

SPECIAL FORMATION

AUXILIA THALLAX MANIPLE (TYPE 1)

The Auxilia Thallax Maniple consists of 5 Thallax (Type 1) stands.



Point Value 250



AUXILIA THALLAX MANIPLE (TYPE 1)

Break Point 3: The Auxilia Thallax Maniple is broken when 3 Thallax stands are lost.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax (Type 1)	15	6[8]+	1/-1	Lightning Gun [Dmg+1]	20	1	-3	[SU], [MB], [RC], Special*

* Their attacks decrease cover modifiers by one step (light cover becomes no cover). Opponents cannot deploy stealth formations within 25cms of these elements. They count as support cards for formations that have an attached Engineeer equipped with cortex controllers.



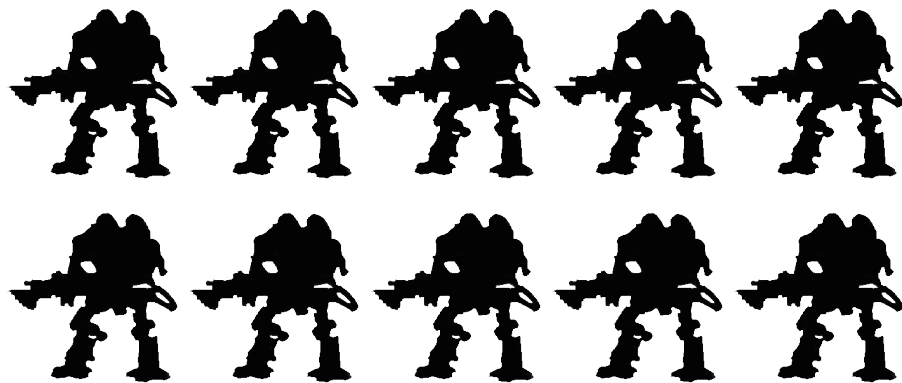
Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA THALLAX GRAND MANIPLE
(TYPE 1)

The Auxilia Thallax Grand Maniple consists of 10 Thallax (Type 1) stands.



Point Value 500



AUXILIA THALLAX GRAND MANIPLE
(TYPE 1)

Break Point 5: The Auxilia Thallax Grand Maniple is broken when 5 Thallax stands are lost.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax (Type 1)	15	6[8]+	1/-1	Lightning Gun [Dmg+1]	20	1	-3	[SU], [MB], [RC], Special*

* Their attacks decrease cover modifiers by one step (light cover becomes no cover). Opponents cannot deploy stealth formations within 25cms of these elements. They count as support cards for formations that have an attached Engineer equipped with cortex controllers.



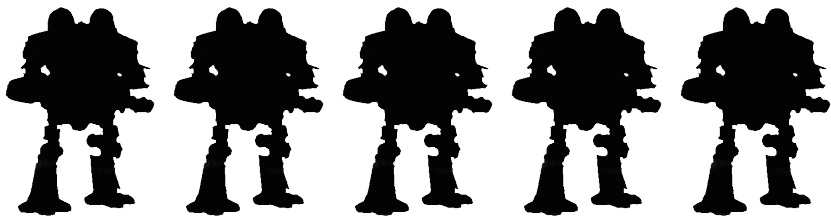
Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA THALLAX MANIPLE (TYPE 2)

The Auxilia Thallax Maniple consists of 5 Thallax (Type 2) stands.



Point Value 250



AUXILIA THALLAX MANIPLE (TYPE 2)

Break Point 3: The Auxilia Thallax Maniple is broken when 3 Thallax stands are lost.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax (Type 2)	15	6[8]+	1/-1	Photon Thruster [Dmg+1]	25/50	2	-2	[SU], [MB], [RC], Special*

* Their attacks decrease cover modifiers by one step (light cover becomes no cover). Opponents cannot deploy stealth formations within 25cms of these elements. They count as support cards for formations that have an attached Engineer equipped with cortex controllers.



