



GRAND COMPANY CARDS

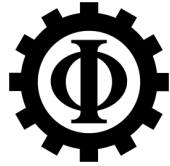
MECHANICUM GENRAL RULES

(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.



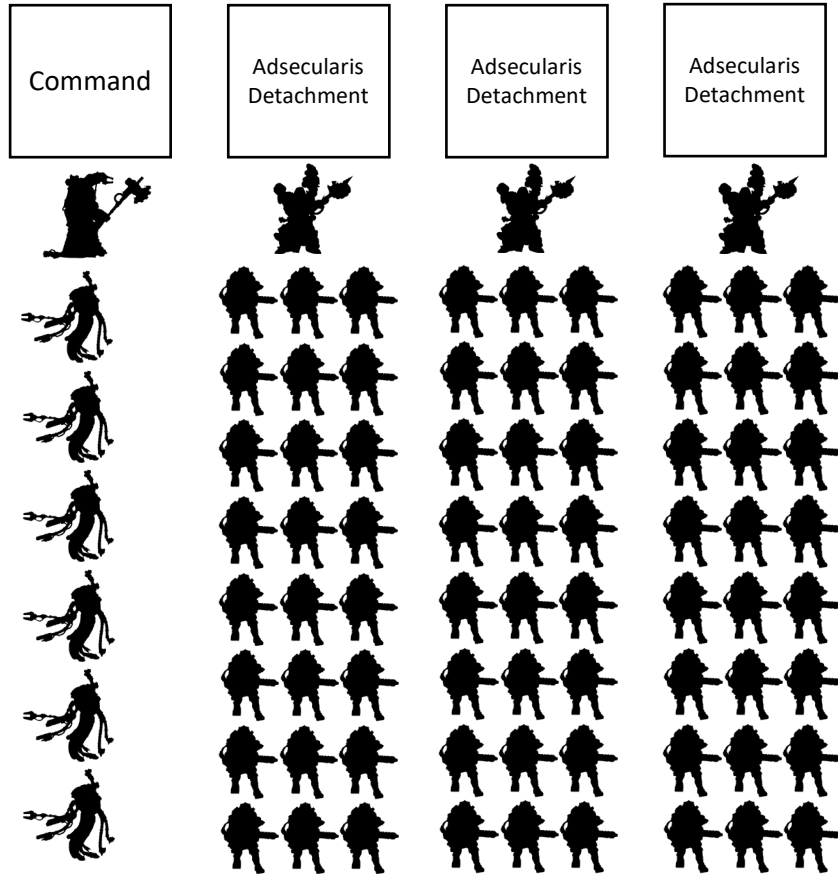
This symbol means the element is a level 1 commander [HQ1] for that formation (mainly used in non infantry formations).



This symbol means the element is a level 2 commander [HQ2] for that Company Card (mainly used in non infantry formations).

ADSECULARIS COVENANT GRAND COMPANY

The Adsecularis Covenant Grand Company consists of one command detachment of 1 Magos Prime and 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 24 Tech-Thrall Adsecularis stands.



Point Value 2100

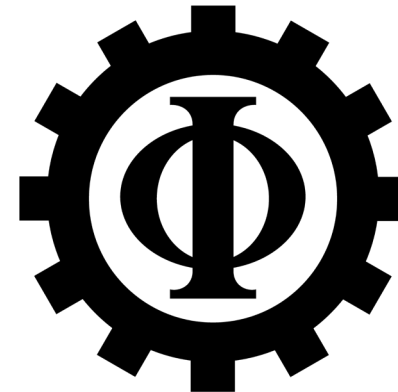


ADSECULARIS COVENANT GRAND COMPANY

Break Point 57: The Adsecularis Company is broken if it has lost 57 stands either the Magos Prime, Tech Priest, Scyllax 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], [RA], Special
Tech-Thrall Adsecularis	10	9[9]+	1/-	Las-lock [A]	20	2	0	[RC]

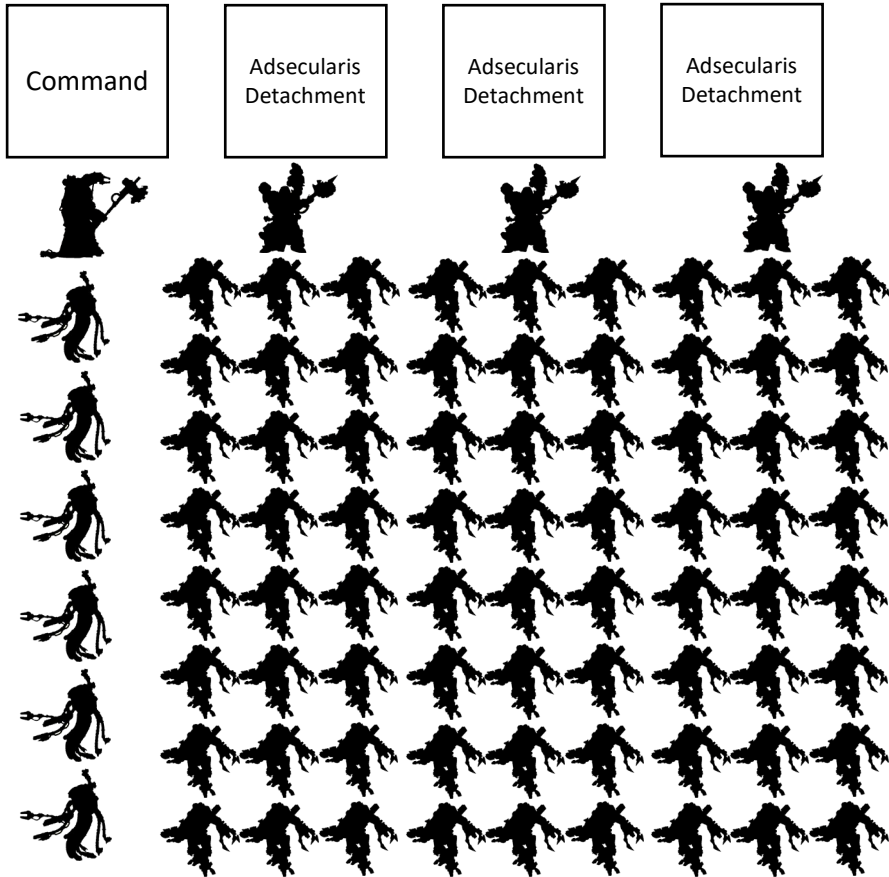


Victory Points 21

Your opponent gains 11 VPs when this Company is broken

ADSECULARIS ASSAULT COVENANT GRAND COMPANY

The Adsecularis Assault Covenant Grand Company consists of one command detachment of 1 Magos Prime and 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 24 Tech-Thrall Adsecularis stands.



Point Value 2500

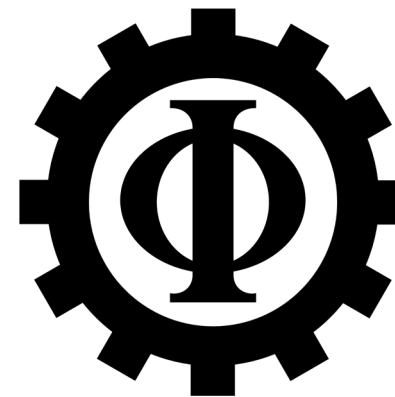


ADSECULARIS ASSAULT COVENANT GRAND COMPANY

Break Point 57: 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], [RA], Special
Tech-Thrall Assault Adsecularis	10	7[8]+	2/-2	CC Weapons	-	-	-	[RC], [N]










Victory Points 25

Your opponent gains 13 VPs when this Company is broken








THALLAX COHORT GRAND COMPANY (TYPE 1)

The Thallax Cohort Grand Company (Type 1) consists of one command detachment of 1 Magos Prime and 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 12 Thallax (Type 1) stands.








Command








Thallax (Type 1) Detachment

Thallax (Type 1) Detachment

Thallax (Type 1) Detachment



Point Value 2550

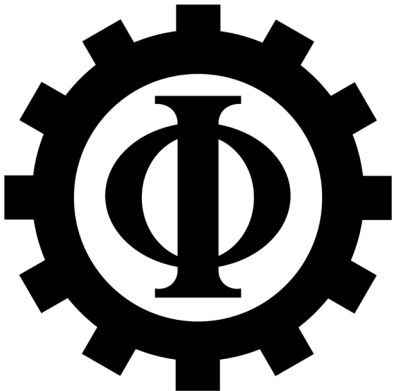


THALLAX COHORT GRAND COMPANY (TYPE 1)

Break Point 32: The Thallax Cohort Company is broken if it has lost 32 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], [RA], Special
Thallax (Type 1)	15	6[9]+	1/-1	Lightning Gun [Dmg+1]	20	1	-3	[SU], [MB], [RC], Special










Victory Points 26

Your opponent gains 13 VPs when this Company is broken








THALLAX COHORT GRAND COMPANY (TYPE 2)

The Thallax Cohort Grand Company (Type 2) consists of one command detachment of 1 Magos Prime and 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 12 Thallax (Type 2) stands.








Command








Thallax (Type 2) Detachment

Thallax (Type 2) Detachment

Thallax (Type 2) Detachment



Point Value 2550

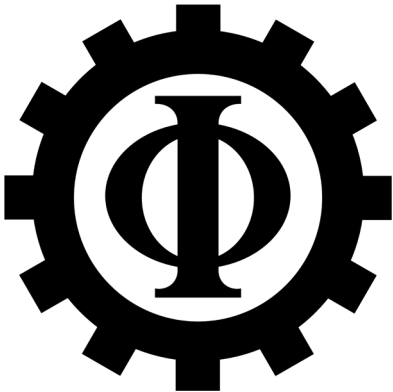


THALLAX COHORT GRAND COMPANY (TYPE 2)

Break Point 32: The Thallax Cohort Company is broken if it has lost 32 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], [RA], Special
Thallax (Type 2)	15	6[9]+	1/-1	Photon Thruster [Dmg+1]	25/50	2	-2	[SU], [MB], [RC], Special



































Victory Points 26

Your opponent gains 13 VPs when this Company is broken

ARLATAX CLASS BATTLE AUTOMATA GRAND MANIPLE

The Arlatax Battle Automata Grand Maniple consists of one command detachment of 1 Magos Dominus, 2 Triaros Armored Conveyor and 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 6 Arlatax Automata.

