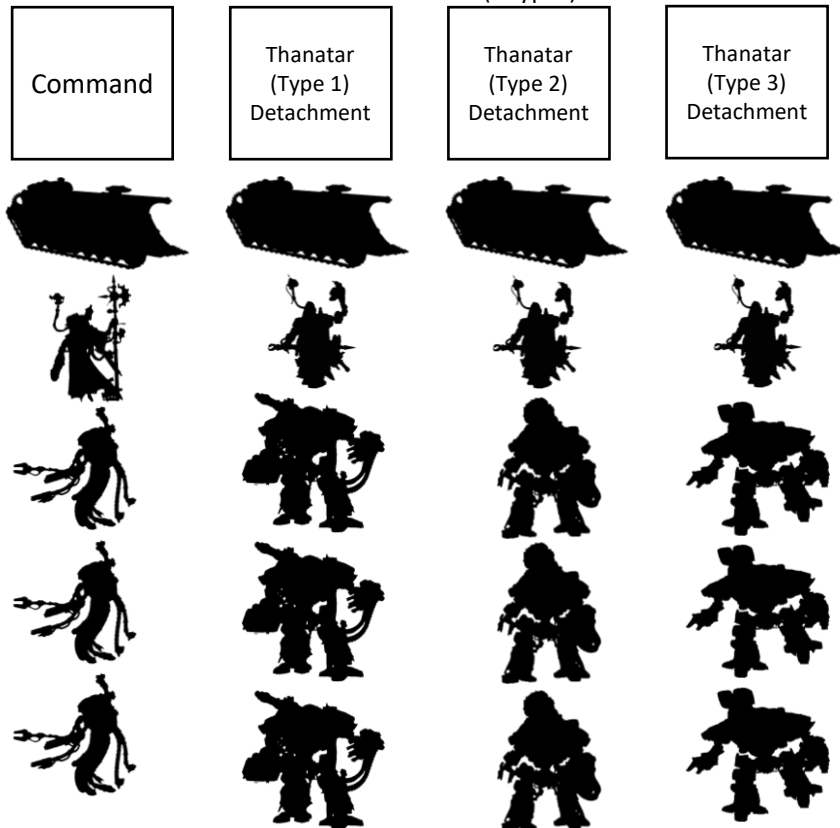


Victory Points 13

Your opponent gains 7 VPs when this Company is broken

THANATAR CLASS BATTLE AUTOMATA MANIPLE

The Thanatar Battle Automata Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Enginseer, 1 Triaros Armored Conveyor and 3 Thanatar Automata (3 types).



Point Value 1550



THANATAR CALIX CLASS BATTLE AUTOMATA MANIPLE

Break Point 13: The Thanatar Calix Battle Automata Maniple is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Automata. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Dominus	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MK], [MB], [CY2], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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-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	
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	
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	

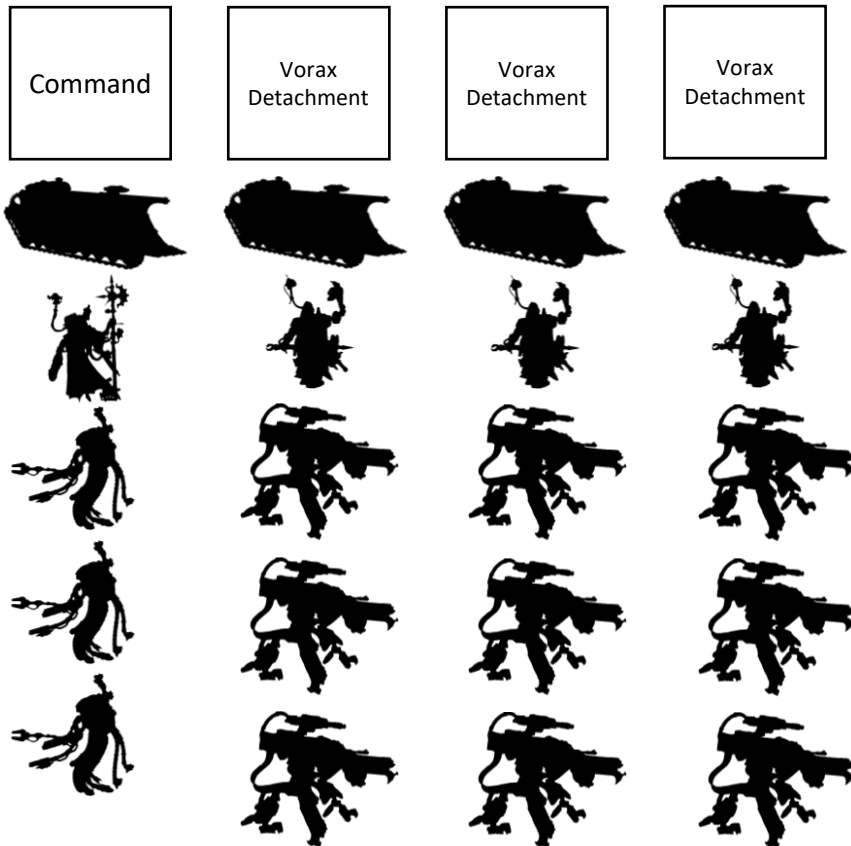


Victory Points 16

Your opponent gains 8 VPs when this Company is broken

VORAX CLASS BATTLE AUTOMATA MANIPLE

The Vorax Battle Automata Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 3 Vorax Automata.



Point Value 1300



VORAX CLASS BATTLE AUTOMATA MANIPLE

Break Point 13: The Vorax Battle Automata Maniple is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Automata. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Dominus	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MK], [MB], [CY2], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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
Vorax Battle Automata	20	5+	3/-3	Lightning Gun	25/50	1	-3	[R], [N], [RC], [IWD]
				2x Rotor Cannon	30	3	0	