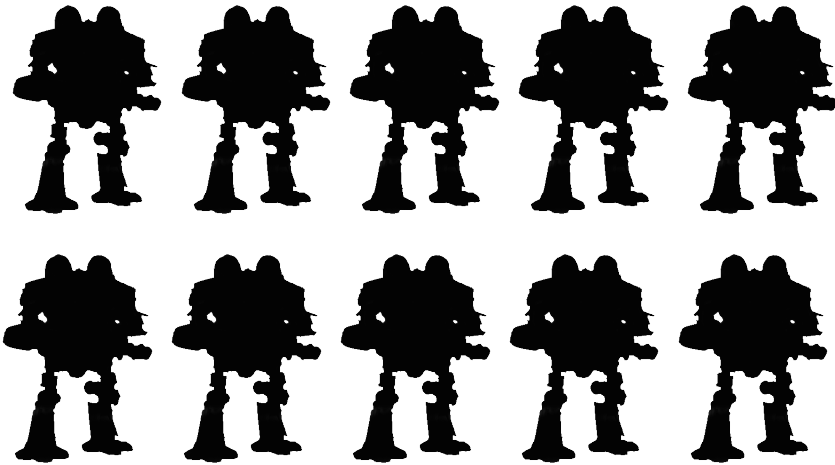
Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA THALLAX GRAND MANIPLE
(TYPE 2)

The Auxilia Thallax Grand Maniple consists of 10 Thallax (Type 2) stands.



AUXILIA THALLAX GRAND MANIPLE
(TYPE 2)

Break Point 5: The Auxilia Thallax Grand Maniple is broken when 5 Thallax stands are lost.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax (Type 2)	15	6[8]+	1/-1	Photon Thruster [Dmg+1]	25/50	2	-2	[SU], [MB], [RC], Special*

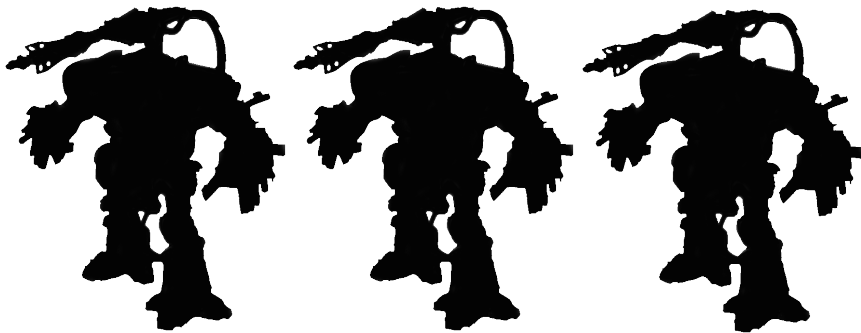
* Their attacks decrease cover modifiers by one step (light cover becomes no cover). Opponents cannot deploy stealth formations within 25cms of these elements. They count as support cards for formations that have an attached Engineeer equipped with cortex controllers.



SPECIAL FORMATION

AUXILIA CASTELLAX BATTLE
AUTOMATA MANIPLE (TYPE 1)

The Auxilia Castellax Battle Automata Maniple consists of 3 Castellax Automata (Type 1).



Point Value 250



AUXILIA CASTELLAX BATTLE
AUTOMATA MANIPLE (TYPE 1)

Break Point 2: The Auxilia Castellax Battle Automata Maniple is broken when 2 Castellax Automata are lost.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax (Type 1)	15	5+	3/-2	Darkfire Cannon	30/60	2	-3	[DR2], [N], [RC], Special*
				Anti-Personnel	25	2	-1	

* Can re-roll failed armor saves (second result stands).



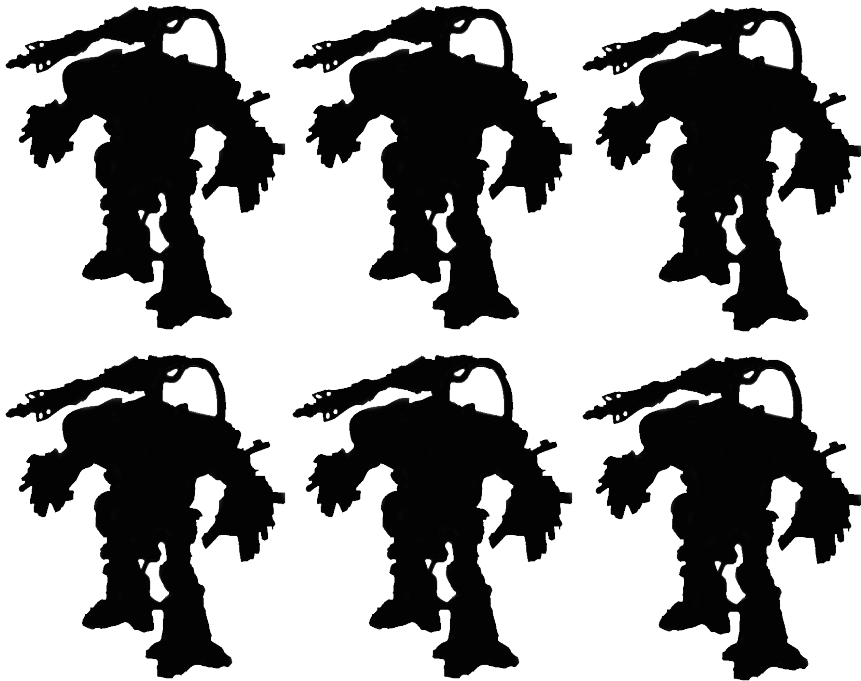
Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA CASTELLAX BATTLE AUTOMATA
GRAND MANIPLE (TYPE 1)