Command	Arlatax Detachment	Arlatax Detachment	Arlatax Detachment
			
			
			
			
			
			
			
			

Point Value 1950



ARLATAX CLASS BATTLE AUTOMATA GRAND MANIPLE

Break Point 22: The Arlatax Battle Automata Maniple is broken if it has lost 22 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[10]+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], 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[7]+	4/-3	Arlatax Cannon [A]	25	2	-1	[IWD], [DR2], [RC], [RA]






























Victory Points 20

Your opponent gains 10 VPs when this Company is broken

CASTELLAX CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 1)

The Castellax Battle Automata Grand Maniple (Type 1) consists of one command detachment of 1 Magos Dominus, 2 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 6 Castellax (Type 1) Automata.

Command	Castellax (Type 1) Detachment	Castellax (Type 1) Detachment	Castellax (Type 1) Detachment
     	      	      	      



Point Value 2300



CASTELLAX CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 1)

Break Point 22: The Castellax Battle Automata Maniple is broken if it has lost 22 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[10]+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], 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[8]+	3/-3	Mauler Bolt Cannon [AP]	25	2	-1	[DR2], [IWD], [RC], [N], [RA]
				Flamers [FW]	10	2	-1	
				Siege Wrecker [Str+1]	-	-	-	









Victory Points 23


Your opponent gains 12 VPs when this Company is broken

CASTELLAX CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 2)








The Castellax Battle Automata Grand Maniple (Type 2) consists of one command detachment of 1 Magos Dominus, 2 Triaros Armored Conveyors, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 6 Castellax (Type 2) Automata.

Command
























Castellax (Type 2) Detachment










Castellax (Type 2) Detachment

Castellax (Type 2) Detachment



Point Value 2350

CASTELLAX CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 2)

Break Point 22: The Castellax Battle Automata Maniple is broken if it has lost 22 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[10]+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], 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[8]+	2/-2	Darkfire Cannon	30/60	2	-3	[DR2], [RC], [IWD], [N], [RA]
				Anti-Personnel	25	2	-1	









Victory Points 24


Your opponent gains 12 VPs when this Company is broken

DOMITAR CLASS BATTLE AUTOMATA GRAND MANIPLE









The Domitar Battle Automata Grand Maniple consists of one command detachment of 1 Magos Dominus, 2 Triaros Armored Conveyors, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Enginseer, 1 Triaros Armored Conveyor and 6 Domitar Automata.

Command



















Domitar Detachment









Point Value 2050



Domitar Detachment

Domitar Detachment

DOMITAR CLASS BATTLE AUTOMATA GRAND MANIPLE

Break Point 22: The Domitar Battle Automata Maniple is broken if it has lost 22 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[10]+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Domitar Battle Automata	15	5[8]+	4/-3	Missile Launcher (Krak/Ignus) [IC]	25/50	1	-2	[DR2], [RC], [IWD], [RA]
				Graviton Hammers [Str+2 CC]	-	-	-	



Victory Points 21

Your opponent gains 11 VPs when this Company is broken

THANATAR CLASS BATTLE AUTOMATA GRAND MANIPLE

The Thanatar Battle Automata Grand Maniple consists of one command detachment of 1 Magos Dominus, 2 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Enginseer, 1 Triaros Armored Conveyor and 6 Thanatar Automata (3 types).

Command

Thanatar (Type 1) Detachment

Thanatar (Type 2) Detachment

Thanatar (Type 3) Detachment

Point Value 2600

THANATAR CALIX CLASS BATTLE AUTOMATA GRAND MANIPLE

Break Point 22: The Thanatar Calix Battle Automata Maniple is broken if it has lost 22 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.

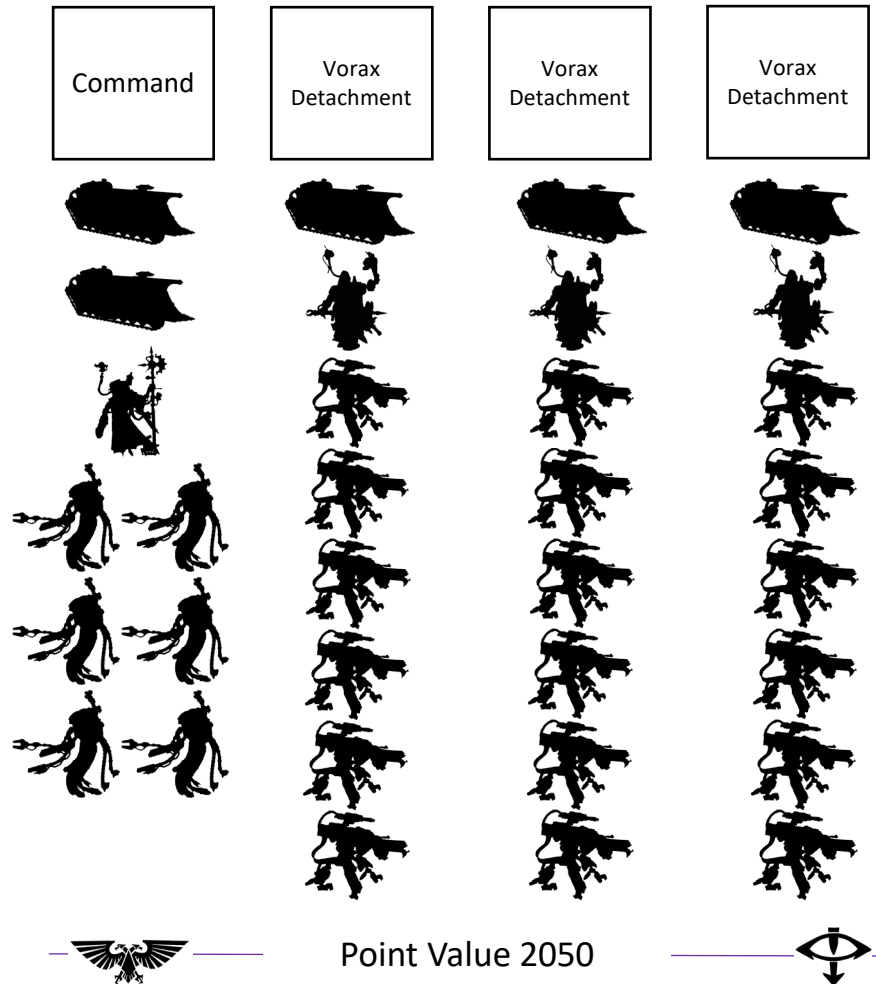
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Dominus	15	4[6]+	3/-2	Support Weapons	25	2	-2	[HQ2], [MK], [MB], [CY2], [CC]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]
Tech Priest Enginseer	15	5[10]+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Thanatar-Calix Siege Automata	15	3[8]+	4/-3	Sollex Heavy Lascannon [Str+2]	30/60	1	-4	[DR2], [N], [RC], [IWD], [RA]
				Graviton Ram [Str+3]	10	2	-2	
				Anti-Personnel	25	4	-1	
Thanatar Siege Automata	15	3[8]+	3/-2	Hellex Plasma Mortar [IC, M]	50	B2	-3	[DR2], [N], [RC], [IWD], [RA]
				Anti-Personnel	25	4	-1	
Thanatar-Cynis Siege Automata	15	3[8]+	3/-2	2x Plasma Ejector [IC]	20	2x B1	-2	[DR2], [N], [RC], [IWD], [RA]
				Anti-Personnel	25	4	-1	

Victory Points 26

Your opponent gains 13 VPs when this Company is broken

VORAX CLASS BATTLE AUTOMATA GRAND MANIPLE

The Vorax Battle Automata Grand Maniple consists of one command detachment of 1 Magos Dominus, 2 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineeer, 1 Triaros Armored Conveyor and 6 Vorax Automata.