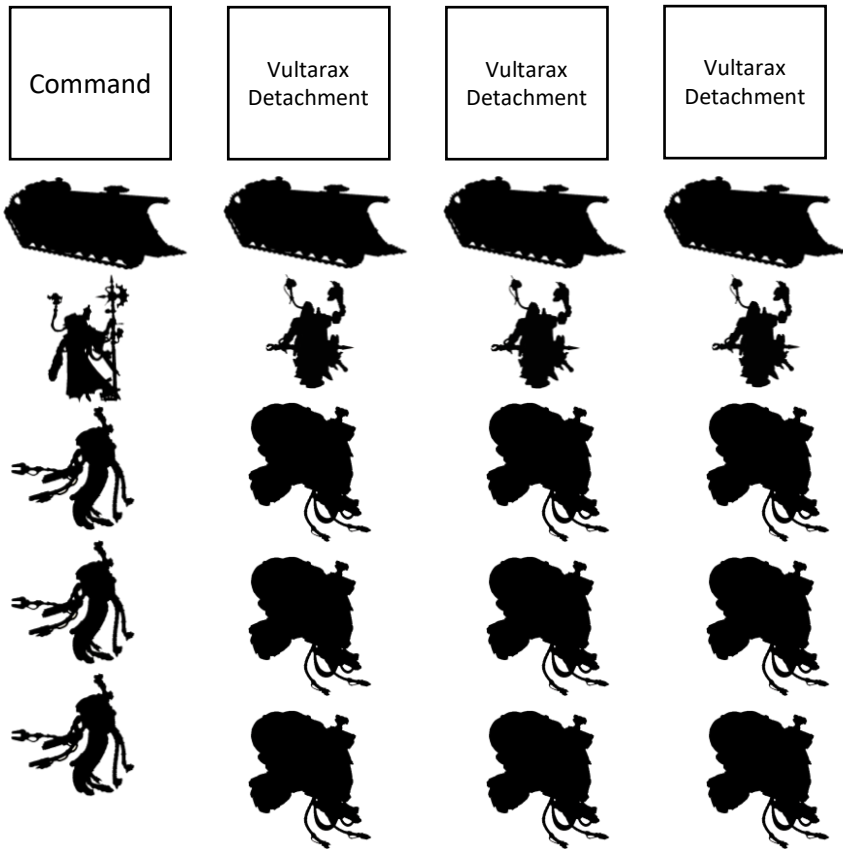


Victory Points 13

Your opponent gains 7 VPs when this Company is broken

VULTARAX STRATOS AUTOMATA MANIPLE

The Vultarax Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Enginseer, 1 Triaros Armored Conveyor and 3 Vultarax Automata.



Point Value 1250



VULTARAX STRATOS AUTOMATA MANIPLE

Break Point 13: The Vultarax Automata Maniple is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Automata. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Dominus	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MK], [MB], [CY2], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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
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	

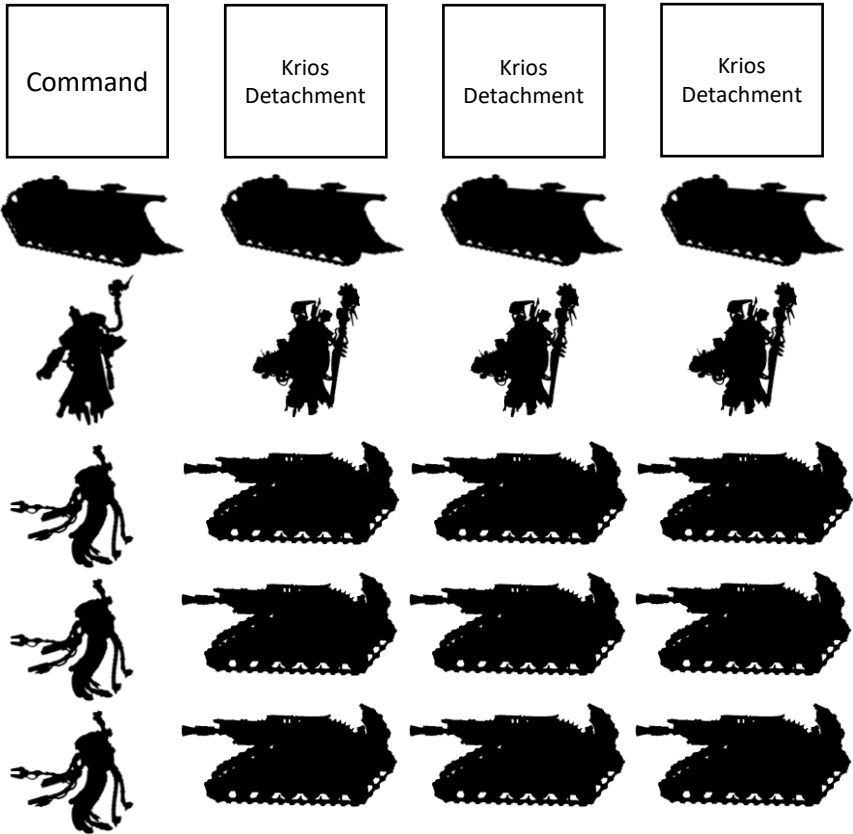




Victory Points 13

Your opponent gains 7 VPs when this Company is broken

KRIOS BATTLE TANK COMPANY

The Krios Battle Tank Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Krios Tanks.



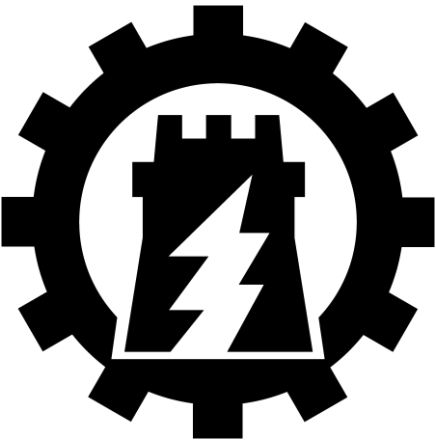
 Point Value 1300 

KRIOS BATTLE TANK COMPANY

Break Point 13: The Krios Battle Tanks is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Tanks. Once the Company is broken each Detachment must take a Morale check.