The Auxilia Castellax Battle Automata Grand Maniple consists of 6 Castellax Automata (Type 1).



Point Value 500



AUXILIA CASTELLAX BATTLE AUTOMATA
GRAND MANIPLE (TYPE 1)

Break Point 3: The Auxilia Castellax Battle Automata Grand Maniple is broken when 3 Castellax Automata are lost.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax (Type 1)	15	5+	3/-2	Darkfire Cannon	30/60	2	-3	[DR2], [N], [RC], Special*
				Anti-Personnel	25	2	-1	

* Can re-roll failed armor saves (second result stands).



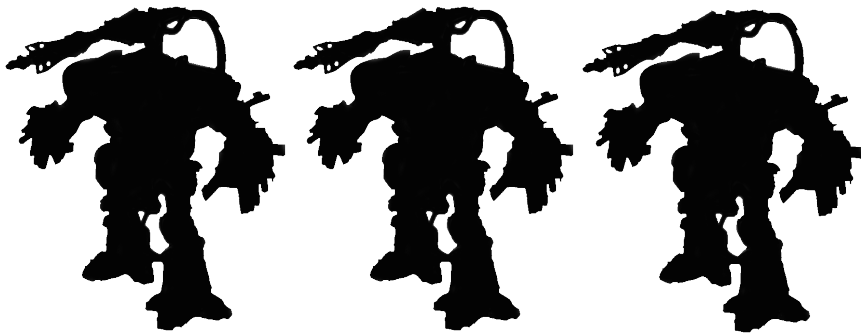
Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA CASTELLAX BATTLE
AUTOMATA MANIPLE (TYPE 2)

The Auxilia Castellax Battle Automata Maniple consists of 3 Castellax Automata (Type 2).



Point Value 250



AUXILIA CASTELLAX BATTLE
AUTOMATA MANIPLE (TYPE 2)

Break Point 2: The Auxilia Castellax Battle Automata Maniple is broken when 2 Castellax Automata are lost.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax (Type 2)	15	5(+)	3/-2	Darkfire Cannon	30/60	2	-3	[DR2], [N], [RC], Special*
				Heavy Flamer [FW]	10	2	-1	

* Can re-roll failed armor saves (second result stands).



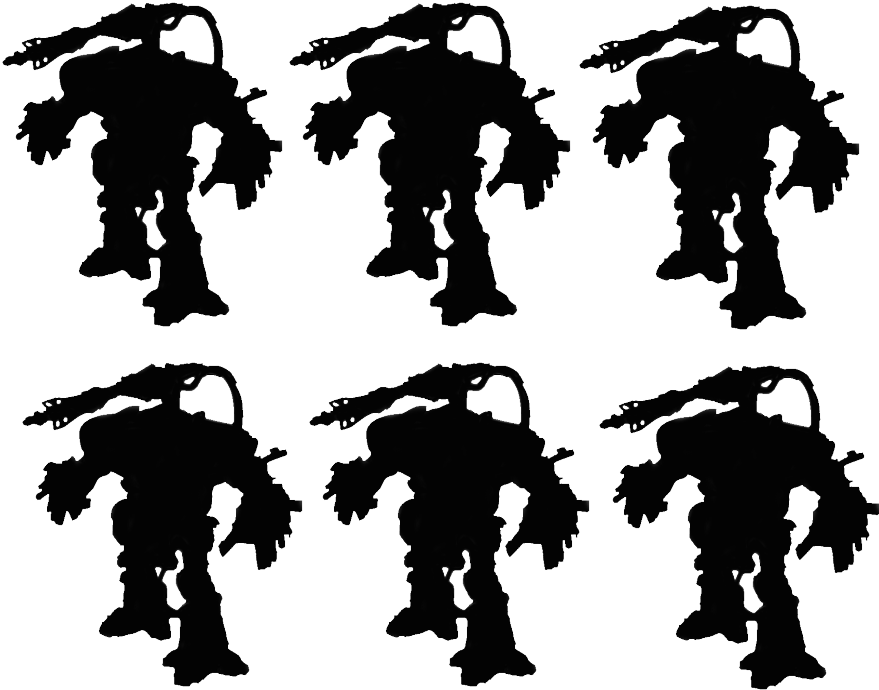
Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA CASTELLAX BATTLE AUTOMATA
GRAND MANIPLE (TYPE 2)

The Auxilia Castellax Battle Automata Grand Maniple consists of 6 Castellax Automata (Type 2).