Point Value 2050

VORAX CLASS BATTLE AUTOMATA GRAND MANIPLE

Break Point 22: The Vorax Battle Automata Maniple is broken if it has lost 22 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 Engineeer	15	5[10]+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], 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	

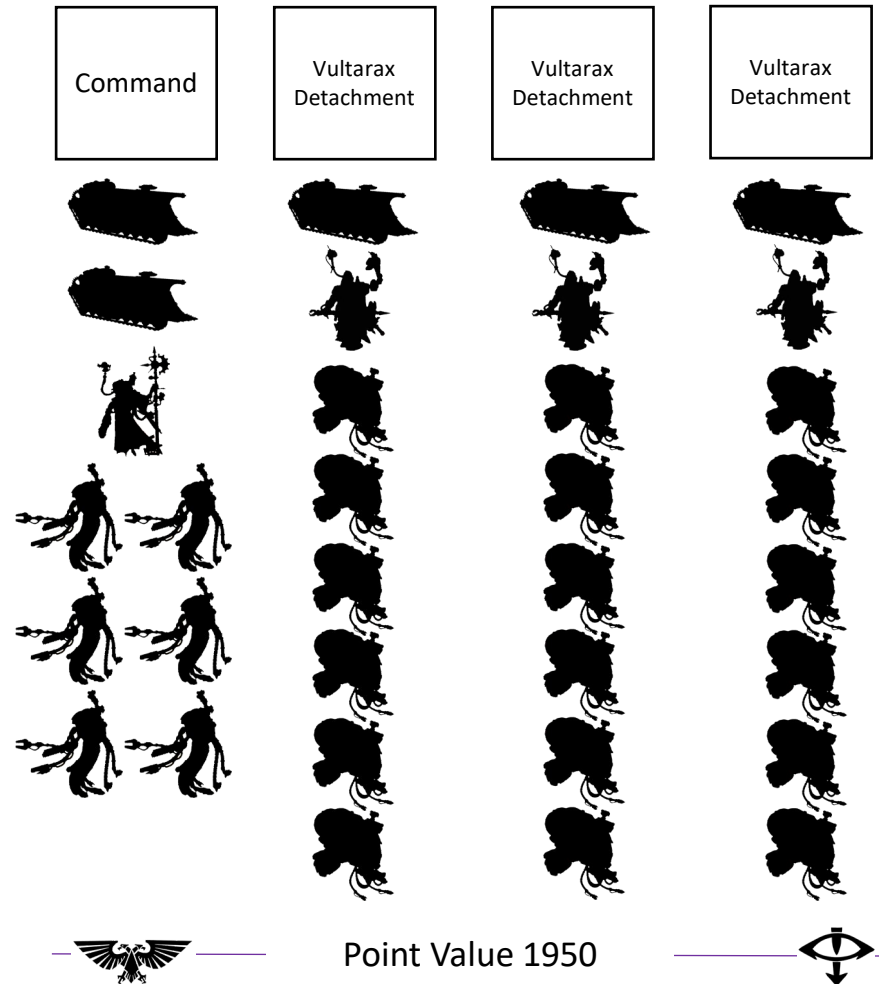


Victory Points 21

Your opponent gains 11 VPs when this Company is broken

VULTARAX STRATOS AUTOMATA GRAND MANIPLE

The Vultarax Grand Maniple consists of one command detachment of 1 Magos Dominus, 2 Triaros Armored Conveyors, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 6 Vultarax Automata.



VULTARAX STRATOS AUTOMATA GRAND MANIPLE

Break Point 22: The Vultarax Automata Maniple is broken if it has lost 22 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[10]+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], 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[9]+	2/-2	Arc Blaster [HW]	25	2	-2	[DR2], [N], [RC], [RA]
				Setheno Havoc Launcher	25/50	1	-1	









Victory Points 20

Your opponent gains 10 VPs when this Company is broken









KRIOS BATTLE TANK GRAND COMPANY

The Krios Battle Tank Grand Company consists of one command detachment of 1 Magos Reductor, 2 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Krios Tanks.









Command









Krios Detachment

Krios Detachment

Krios Detachment



Point Value 2000

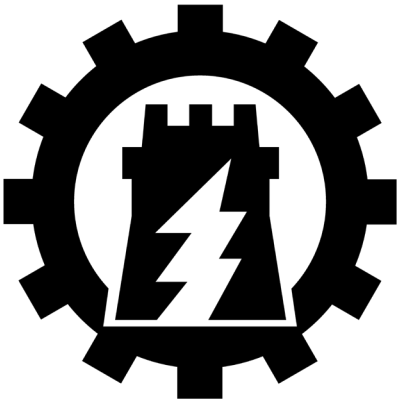


KRIOS BATTLE TANK GRAND COMPANY

Break Point 22: The Krios Battle Tanks is broken if it has lost 22 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[10]+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Krios Battle Tank	25	3[9]+	2/-1	Lightning Cannon	25/50	B2	-3	[AG], [RC], [N], [RA]
				Anti-Personnel	25	2	-1	







































Victory Points 20

Your opponent gains 10 VPs when this Company is broken

KRIOS VENATOR TANK GRAND COMPANY

The Krios Venator Tank Grand Company consists of one command detachment of 1 Magos Reductor, 2 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Krios Venator Tanks.

Command	Krios Venator Detachment	Krios Venator Detachment	Krios Venator Detachment
			
			
			
			
			
			
			
			
			



Point Value 2250

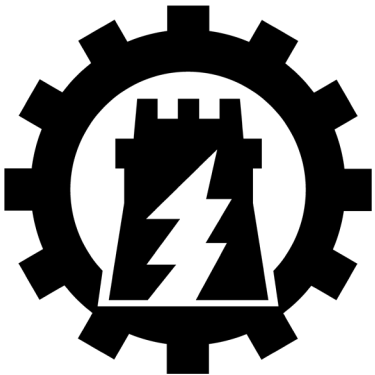


KRIOS VENATOR TANK GRAND COMPANY

Break Point 22: The Krios Venator Tanks is broken if it has lost 22 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[10]+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Krios Venator Tank	25	3[9]+	2/-1	Pulsar Fusil	20/35	3	-4	[AG], [RC], [N], [RA]
				Anti-Personnel	25	2	-1	































Victory Points 23

Your opponent gains 12 VPs when this Company is broken

KARACNOS ASSAULT TANK GRAND COMPANY (TYPE 1)

The Karacnos Assault Tank Grand Company (Type 1) consists of one command detachment of 1 Magos Reductor, 2 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Karacnos Assault Tanks (Type 1).

Command	Karacnos (Type 1) Detachment	Karacnos (Type 1) Detachment	Karacnos (Type 1) Detachment
			
			
			
			
			
			
			



Point Value 2700

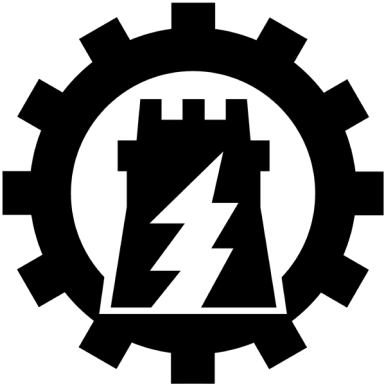


KARACNOS ASSAULT TANK GRAND COMPANY (TYPE 1)

Break Point 22: The Karacnos Assault Tanks is broken if it has lost 22 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[10]+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [RA], 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 27

Your opponent gains 14 VPs when this Company is broken

KARACNOS ASSAULT TANK GRAND COMPANY (TYPE 2)

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

Command	Karacnos (Type 2) Detachment	Karacnos (Type 2) Detachment	Karacnos (Type 2) Detachment
			
			
			
			
			
			
			



Point Value 2700

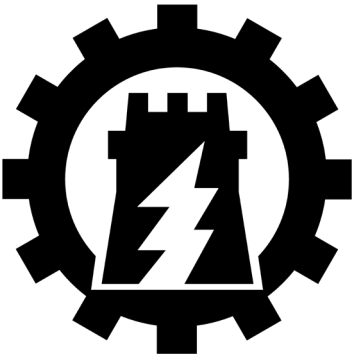


KARACNOS ASSAULT TANK GRAND COMPANY (TYPE 2)

Break Point 22: The Karacnos Assault Tanks is broken if it has lost 22 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[10]+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [RA], 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	

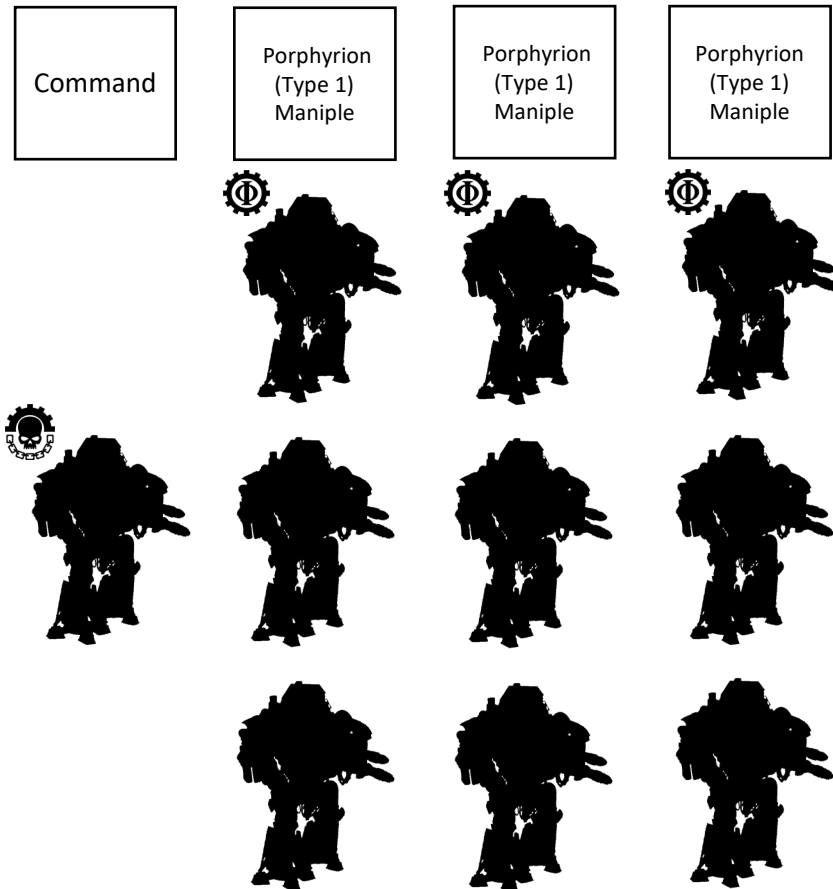


Victory Points 27

Your opponent gains 14 VPs when this Company is broken

MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION GRAND CRUSADE (TYPE 1)

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



Point Value 1700

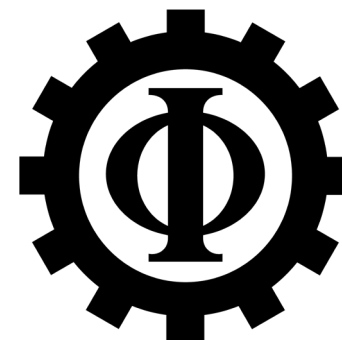


MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION GRAND CRUSADE (TYPE 1)