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

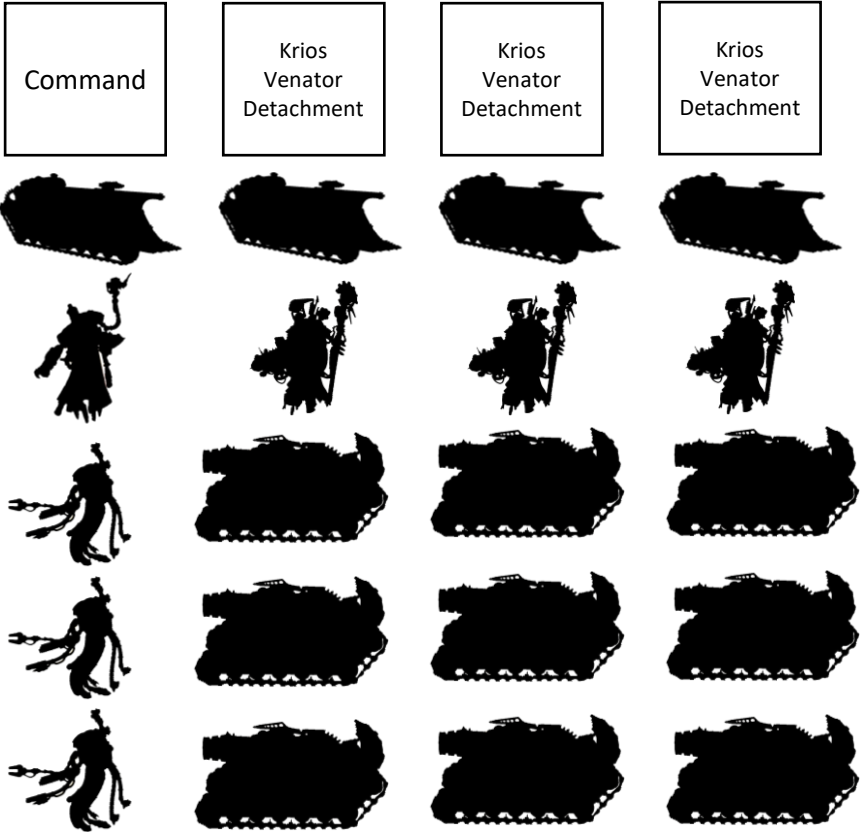
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Reductor	15	4[5]+	4/-3	Support Weapons	25	3	-2	[HQ2], [MK], [CC], Special
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Krios Battle Tank	25	3+	2/-1	Lightning Cannon	25/50	B2	-3	[AG], [RC], [N], Special
				Anti-Personnel	25	2	-1	



Victory Points 13
Your opponent gains 7 VPs when this Company is broken

KRIOS VENATOR TANK COMPANY

The Krios Venator Tank Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Krios Venator Tanks.



Point Value 1400

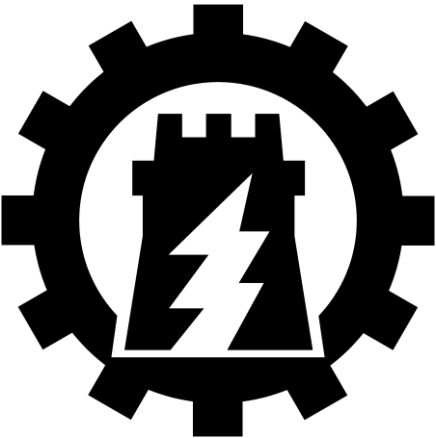


KRIOS VENATOR TANK COMPANY

Break Point 13: The Krios Venator Tanks is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Tanks. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Reductor	15	4[5]+	4/-3	Support Weapons	25	3	-2	[HQ2], [MK], [CC], Special
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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
Krios Venator Tank	25	3+	2/-1	Pulsar Fusil	20/35	3	-4	[AG], [RC], [N], Special
				Anti-Personnel	25	2	-1	

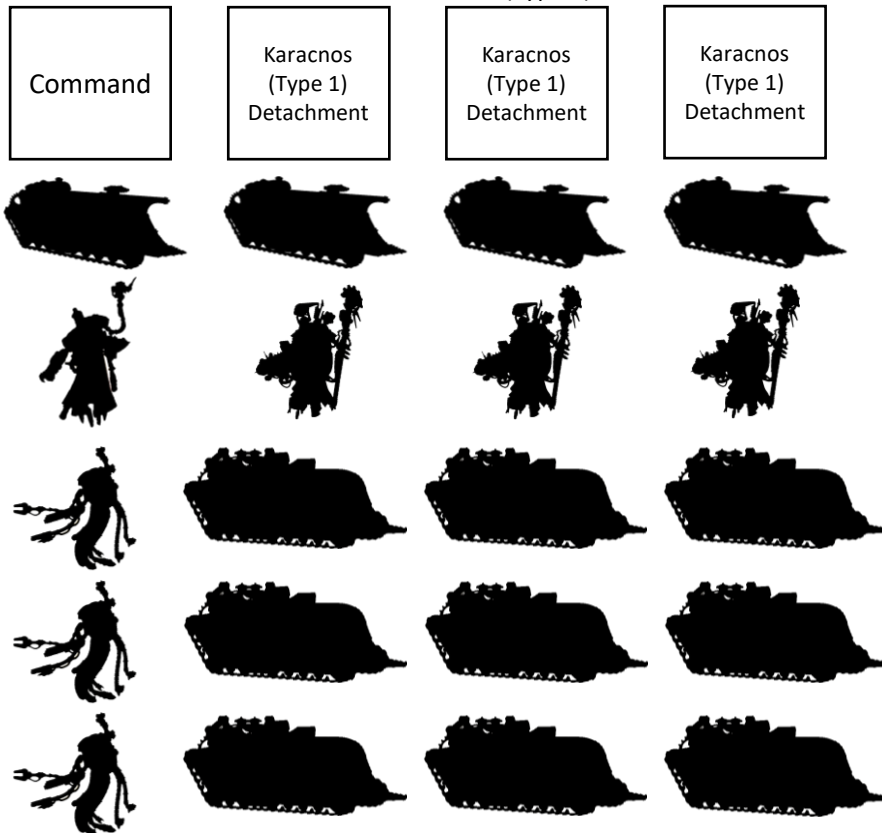


Victory Points 14

Your opponent gains 7 VPs when this Company is broken

KARACNOS ASSAULT TANK COMPANY (TYPE 1)

The Karacnos Assault Tank Company (Type 1) consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Karacnos Assault Tanks (Type 1).



Point Value 1650

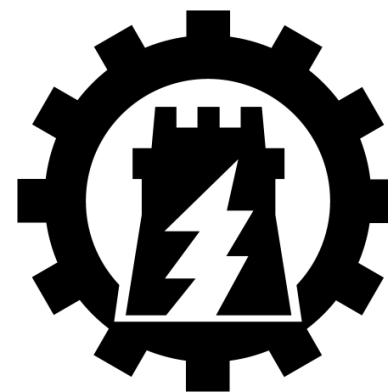


KARACNOS ASSAULT TANK COMPANY (TYPE 1)

Break Point 13: The Karacnos Assault Tanks is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Tanks. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Reductor	15	4[5]+	4/-3	Support Weapons	25	3	-2	[HQ2], [MK], [CC], Special
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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
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	