Point Value 500



AUXILIA CASTELLAX BATTLE AUTOMATA
GRAND MANIPLE (TYPE 2)

Break Point 3: The Auxilia Castellax Battle Automata Grand Maniple is broken when 3 Castellax Automata are lost.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax (Type 2)	15	5+	3/-2	Darkfire Cannon	30/60	2	-3	[DR2], [N], [RC], Special*
				Heavy Flamer [FW]	10	2	-1	

* Can re-roll failed armor saves (second result stands).



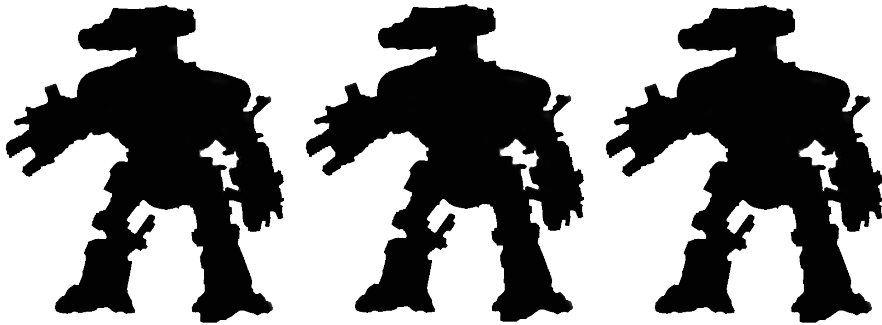
Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA CASTELLAX SIEGE
AUTOMATA MANIPLE

The Auxilia Castellax Siege Automata Maniple consists of 3 Castellax Siege Automata (Type 2).



Point Value 250



AUXILIA CASTELLAX SIEGE
AUTOMATA MANIPLE

Break Point 2: The Auxilia Castellax Siege Automata Maniple is broken when 2 Castellax Automata are lost.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Siege	15	5+	3/-2	Heavy Flamer [FW]	10	2	-1	[DR2], [N], [RC], Special*
				Anti-Personnel	25	2	-1	
				Siege Wrecker [Str+1]				

* Can re-roll failed armor saves (second result stands).



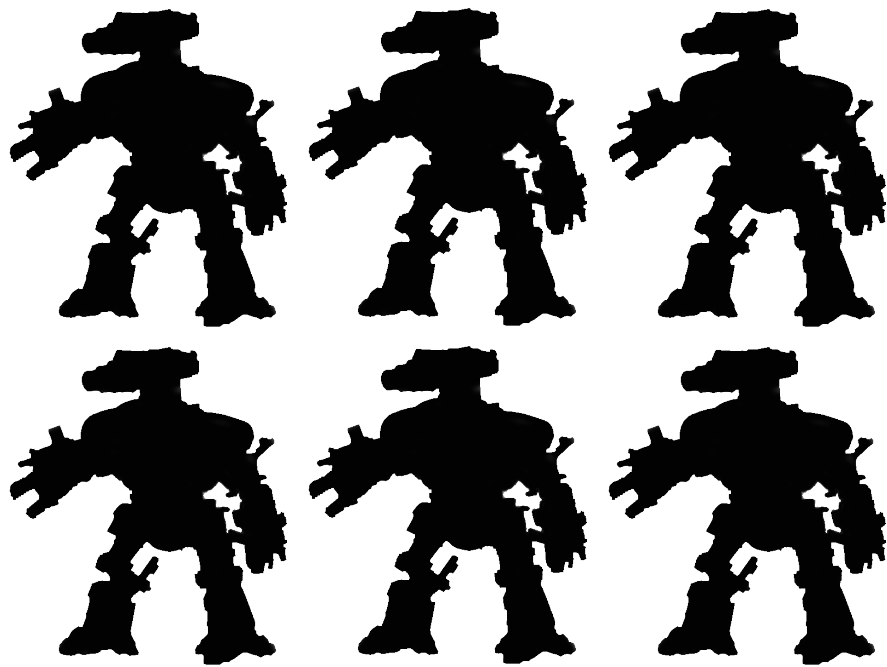
Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA CASTELLAX SIEGE
AUTOMATA GRAND MANIPLE

The Auxilia Castellax Siege Automata Grand Maniple consists of 6 Castellax Automata (Type 2).