Break Point 5: The Mechanicum Indentured Acastus Knight Porphyrior Grand Crusade is broken if it has lost 5 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[7]+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[HQ2], [DR3], [AG], [RA]
				2x TL Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	
Porphyrior (Type 1)	15	2[7]+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG], [RA]
				2x TL Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	

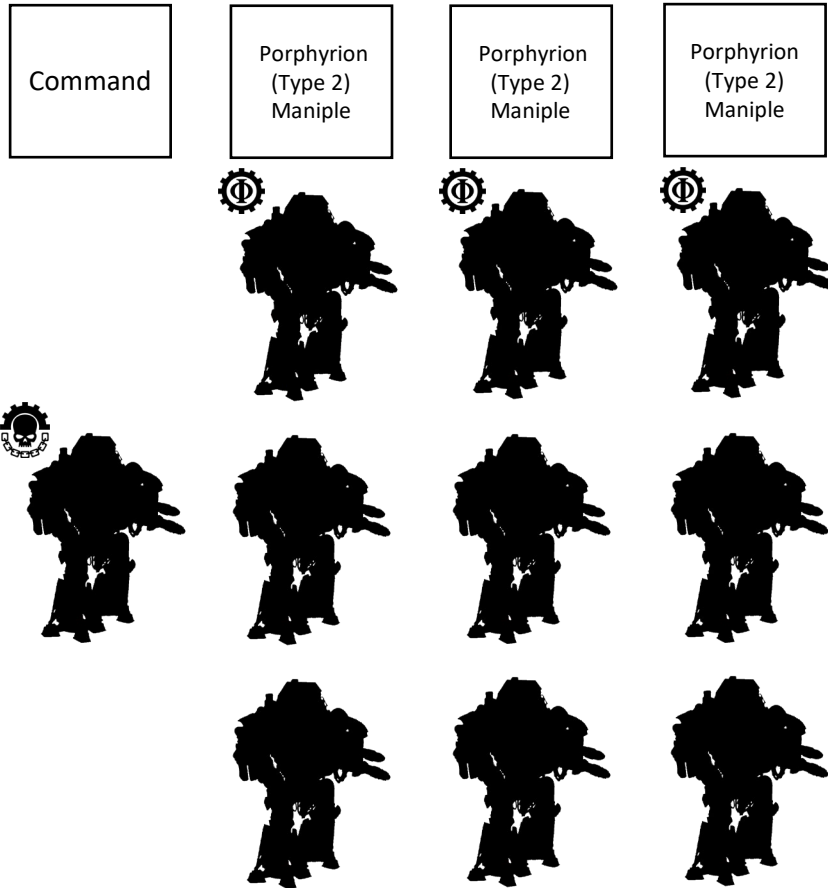


Victory Points 17

Your opponent gains 9 VPs when this Company is broken

MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION GRAND CRUSADE (TYPE 2)

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



Point Value 1600

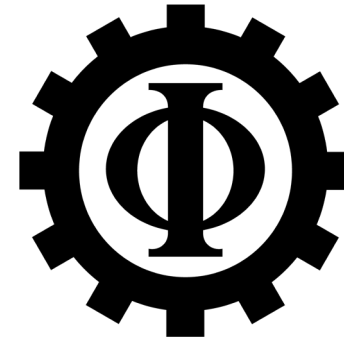


MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION GRAND CRUSADE (TYPE 2)

Break Point 5: The Mechanicum Indentured Acastus Knight Porphyrior Grand Crusade is broken if it has lost 5 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[7]+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[HQ2], [DR3], [AG], [RA]
				2x TL Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	
Porphyrior (Type 2)	15	2[7]+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG], [RA]
				2x Lascannons	25/50	2	-3	
				Helios Défense Missiles [AA]	30/60	1	-2	
				Anti-Personnel	25	6	-1	

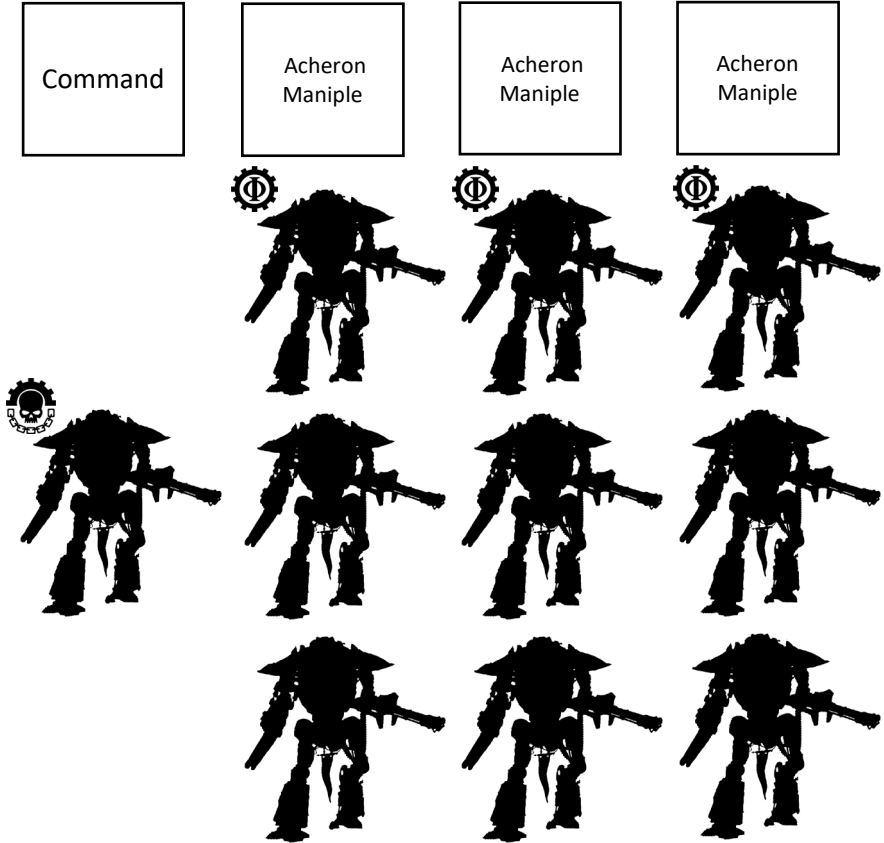


Victory Points 16

Your opponent gains 8 VPs when this Company is broken

MECHANICUM INDENTURED
CERASTUS KNIGHT ACHERON
GRAND CRUSADE

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



Point Value 1050

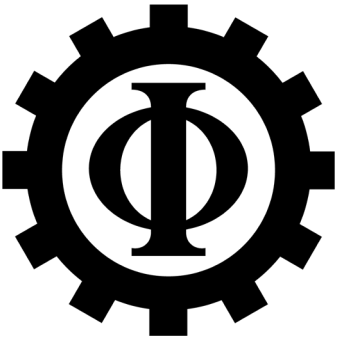


MECHANICUM INDENTURED
CERASTUS KNIGHT ACHERON
GRAND CRUSADE

Break Point 5: The Mechanicum Indentured Cerastus Knight Acheron Grand Crusade is broken if it has lost 5 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[7]+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[HQ2], [DR2], [AG], [RA]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	
Acheron	25	3[7]+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[DR2], [AG], [RA]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	