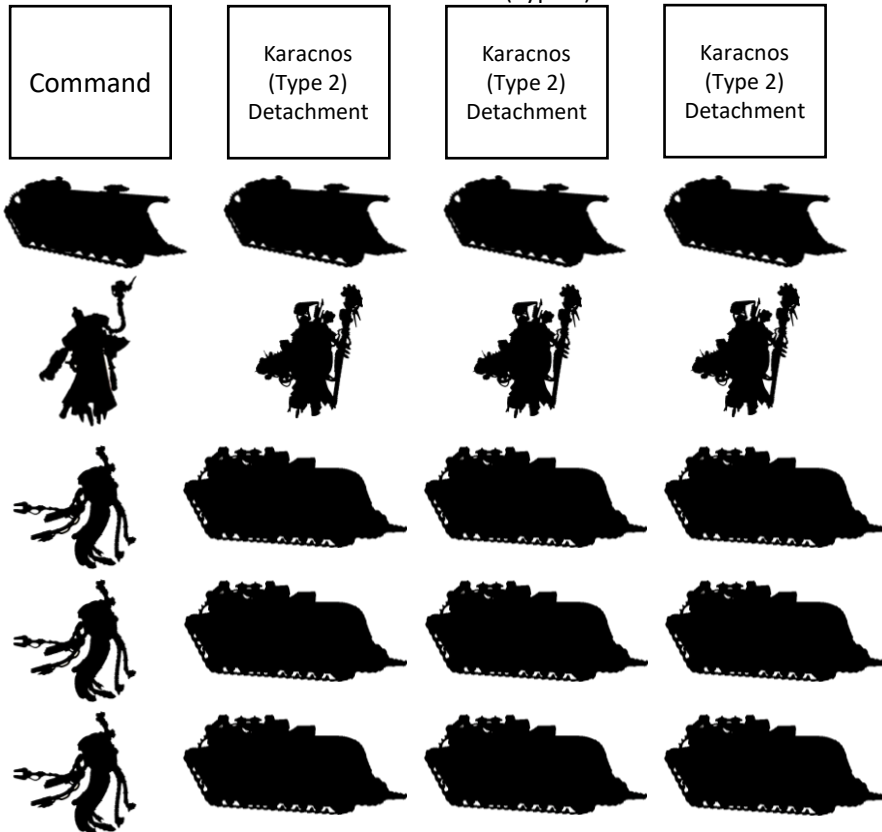


Victory Points 17

Your opponent gains 9 VPs when this Company is broken

KARACNOS ASSAULT TANK COMPANY (TYPE 2)

The Karacnos Assault Tank Company (Type 2) consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Karacnos Assault Tanks (Type 2).



Point Value 1650

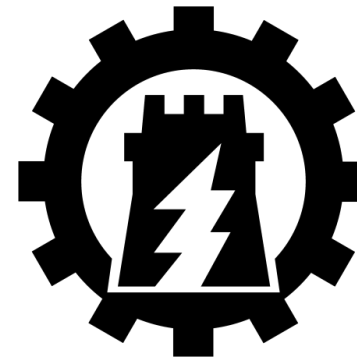


KARACNOS ASSAULT TANK COMPANY (TYPE 2)

Break Point 13: The Karacnos Assault Tanks is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Tanks. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Reductor	15	4[5]+	4/-3	Support Weapons	25	3	-2	[HQ2], [MK], [CC], Special
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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
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 17

Your opponent gains 9 VPs when this Company is broken

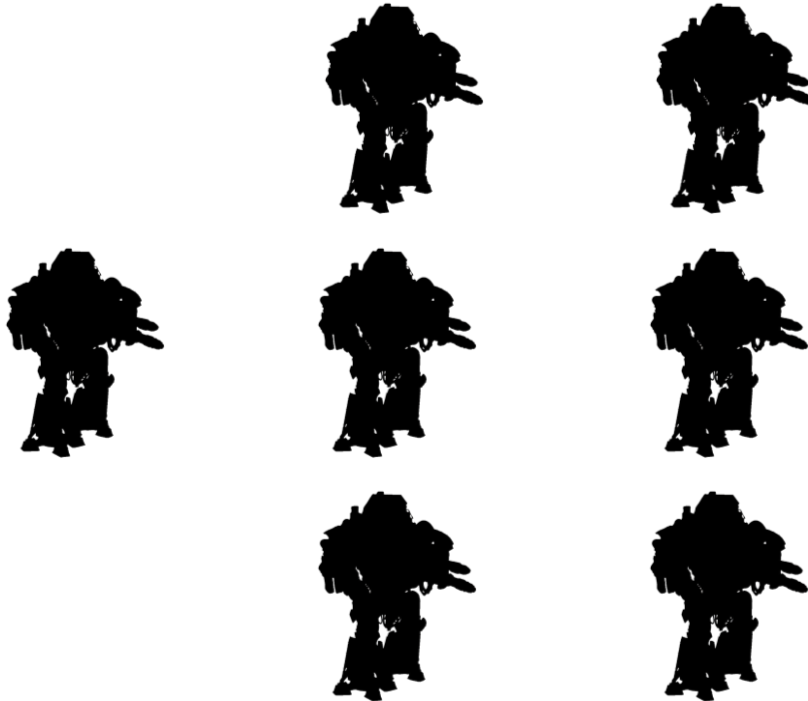
MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION CRUSADE (TYPE 1)

The Mechanicum Indentured Acastus Knight Porphyrior Crusade (Type 1) consists of 1 Acastus Porphyrior Command Knight and two detachments of 3 Acastus Porphyrior Knights (Type 1).

Command

Porphyrior
(Type 1)
Maniple

Porphyrior
(Type 1)
Maniple



Point Value 1200

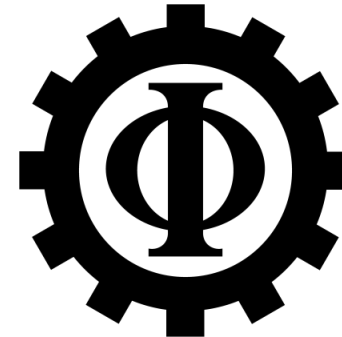


MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION CRUSADE (TYPE 1)

Break Point 4: The Mechanicum Indentured Acastus Knight Porphyrior Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment 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 Command	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[HQ2], [DR3], [AG]
				2x TL Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	
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 12

Your opponent gains 6 VPs when this Company is broken

MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION CRUSADE (TYPE 2)

The Mechanicum Indentured Acastus Knight Porphyrior Crusade (Type 2) consists of 1 Acastus Porphyrior Command Knight and two detachments of 3 Acastus Porphyrior Knights (Type 2).