Point Value 450



AUXILIA CASTELLAX SIEGE
AUTOMATA GRAND MANIPLE

Break Point 3: The Auxilia Castellax Siege Automata Grand Maniple is broken when 3 Castellax Automata are lost.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Siege	15	5+	3/-2	Heavy Flamer [FW]	10	2	-1	[DR2], [N], [RC], Special*
				Anti-Personnel	25	2	-1	
				Siege Wrecker [Str+1]				

* Can re-roll failed armor saves (second result stands).



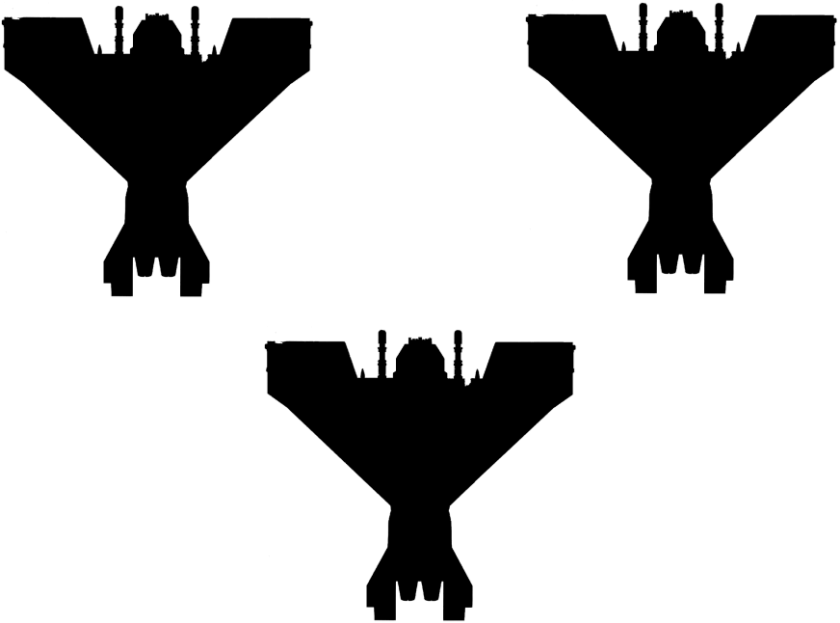
Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA PRIMARIS LIGHTNING
STRIKE FIGHTER INTERCEPTOR
SQUADRON

The Primaris Lightning Strike Fighter Interceptor Squadron consists of 3
Lightning Strike Fighters Interceptors



Point Value 150



AUXILIA PRIMARIS LIGHTNING
STRIKE FIGHTER INTERCEPTOR
SQUADRON

Break Point 2: The Primaris Interceptor Squadron is broken when it has
lost 2 models.

Morale Value 6+: Auxilia 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
Lightning Strike Fighter Interceptor	[F]	5+	3/-2	TL Lascannons	25/50	2TL1	-3	Special*
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped
with special missile support cards. Can re-roll failed armor saves (second result stands).



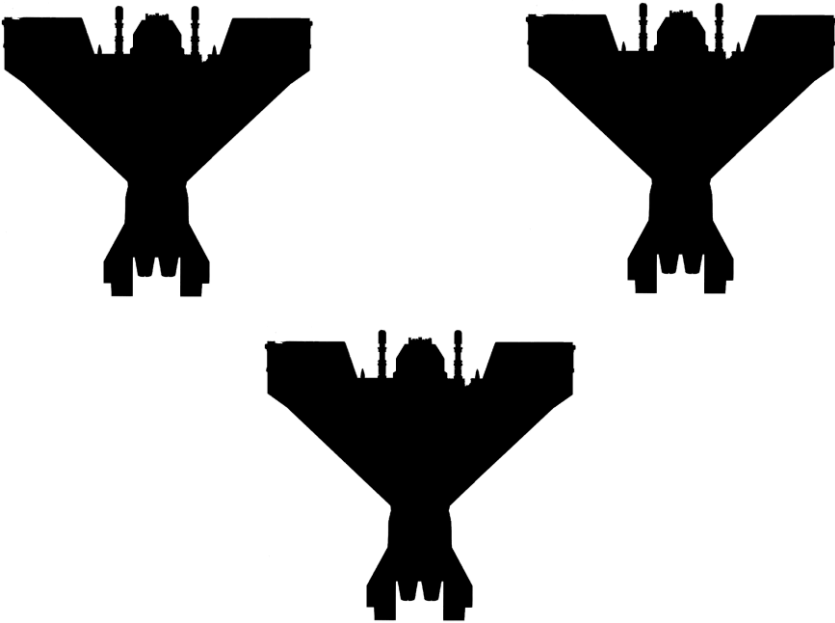
Victory Points 2

Your opponent gains 1 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER GROUND ATTACK SQUADRON