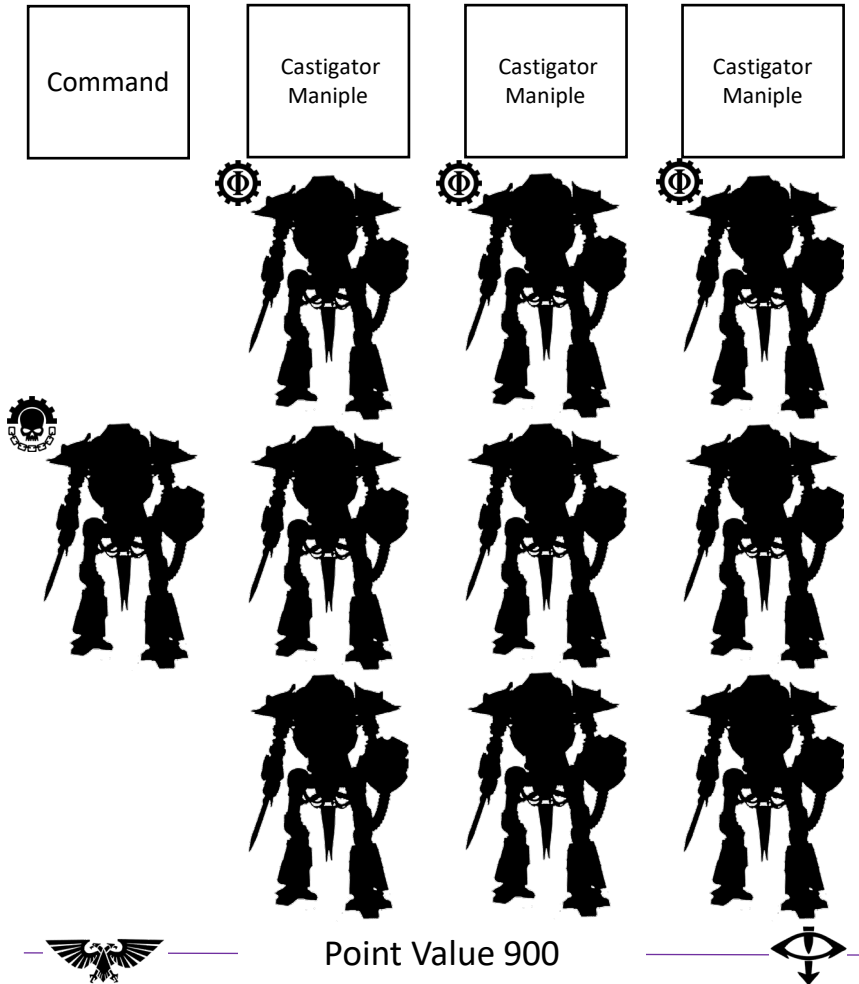


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

MECHANICUM INDENTURED CERASTUS KNIGHT CASTIGATOR CRUSADE

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



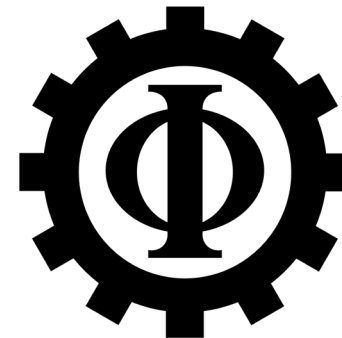
MECHANICUM INDENTURED CERASTUS KNIGHT CASTIGATOR CRUSADE

Break Point 5: The Mechanicum Indentured Cerastus Knight Castigator Grand Crusade is broken if it has lost 5 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[7]+	5/-4	TL Castigator Bolt Cannon [Dmg+1]	35	6TL2	-2	[HQ2], [DR2], [AG], [RA], Special*
				Tempest Warblade	-	-	-	
				Anti-Personnel	25	2	-1	
Castigator	25	3[7]+	5/-4	TL Castigator Bolt Cannon [Dmg+1]	35	6TL2	-2	[DR2], [AG], [RA], Special*
				Tempest Warblade	-	-	-	
				Anti-Personnel	25	2	-1	

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

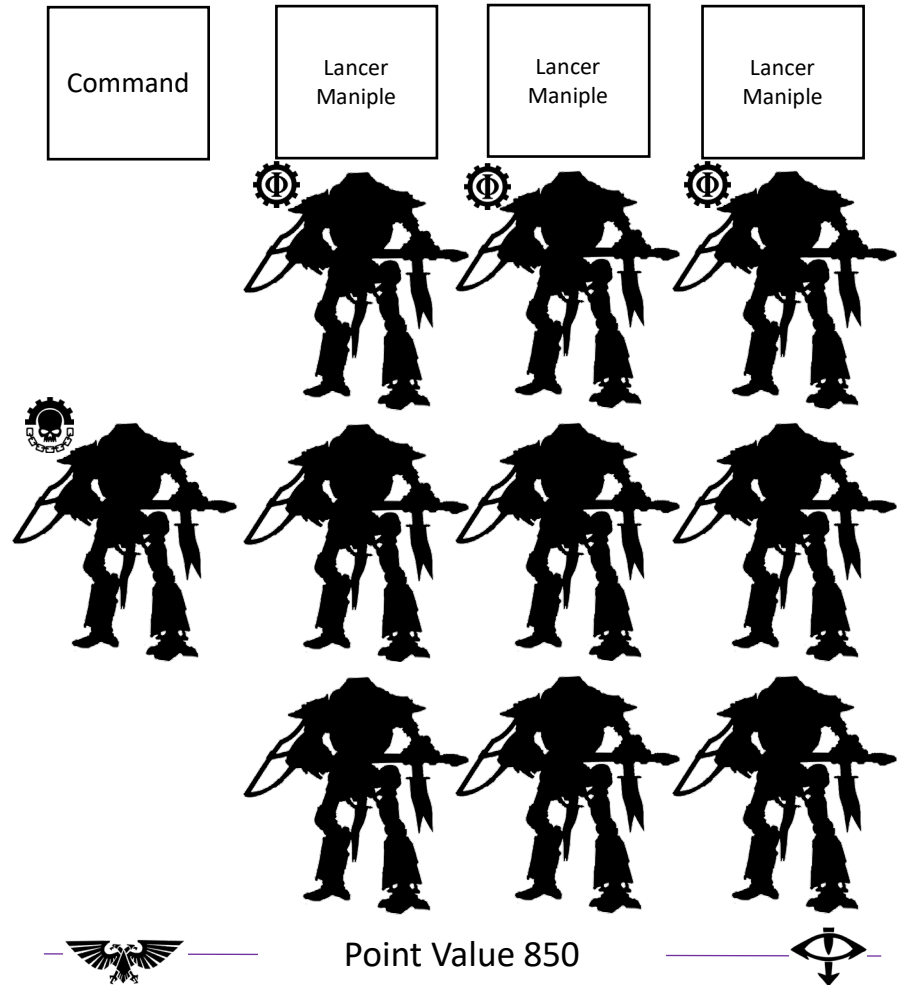


Victory Points 9

Your opponent gains 5 VPs when this Company is broken

MECHANICUM INDENTURED CERASTUS KNIGHT LANCER GRAND CRUSADE

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



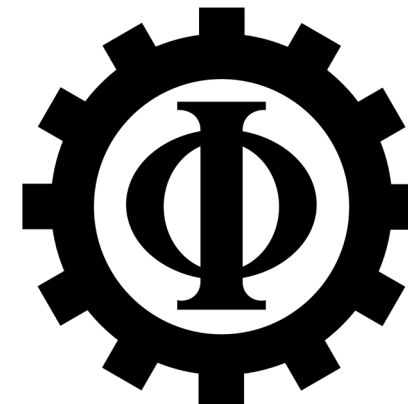
MECHANICUM INDENTURED CERASTUS KNIGHT LANCER GRAND CRUSADE

Break Point 5: The Mechanicum Indentured Cerastus Knight Lancer Grand Crusade is broken if it has lost 5 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[6]+	5/-4	Cerastus Shock Lance	20	2	-2	[HQ2], [DR2], [AG], [RA], Special*
				Anti-Personnel	25	2	-1	
Lancer	30	3[6]+	5/-4	Cerastus Shock Lance	20	2	-2	[HQ2], [DR2], [AG], [RA], Special*
				Anti-Personnel	25	2	-1	

*The Shock Lance causes suppression as artillery.

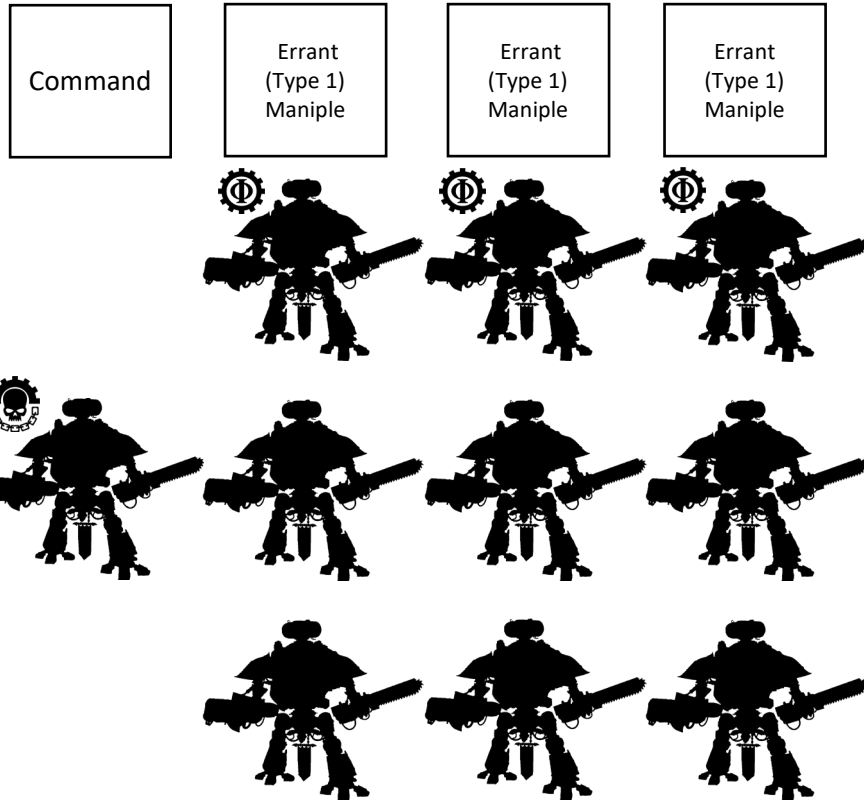


Victory Points 9

Your opponent gains 5 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT ERRANT GRAND CRUSADE (TYPE 1)

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



Point Value 1200

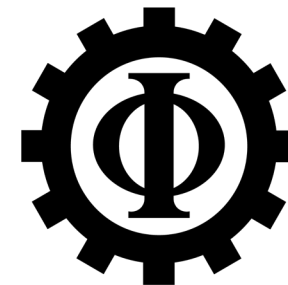


MECHANICUM INDENTURED KNIGHT ERRANT GRAND CRUSADE (TYPE 1)

Break Point 5: The Mechanicum Indentured Knight Errant Grand Crusade is broken if it has lost 5 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[6]+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[HQ2], [DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	
Errant (Type 1)	20	3[6]+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	