Command

Porphyrior
(Type 2)
Maniple

Porphyrior
(Type 2)
Maniple



Point Value 1150

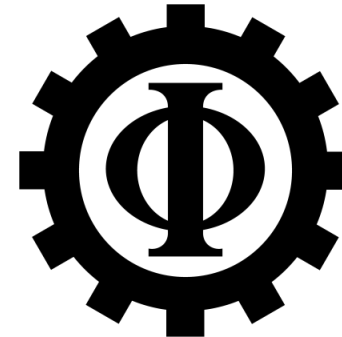


MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION CRUSADE (TYPE 2)

Break Point 4: The Mechanicum Indentured Acastus Knight Porphyrior Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment 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 Command	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[HQ2], [DR3], [AG]
				2x TL Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	
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	

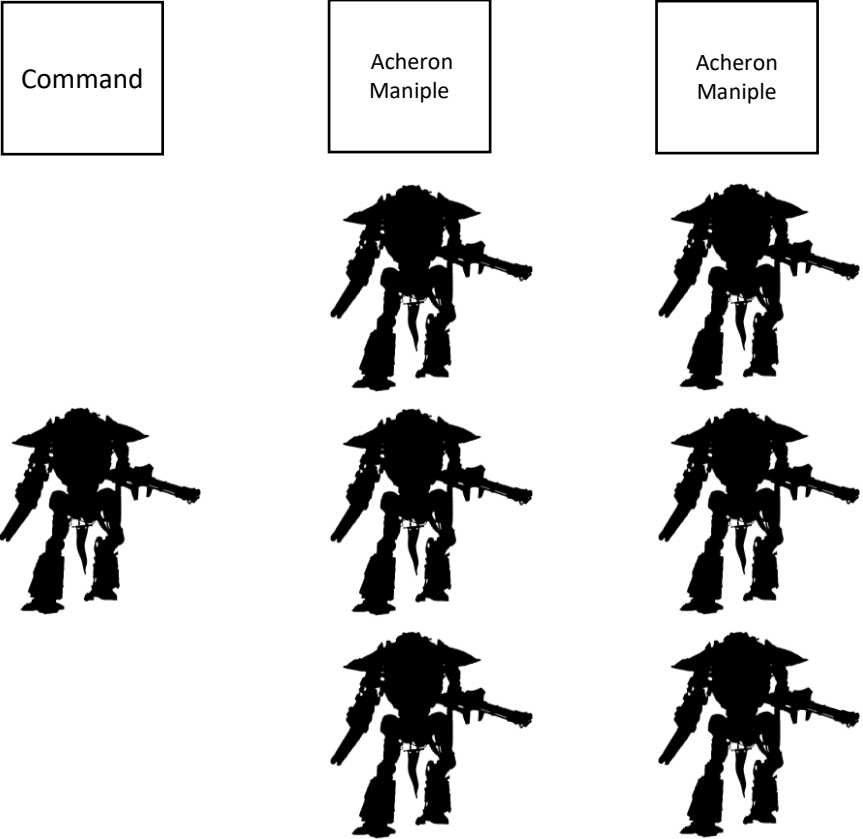


Victory Points 12

Your opponent gains 6 VPs when this Company is broken

MECHANICUM INDENTURED
CERASTUS KNIGHT ACHERON
CRUSADE

The Mechanicum Indentured Cerastus Knight Acheron Crusade consists of 1 Cerastus Acheron Command Knight and two detachments of 3 Cerastus Acheron Knights.



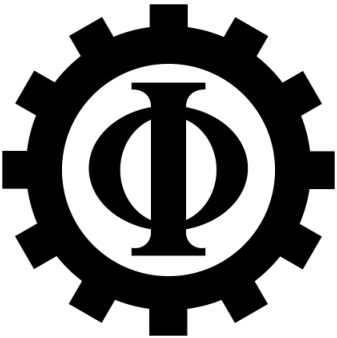
Point Value 750

MECHANICUM INDENTURED
CERASTUS KNIGHT ACHERON
CRUSADE

Break Point 4: The Mechanicum Indentured Cerastus Knight Acheron Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment 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 Command	25	3+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[HQ2], [DR2], [AG]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	
Acheron	25	3+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[DR2], [AG]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

MECHANICUM INDENTURED CERASTUS KNIGHT CASTIGATOR CRUSADE

The Mechanicum Indentured Cerastus Knight Castigator Crusade consists of 1 Cerastus Castigator Command Knight and two detachments of 3 Cerastus Castigator Knights.

Command

Castigator
Maniple

Castigator
Maniple



Point Value 650



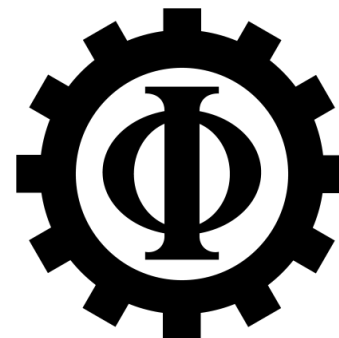
MECHANICUM INDENTURED CERASTUS KNIGHT CASTIGATOR CRUSADE

Break Point 4: The Mechanicum Indentured Cerastus Knight Castigator Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment 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 Command	25	3+	5/-4	TL Castigator Bolt Cannon [Dmg+1]	35	6TL2	-2	[HQ2], [DR2], [AG], Special*
				Tempest Warblade	-	-	-	
				Anti-Personnel	25	2	-1	
Castigator	25	3+	5/-4	TL Castigator Bolt Cannon [Dmg+1]	35	6TL2	-2	[DR2], [AG], Special*
				Tempest Warblade	-	-	-	
				Anti-Personnel	25	2	-1	

*Gains +1 CC die when engaged in close combat with infantry elements.



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

MECHANICUM INDENTURED CERASTUS KNIGHT LANCER CRUSADE

The Mechanicum Indentured Cerastus Knight Lancer Crusade consists of 1 Cerastus Lancer Command Knight and two detachments of 3 Cerastus Lancer Knights.

Command

Lancer
Maniple

Lancer
Maniple



Point Value 600



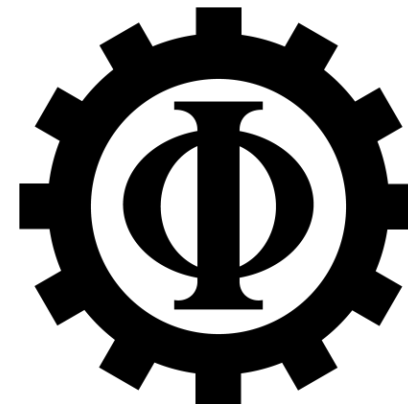
MECHANICUM INDENTURED CERASTUS KNIGHT LANCER CRUSADE

Break Point 4: The Mechanicum Indentured Cerastus Knight Lancer Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment 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 Command	30	3+	5/-4	Cerastus Shock Lance	20	2	-2	[HQ2], [DR2], [AG], Special*
				Anti-Personnel	25	2	-1	
Lancer	30	3+	5/-4	Cerastus Shock Lance	20	2	-2	[HQ2], [DR2], [AG], Special*
				Anti-Personnel	25	2	-1	

*The Shock Lance causes suppression as artillery.