The Primaris Lightning Strike Fighter Ground Attack Squadron consists of 3 Lightning Strike Ground Attack Fighters



Point Value 200



AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER GROUND ATTACK SQUADRON

Break Point 2: The Primaris Ground Attack Squadron is broken when it has lost 2 models.

Morale Value 6+: Auxilia 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
Lightning Strike Fighter Ground Attack	[F]	5+	2/-2	TL Lascannons	25/50	2TL1	-3	Special*
				Phosphex Bombs {IC, Fire+2}	0	B2	-1	
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards. Can re-roll failed armor saves (second result stands).



Victory Points 2

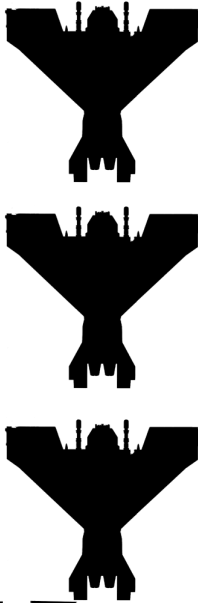
Your opponent gains 1 VP when this Squadron is broken


SPECIAL FORMATION

AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR WING

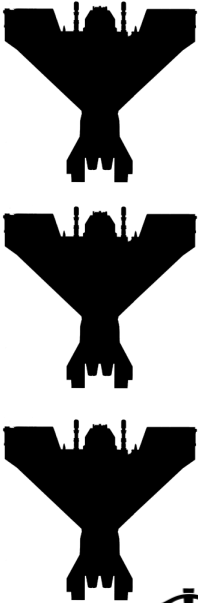
The Primaris Lightning Strike Fighter Interceptor Wing consists of 2 Squadrons of 3 Lightning Strike Fighter Interceptors.


Lightning Interceptor Squadron





Lightning Interceptor Squadron





Point Value 350

AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR WING

Break Point 3: The Primaris Interceptor Wing is broken when it has lost 3 models.

Morale Value 6+: The Auxilia 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
Lightning Strike Fighter Interceptor	[F]	5+	3/-2	TL Lascannons	25/50	2TL1	-3	Special*
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards. Can re-roll failed armor saves (second result stands).




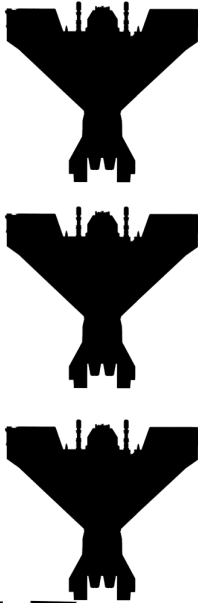
Victory Points 4
Your opponent gains 2 VP when this Wing is broken

SPECIAL FORMATION

AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER GROUND ATTACK WING


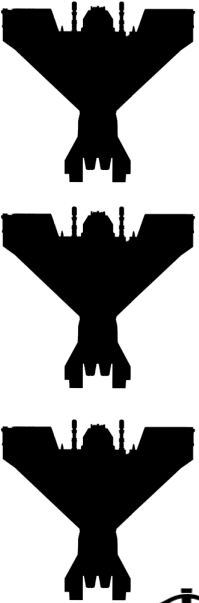
The Primaris Lightning Strike Fighter Ground Attack Wing consists of 2 Squadrons of 3 Lightning Strike Ground Attack Fighters.

Lightning Ground Attack Squadron



Point Value 400

Lightning Ground Attack Squadron



AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER GROUND ATTACK WING

Break Point 3: The Primaris Ground Attack Wing is broken when it has lost 3 models.

Morale Value 6+: The Auxilia 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
Lightning Strike Fighter Ground Attack	[F]	5+	2/-2	TL Lascannons	25/50	2TL1	-3	Special*
				Phosphex Bombs {IC, Fire+2}	0	B2	-1	
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards. Can re-roll failed armor saves (second result stands).