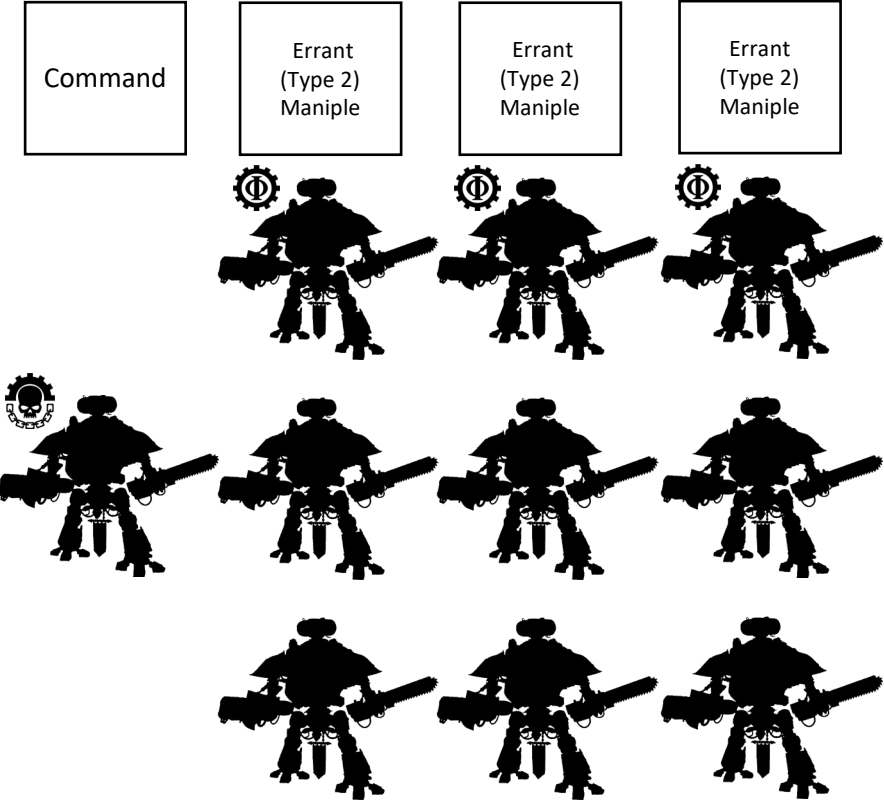


Victory Points 12

Your opponent gains 6 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT ERRANT GRAND CRUSADE (TYPE 2)

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



Point Value 1250

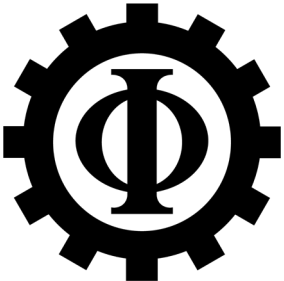


MECHANICUM INDENTURED KNIGHT ERRANT GRAND CRUSADE (TYPE 2)

Break Point 5: The Mechanicum Indentured Knight Errant Grand Crusade is broken if it has lost 5 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[6]+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[HQ2], [DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	
Errant (Type 2)	20	3[6]+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	

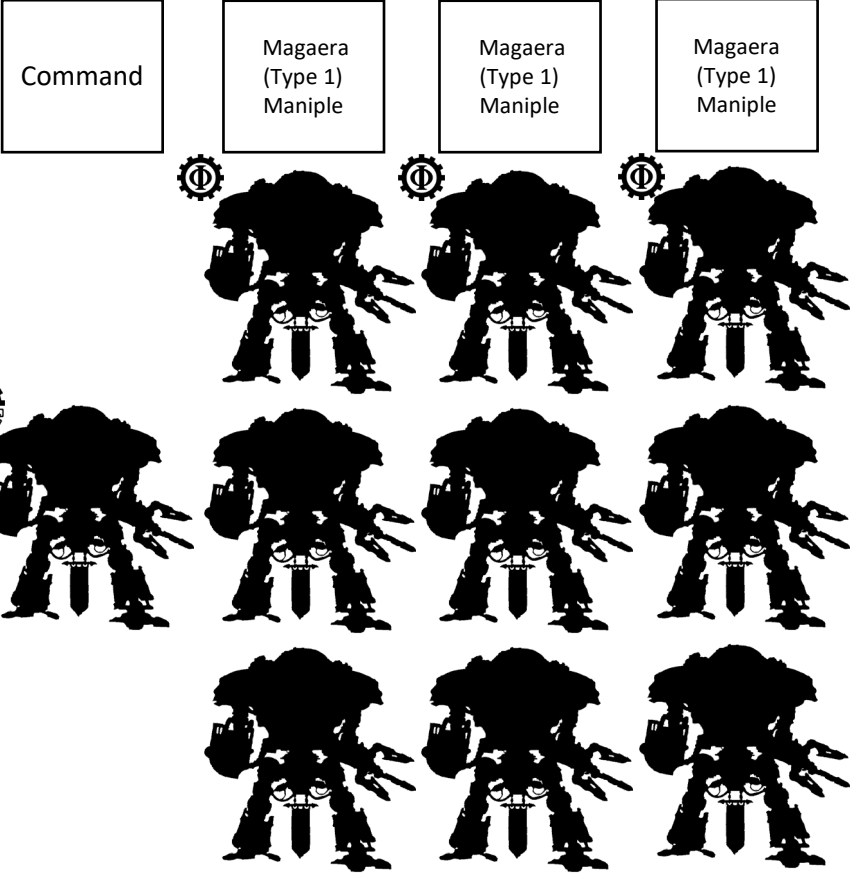




Victory Points 13

Your opponent gains 7 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT MAGAERA GRAND CRUSADE (TYPE 1)

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



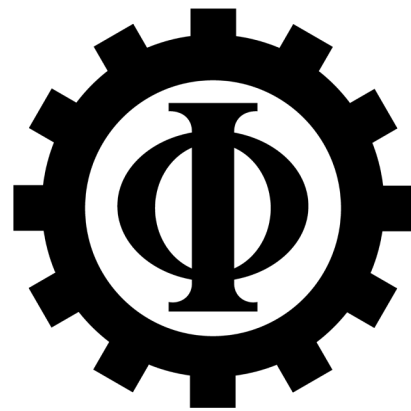
 Point Value 850 

MECHANICUM INDENTURED KNIGHT MAGAERA GRAND CRUSADE (TYPE 1)

Break Point 5: The Mechanicum Indentured Knight Magaera Grand Crusade is broken if it has lost 5 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.

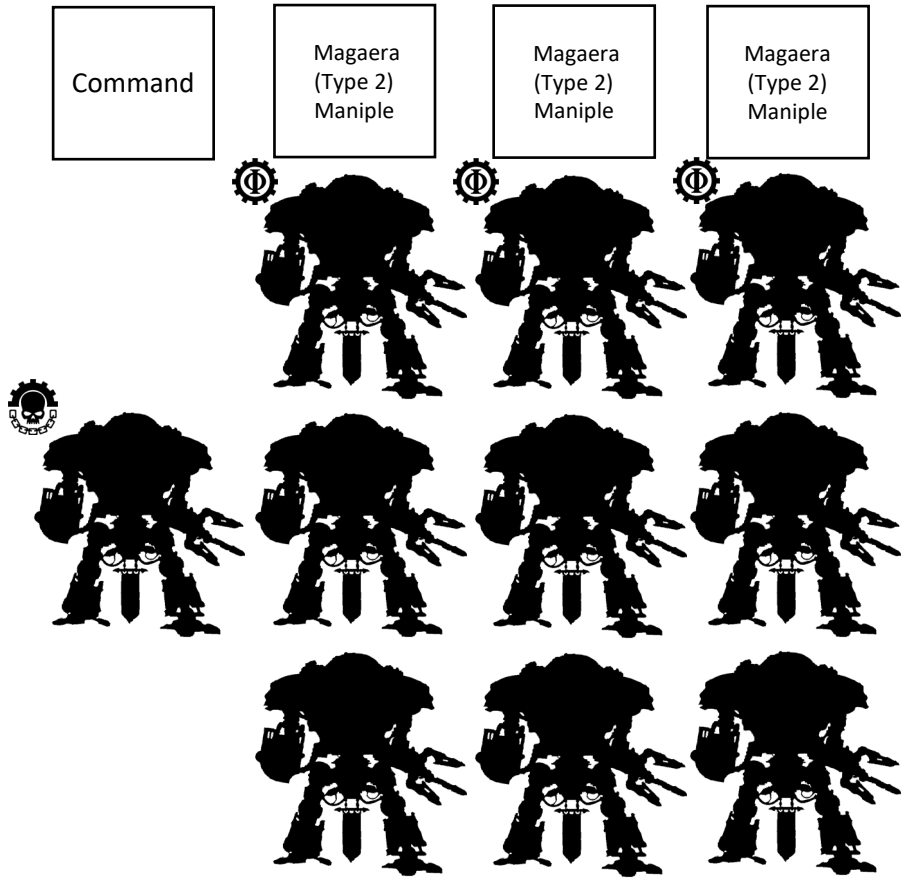
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magaera Command	20	3[6]+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[HQ2], [DR2], [AG], [RA]
				Lightning Cannon	25/50	B1	-3	
				Anti-Personnel	25	2	-1	
Magaera (Type 1)	20	3[6]+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[DR2], [AG], [RA]
				Lightning Cannon	25/50	B1	-3	
				Anti-Personnel	25	2	-1	



Victory Points 9
Your opponent gains 5 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT MAGAERA GRAND CRUSADE (TYPE 2)

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



Point Value 950

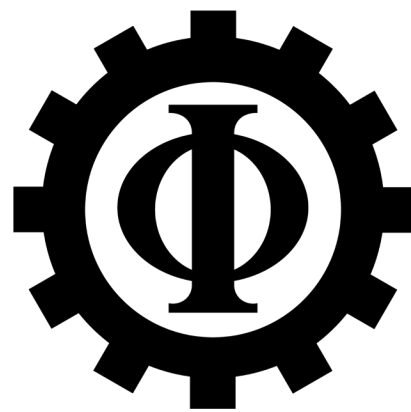


MECHANICUM INDENTURED KNIGHT MAGAERA GRAND CRUSADE (TYPE 2)

Break Point 5: The Mechanicum Indentured Knight Magaera Grand Crusade is broken if it has lost 5 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[6]+	4/-4	Lightning Cannon	25/50	B1	-3	[HQ2], [DR2], [AG], [RA]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
				Anti-Personnel	25	2	-1	
Magaera (Type 2)	20	3[6]+	4/-4	Lightning Cannon	25/50	B1	-3	[DR2], [AG], [RA]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]				
				Anti-Personnel	25	2	-1	