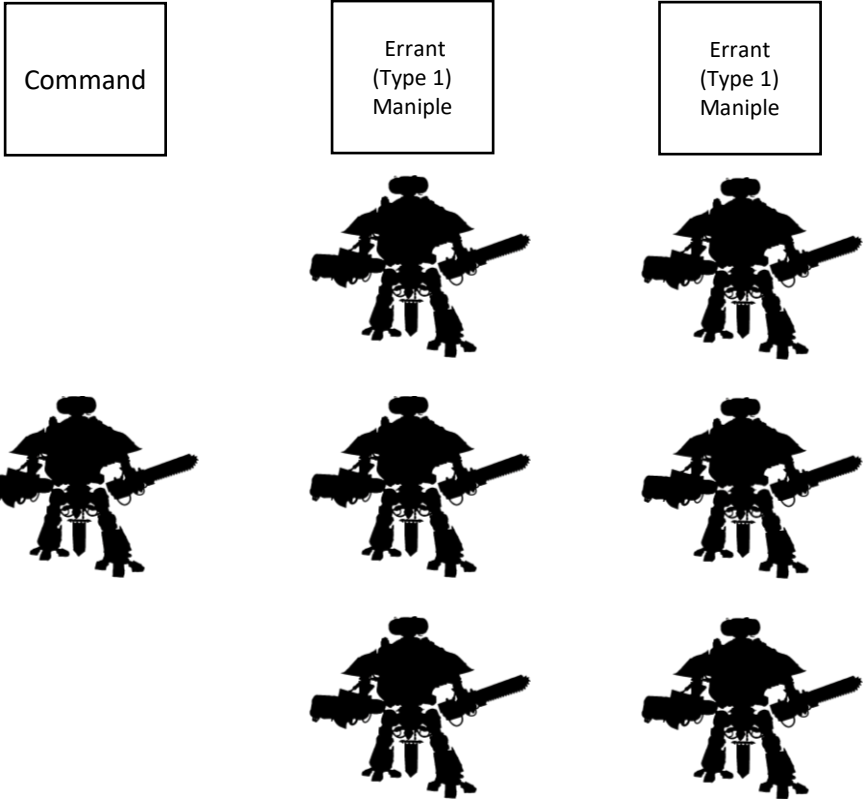


Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT ERRANT CRUSADE (TYPE 1)

The Mechanicum Indentured Knight Errant (Type 1) Crusade consists of 1 Errant Command Knight (Type 1) and two detachments of 3 Knight Errant Knights (Type 1) .



Point Value 850

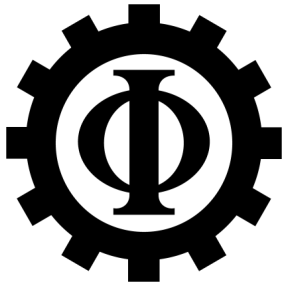


MECHANICUM INDENTURED KNIGHT ERRANT CRUSADE (TYPE 1)

Break Point 4: The Mechanicum Indentured Knight Errant Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment 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 Command	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[HQ2], [DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	
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 9

Your opponent gains 5 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT ERRANT CRUSADE (TYPE 2)

The Mechanicum Indentured Knight Errant (Type 2) Crusade consists of 1 Errant Command Knight (Type 2) and two detachments of 3 Knight Errant Knights (Type 2) .

Command

Errant
(Type 2)
Maniple

Errant
(Type 2)
Maniple



Point Value 850

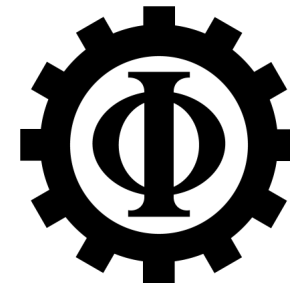


MECHANICUM INDENTURED KNIGHT ERRANT CRUSADE (TYPE 2)

Break Point 4: The Mechanicum Indentured Knight Errant Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment 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 Command	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[HQ2], [DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	
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 9

Your opponent gains 5 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT MAGAERA CRUSADE (TYPE 1)

The Mechanicum Indentured Knight Magaera (Type 1) Crusade consists of 1 Magaera Command Knight (Type 1) and two detachments of 3 Knight Magaera Knights (Type 1) .

Command

Magaera
(Type 1)
Maniple

Magaera
(Type 1)
Maniple



Point Value 600

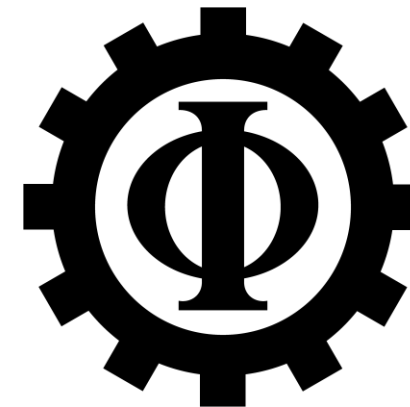


MECHANICUM INDENTURED KNIGHT MAGAERA CRUSADE (TYPE 1)

Break Point 4: The Mechanicum Indentured Knight Magaera Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment 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 Command	20	3+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[HQ2], [DR2], [AG]
				Lightning Cannon	25/50	B1	-3	
				Anti-Personnel	25	2	-1	
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 6


Your opponent gains 3 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT MAGAERA CRUSADE (TYPE 2)


The Mechanicum Indentured Knight Magaera (Type 2) Crusade consists of 1 Magaera Command Knight (Type 2) and two detachments of 3 Knight Magaera Knights (Type 2) .