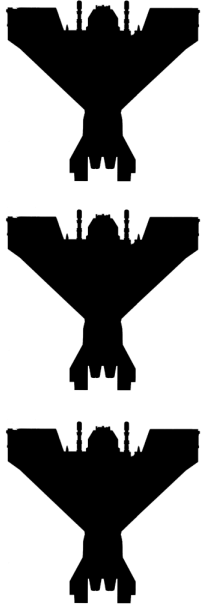
Victory Points 4
Your opponent gains 2 VP when this Wing is broken

SPECIAL FORMATION

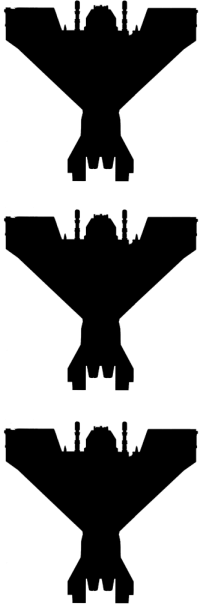
AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR AIR FORCE

The Primaris Lightning Strike Fighter Interceptor Air Force consists 3 Squadrons of 3 Lightning Strike Fighter Interceptor.

Lightning Interceptor Squadron


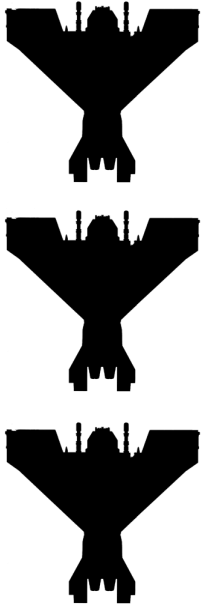


Lightning Interceptor Squadron



Point Value 500

Lightning Interceptor Squadron



AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR AIR FORCE

Break Point 5: The Primaris Interceptor Air Force is broken when it has lost 5 models.

Morale Value 6+: The Auxilia have a Morale value of 6+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Interceptor	[F]	5+	3/-2	TL Lascannons	25/50	2TL1	-3	Special*
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards. Can re-roll failed armor saves (second result stands).

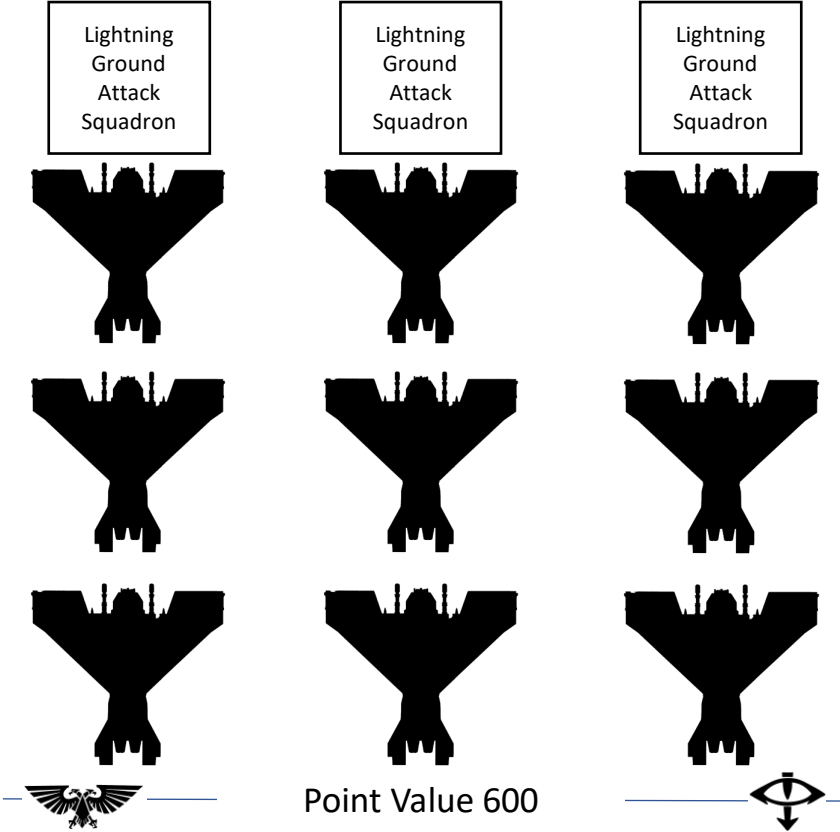


Victory Points 5
Your opponent gains 3 VP when this Air Force is broken

SPECIAL FORMATION

AUXILIA PRIMARIS LIGHTNING
STRIKE FIGHTER GROUND ATTACK
AIR FORCE

The Primaris Lightening Strike Fighter Ground Attack Air Force consists 3
Squadrons of 3 Lightning Strike Ground Attack Fighters.