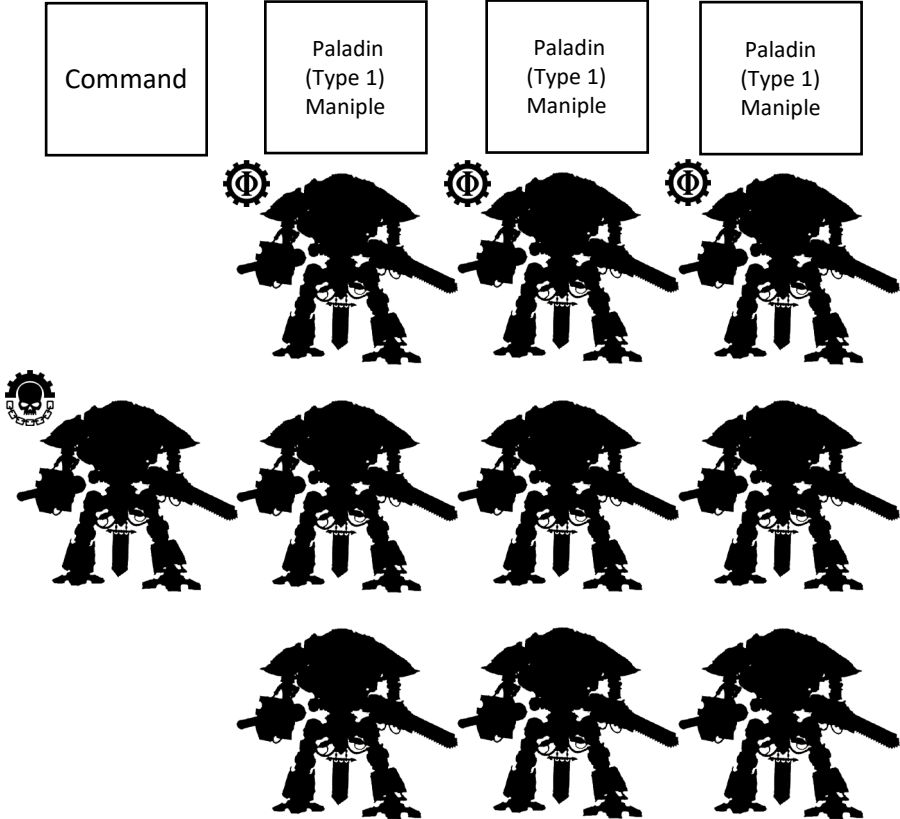


Victory Points 10

Your opponent gains 5 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT PALADIN GRAND CRUSADE (TYPE 1)

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



Point Value 1250

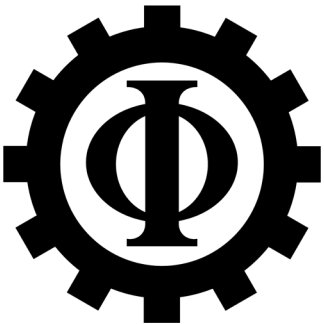


MECHANICUM INDENTURED KNIGHT PALADIN GRAND CRUSADE (TYPE 1)

Break Point 5: The Mechanicum Indentured Knight Paladin Grand Crusade is broken if it has lost 5 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[7]+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[HQ2], [DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	
Paladin (Type 1)	20	3[7]+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	4	-1	

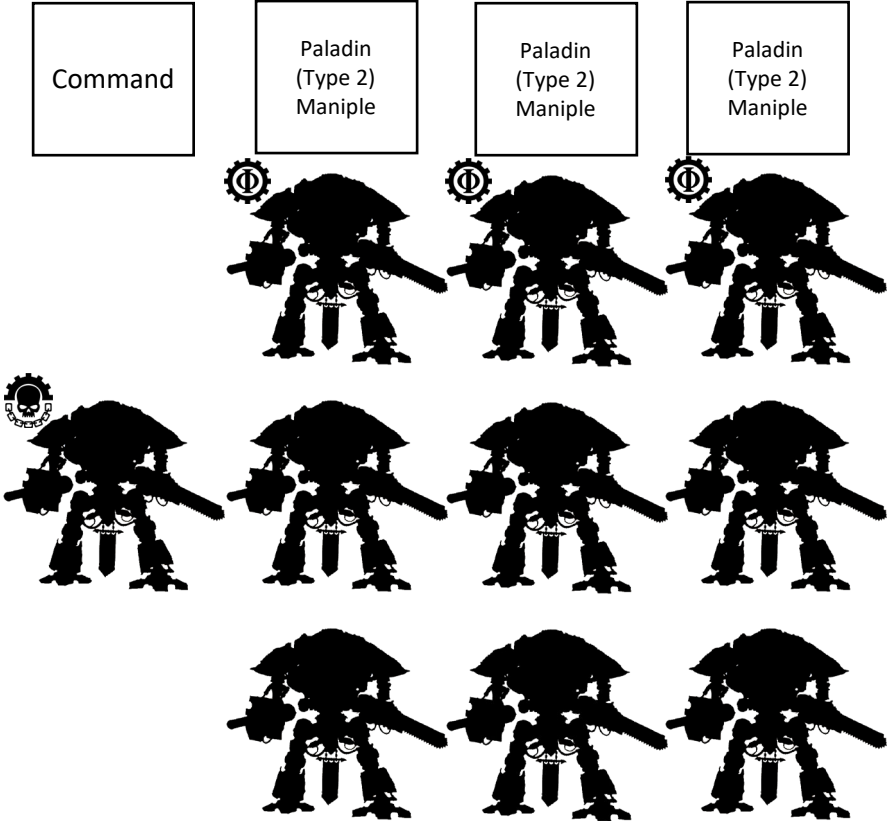


Victory Points 13

Your opponent gains 7 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT PALADIN GRAND CRUSADE (TYPE 2)

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



Point Value 1350

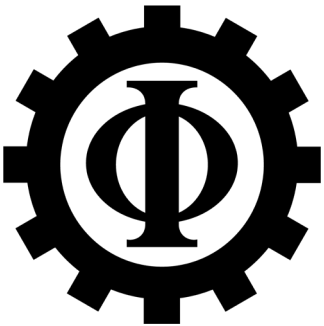


MECHANICUM INDENTURED KNIGHT PALADIN GRAND CRUSADE (TYPE 2)

Break Point 5: The Mechanicum Indentured Knight Paladin Grand Crusade is broken if it has lost 5 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[7]+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[HQ2], [DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	
Paladin (Type 2)	20	3[7]+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	



Victory Points 14

Your opponent gains 7 VPs when this Company is broken

MECHANICUM INDENTURED
KNIGHT STYRIX GRAND CRUSADE
(TYPE 1)

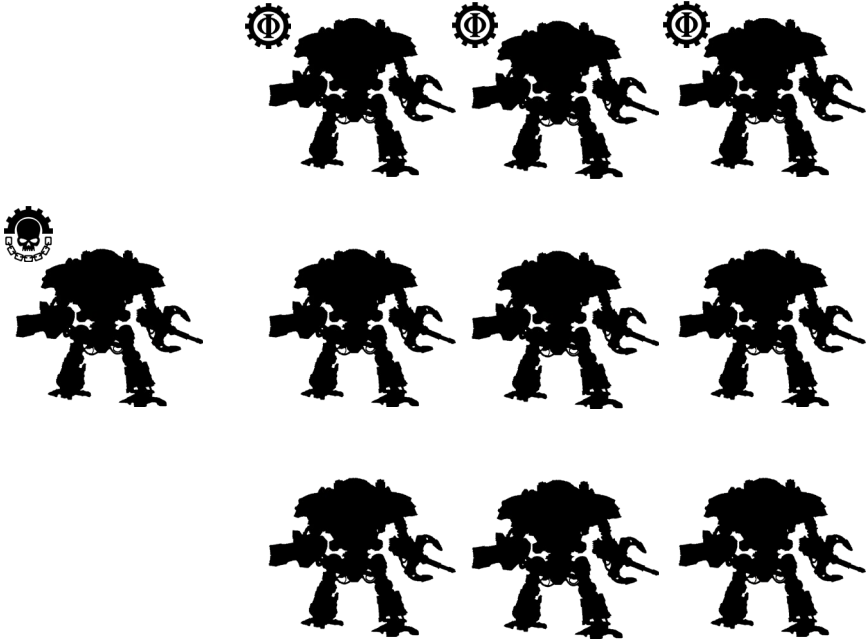
The Mechanicum Indentured Knight Styrix (Type 1) Grand Crusade consists of 1 Styrix Command Knight (Type 1) and three detachments of 3 Knight Styrix Knights (Type 1) .