Command

Magaera
(Type 2)
Maniple



Magaera
(Type 2)
Maniple







Point Value 650

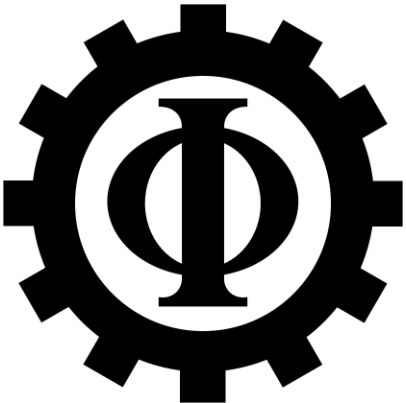


MECHANICUM INDENTURED KNIGHT MAGAERA CRUSADE (TYPE 2)

Break Point 4: The Mechanicum Indentured Knight Magaera Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment 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 Command	20	3+	4/-4	Lightning Cannon	25/50	B1	-3	[HQ2], [DR2], [AG]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
				Anti-Personnel	25	2	-1	
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 7

Your opponent gains 4 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT PALADIN CRUSADE (TYPE 1)

The Mechanicum Indentured Knight Paladin (Type 1) Crusade consists of 1 Paladin Command Knight (Type 1) and two detachments of 3 Knight Paladin Knights (Type 1) .

Command

Paladin
(Type 1)
Maniple

Paladin
(Type 1)
Maniple



Point Value 900

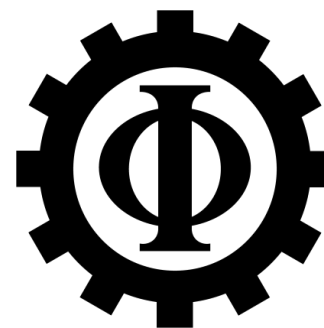


MECHANICUM INDENTURED KNIGHT PALADIN CRUSADE (TYPE 1)

Break Point 4: The Mechanicum Indentured Knight Paladin Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment 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 Command	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[HQ2], [DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	
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 9

Your opponent gains 5 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT PALADIN CRUSADE (TYPE 2)

The Mechanicum Indentured Knight Paladin (Type 2) Crusade consists of 1 Paladin Command Knight (Type 2) and two detachments of 3 Knight Paladin Knights (Type 2) .

Command

Paladin
(Type 2)
Maniple

Paladin
(Type 2)
Maniple



Point Value 950

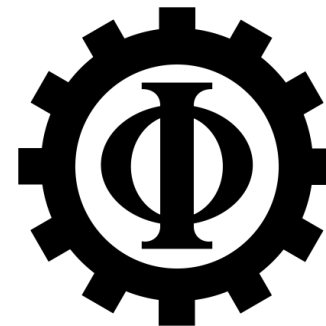


MECHANICUM INDENTURED KNIGHT PALADIN CRUSADE (TYPE 2)

Break Point 4: The Mechanicum Indentured Knight Paladin Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment 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 Command	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[HQ2], [DR2], [AG]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	
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 10


Your opponent gains 5 VPs when this Company is broken


MECHANICUM INDENTURED KNIGHT STYRIX CRUSADE (TYPE 1)


The Mechanicum Indentured Knight Styrix (Type 1) Crusade consists of 1 Styrix Command Knight (Type 1) and two detachments of 3 Knight Styrix Knights (Type 1) .


Command





















Point Value 650

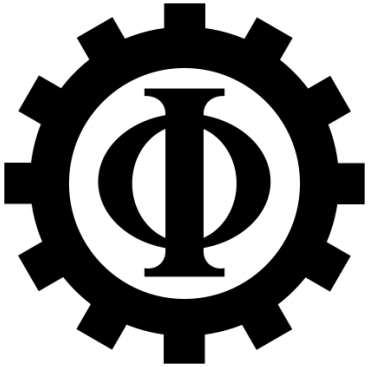


MECHANICUM INDENTURED KNIGHT STYRIX CRUSADE (TYPE 1)

Break Point 4: The Mechanicum Indentured Knight Styrix Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Indentured Knights have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Styrix Command	20	3+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[HQ2], [DR2], [AG]
				Volkite Chieorovile [VK, IC]	25/50	2	-2	
				Anti-Personnel	25	2	-1	
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 7
Your opponent gains 4 VPs when this Company is broken

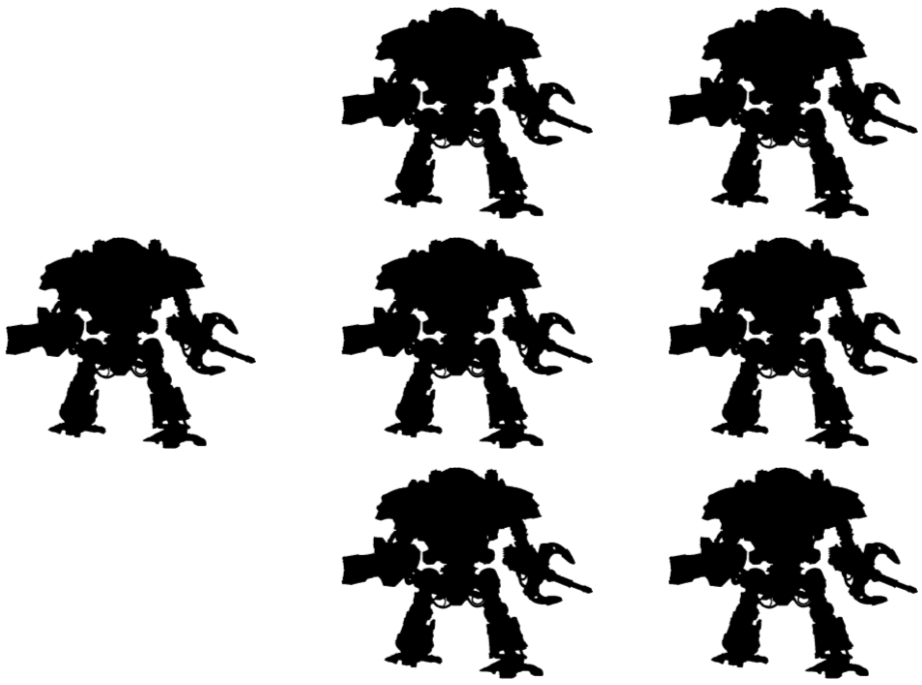
MECHANICUM INDENTURED KNIGHT STYRIX CRUSADE (TYPE 2)

The Mechanicum Indentured Knight Magaera (Type 2) Crusade consists of 1 Magaera Knight (Type 2) and two detachments of 3 Knight Magaera Knights (Type 2) .