AUXILIA PRIMARIS LIGHTNING
STRIKE FIGHTER GROUND ATTACK
AIR FORCE

Break Point 5: The Primaris Ground Attack Air Force is broken when it has
lost 5 models.

Morale Value 6+: The Auxilia have a Morale value of 6+ and must roll 5
or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Ground Attack	[F]	5+	2/-2	TL Lascannons	25/50	2TL1	-3	Special*
				Phosphex Bombs {IC, Fire+2}	0	B2	-1	
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped
with special missile support cards. Can re-roll failed armor saves (second result stands).



Victory Points 6

Your opponent gains 3 VP when this Air Force is broken

SPECIAL FORMATION

AUXILIA THUNDERBOLT HEAVY
FIGHTER SQUADRON

The Thunderbolt Heavy Fighter Squadron consists of 3 Thunderbolt Heavy Fighters.



Point Value 250



AUXILIA THUNDERBOLT HEAVY
FIGHTER SQUADRON

Break Point 2: The Thunderbolt Heavy Fighter Squadron is broken when it has lost 2 models.

Morale Value 6+: Auxilia 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
Thunderbolt	[F]	5+	3/-2	Quad TL Autocannons	25/50	8TL4	-2	Special*
				TL Lascannon	25/50	2TL1	-3	
				Kinetic Piercer Missile [AA, Dmg+1]				
				Air Defence	25	2	-1	

*Can re-roll failed armor saves (second result stands).



Victory Points 3

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA THUNDERBOLT HEAVY FIGHTER WING

The Thunderbolt Heavy Fighter Wing consists of 2 Squadrons of 3 Thunderbolt Heavy Fighters.

Thunderbolt Squadron



Point Value 550

Thunderbolt Squadron



AUXILIA THUNDERBOLT HEAVY FIGHTER WING

Break Point 3: The Thunderbolt Heavy Fighter Wing is broken when it has lost 3 models.

Morale Value 6+: The Auxilia 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
Thunderbolt	[F]	5+	3/-2	Quad TL Autocannons	25/50	8TL4	-2	Special*
				TL Lascannon	25/50	2TL1	-3	
				Kinetic Piercer Missile [AA, Dmg+1]				
				Air Defence	25	2	-1	

*Can re-roll failed armor saves (second result stands).



Victory Points 6

Your opponent gains 3 VP when this Wing is broken

SPECIAL FORMATION

AUXILIA THUNDERBOLT HEAVY FIGHTER AIR FORCE

The Thunderbolt Heavy Fighter Air Force consists 3 Squadrons of 3 Thunderbolt Heavy Fighters.

Thunderbolt Squadron




Thunderbolt Squadron




Thunderbolt Squadron





Point Value 800



AUXILIA THUNDERBOLT HEAVY FIGHTER AIR FORCE

Break Point 5: The Thunderbolt Heavy Fighter Air Force is broken when it has lost 5 models.

Morale Value 6+: The Auxilia 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
Thunderbolt	[F]	5+	3/-2	Quad TL Autocannons	25/50	8TL4	-2	Special*
				TL Lascannon	25/50	2TL1	-3	
				Kinetic Piercer Missile [AA, Dmg+1]				
				Air Defence	25	2	-1	

*Can re-roll failed armor saves (second result stands).



Victory Points 8

Your opponent gains 4 VP when this Air Force is broken

SPECIAL FORMATION

LORD MARSHAL

The Lord Marshal consists of 1 Lord Marshal stand.



Point Value Free



LORD MARSHAL

Break Point +1: The Lord Marshal adds +1 to the break point of the company it is added to.

Morale Value 5+: The Lord Marshal has 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
Lord Marshal	10	4[5]+	5/-2	CC Weapons	-	-	-	[HQ3], [MB], [N]



Victory Points +1

Your opponent gains +1 VP when attached Company is broken

SPECIAL FORMATION

LORD MARSHAL IRETON MASADE

The Lord Marshal Ireton Masade consists of 1 Lord Marshal Ireton Masade stand.



Point Value 100



LORD MARSHAL IRETON MASADE

Break Point +1: The Lord Marshal Ireton Masade adds +1 to the break point of the company it is added to.

Morale Value 5+: The Lord Marshal Ireton Masade has 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
Lord Marshal Ireton MaSade	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3], [IWD], Special*

*Once per game any one destroyed tank can be returned to service with 1 DR point.



Victory Points +1

Your opponent gains +1 VP when attached Company is broken