Command

Styrix
(Type 1)
Maniple

Styrix
(Type 1)
Maniple

Styrix
(Type 1)
Maniple



Point Value 950

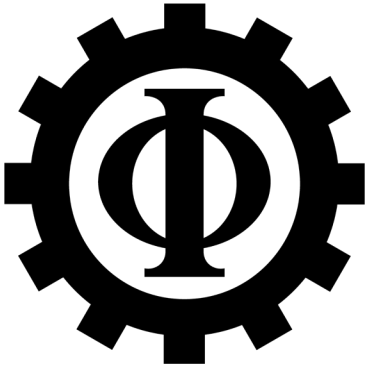


MECHANICUM INDENTURED
KNIGHT STYRIX GRAND CRUSADE
(TYPE 1)

Break Point 5: The Mechanicum Indentured Knight Styrix Grand Crusade is broken if it has lost 5 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[6]+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[HQ2], [DR2], [AG], [RA]
				Volkite Chieorovile [VK, IC]	25/50	2	-2	
				Anti-Personnel	25	2	-1	
Styrix (Type 1)	20	3[6]+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[DR2], [AG], [RA]
				Volkite Chieorovile [VK, IC]	25/50	2	-2	
				Anti-Personnel	25	2	-1	

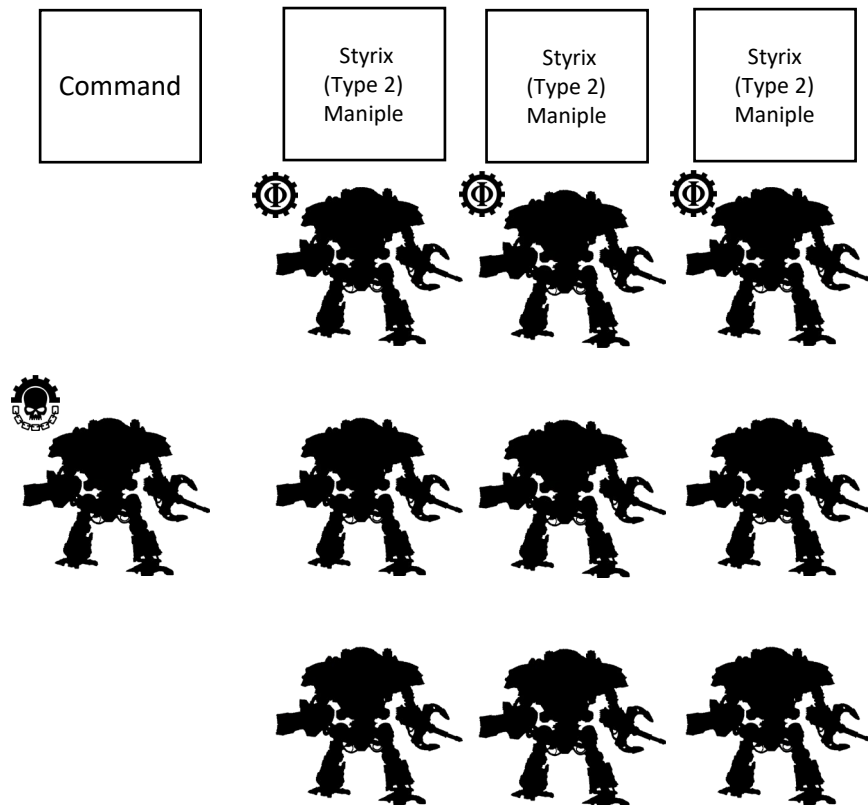


Victory Points 10

Your opponent gains 5 VPs when this Company is broken

MECHANICUM INDENTURED KNIGHT STYRIX GRAND CRUSADE (TYPE 2)

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



Point Value 1050

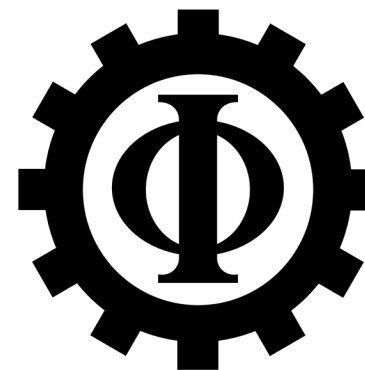


MECHANICUM INDENTURED KNIGHT STYRIX GRAND CRUSADE (TYPE 2)

Break Point 5: The Mechanicum Indentured Knight Styrix Grand Crusade is broken if it has lost 5 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[6]+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[HQ2], [DR2], [AG], [RA]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
				Anti-Personnel	25	2	-1	
Styrixs (Type 2)	20	3[6]+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[DR2], [AG], [RA]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]				
				Anti-Personnel	25	2	-1	

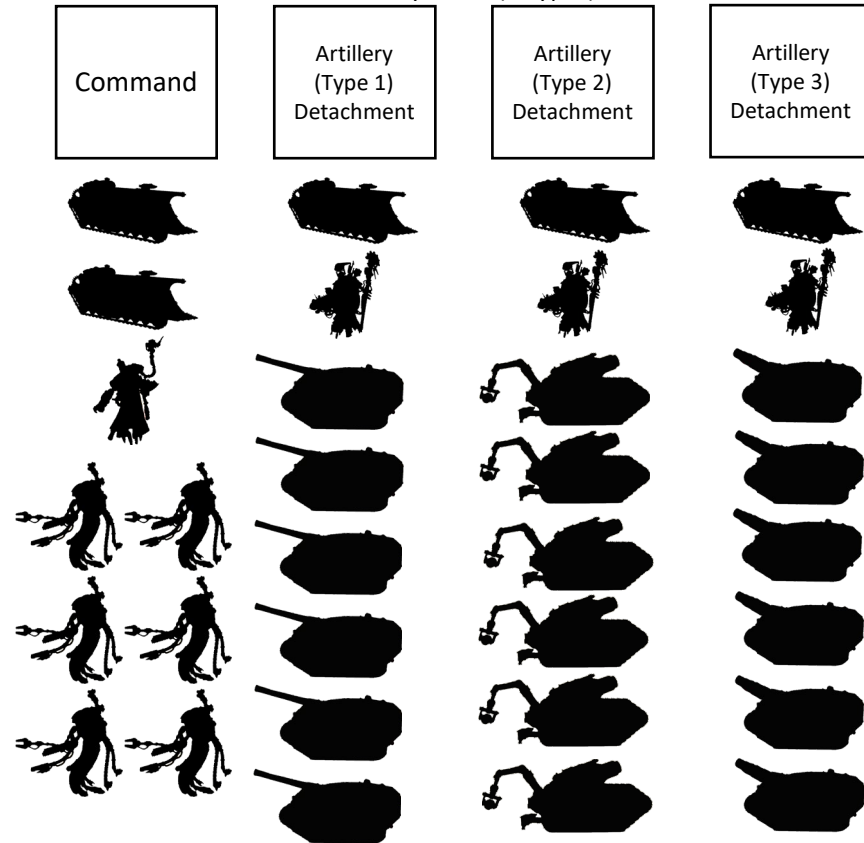


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

ARTILLERY TANK GRAND COMPANY (TYPE 1)

The Artillery Tank Grand Company consists of one command detachment of 1 Magos Reductor, 2 Triaros Armored Conveyors, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Artillery Tanks (3 Types).



Point Value 2450

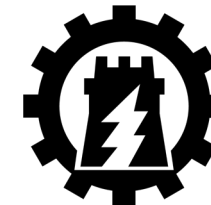


ARTILLERY TANK GRAND COMPANY (TYPE 1)

Break Point 22: The Krios Venator Tanks is broken if it has lost 22 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[10]+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [RA], 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	

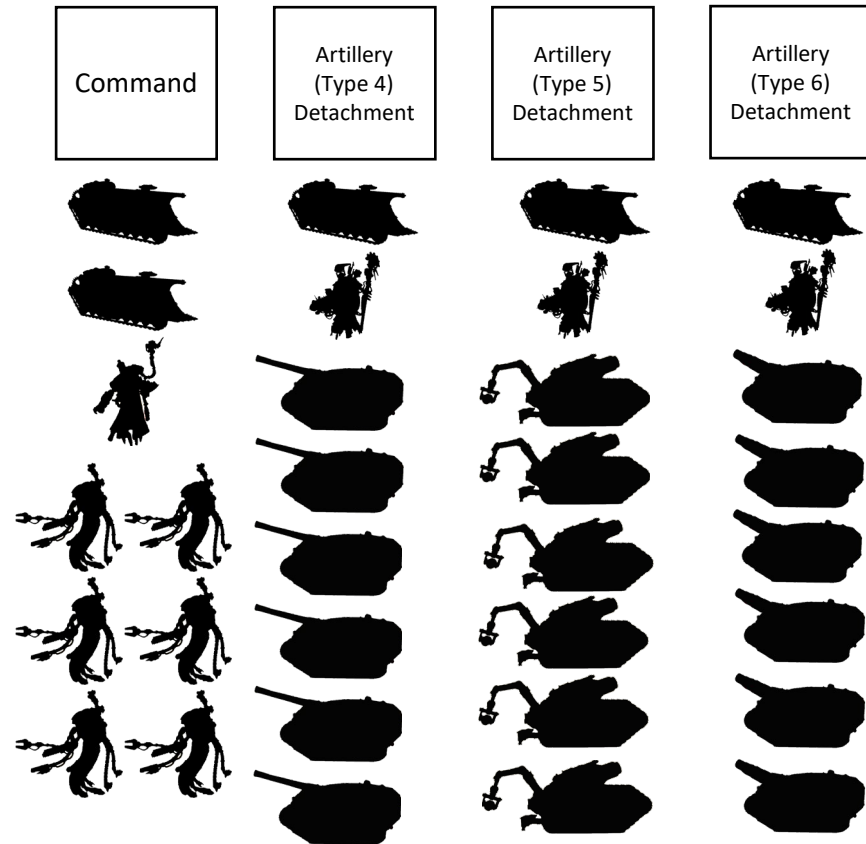


Victory Points 25

Your opponent gains 13 VPs when this Company is broken

ARTILLERY TANK GRAND COMPANY (TYPE 2)

The Artillery Tank Grand Company consists of one command detachment of 1 Magos Reductor, 2 Triaros Armored Conveyors, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Artillery Tanks (3 Types).



Point Value 2050



ARTILLERY TANK GRAND COMPANY (TYPE 2)

Break Point 22: The Krios Venator Tanks is broken if it has lost 22 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[10]+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [RA], 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 Vengeance Warhead [Dmg+1]	10-50	B1	-2	[RC], [N]
				Castellan Warhead [IC, Fire]	10-50	B1	0	
				Hyperios Warhead [HS, AA]	25/50	1	-2	
				Anti-Personnel	25	2	-1	
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	
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 21

Your opponent gains 11 VPs when this Company is broken