Command

Magaera
(Type 2)
Maniple

Magaera
(Type 2)
Maniple



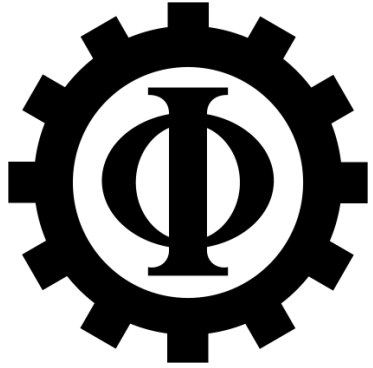
Point Value 750

MECHANICUM INDENTURED KNIGHT STYRIX CRUSADE (TYPE 2)

Break Point 4: The Mechanicum Indentured Knight Styrix Crusade is broken if it has lost 4 Knights either the command or maniple knights. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Indentured Knights have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

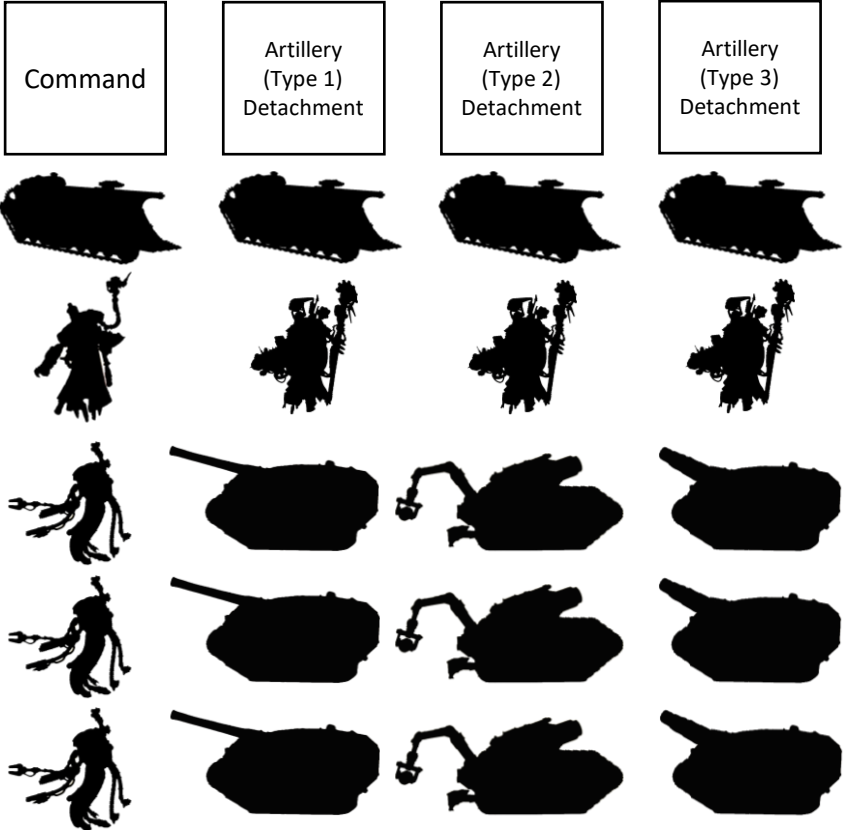
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Styrixs Command	20	3+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[HQ2], [DR2], [AG]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
				Anti-Personnel	25	2	-1	
Styrixs (Type 2)	20	3+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[DR2], [AG]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]				
				Anti-Personnel	25	2	-1	



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

ARTILLERY TANK COMPANY (TYPE 1)

The Artillery Tank Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Artillery Tanks (3 Types).



Point Value 1500

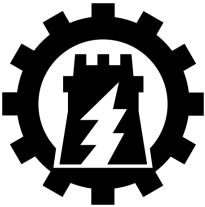


ARTILLERY TANK COMPANY (TYPE 1)

Break Point 13: The Krios Venator Tanks is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Tanks. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Reductor	15	4[5]+	4/-3	Support Weapons	25	3	-2	[HQ2], [MK], [CC], Special
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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	
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	
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	

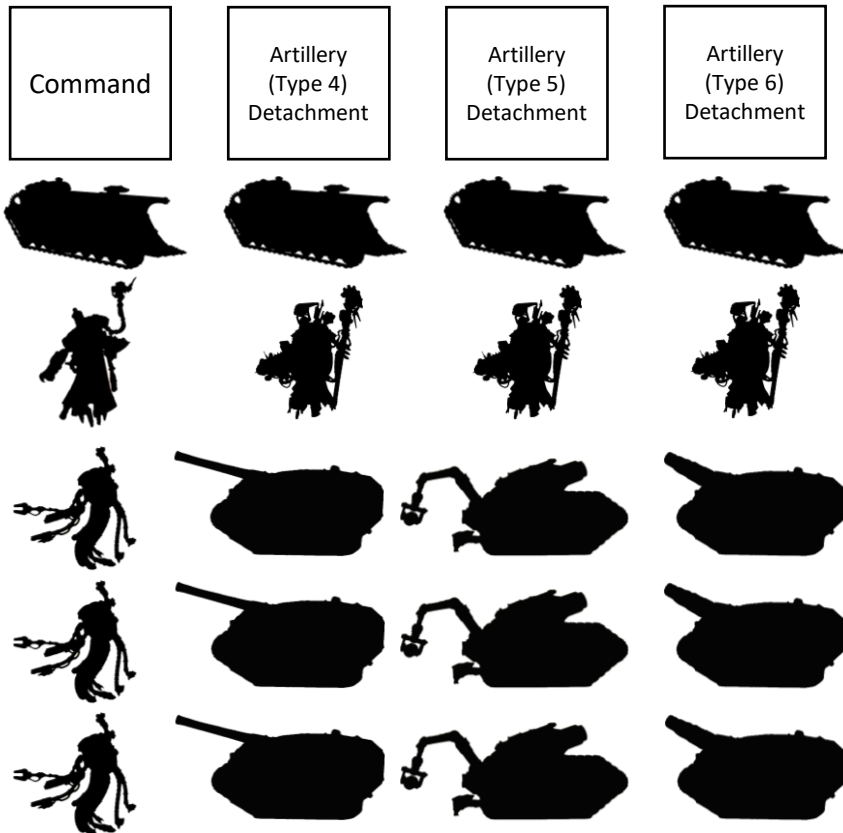


Victory Points 15

Your opponent gains 8 VPs when this Company is broken

ARTILLERY TANK COMPANY (TYPE 2)

The Artillery Tank Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Artillery Tanks (3 Types).



Point Value 1300



ARTILLERY TANK COMPANY (TYPE 2)

Break Point 13: The Krios Venator Tanks is broken if it has lost 13 stands either the Magos, Tech Priest, Armoured Conveyor or Tanks. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Reductor	15	4[5]+	4/-3	Support Weapons	25	3	-2	[HQ2], [MK], [CC], Special
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
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	
Ordo Reductor Artillery Tank (Type 5)	15	3+	2/-1	Anti-Personnel	25	2	-1	[RC], [N]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
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 13

Your opponent gains 7 VPs when this Company is broken