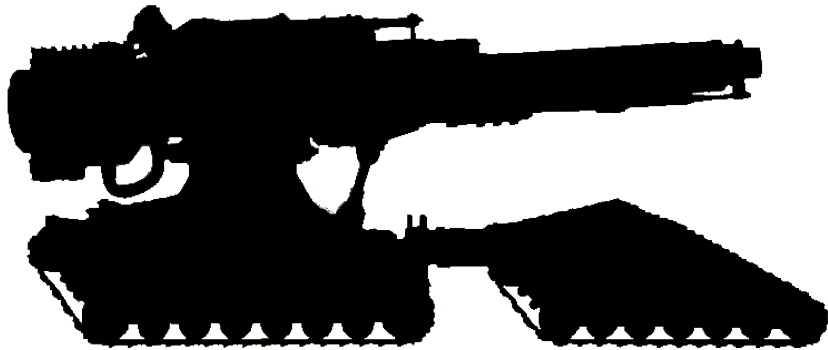


## SPECIAL FORMATION

### ORDINATUS SAGITTAR

The Ordinatus Sagittar consists of 1 Ordinatus Sagittar.



Point Value 250



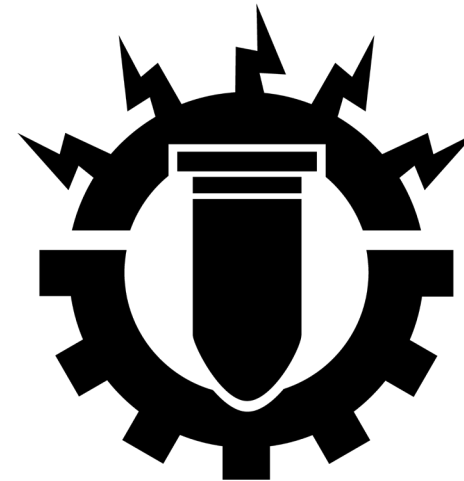
## ORDINATUS SAGITTAR

**Break Point** -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Sagittar	15	2[9]+	8/-4	Volcano Cannon [HM, Dmg+5/+2]	90/180	B2	-8	[DR6], [TR],[RA] Dispersion Field, Special*
				Volkite Culverin [T, VK]	25/50	6TL3	-1	
				Anti-Personnel	25	8	-1	

\*They possess dispersion fields that grants a +2 bonus to their armor save (armor value is 0 with an active dispersion field) and incoming fire receive a -2 to damage table rolls. Dispersion fields cease to function once they take 3DR of damage (fail 3 armor saves).



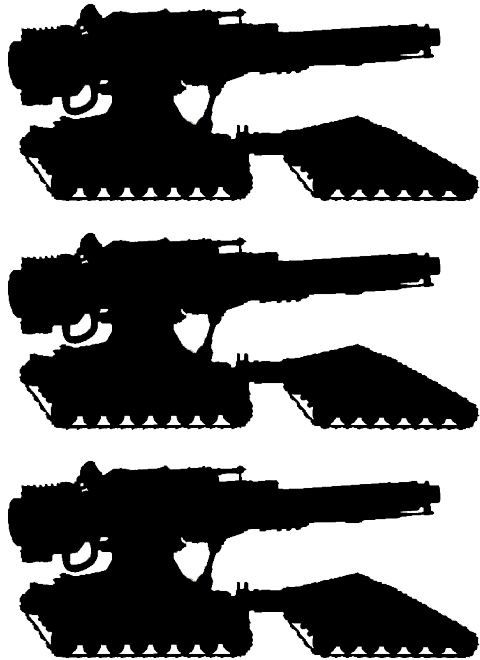
Victory Points 3

Your opponent gains 3 VP when this formation is destroyed

## SPECIAL FORMATION

### ORDINATUS SAGITTAR MANIPLE

The Ordinatus Sagittar Maniple consists of 3 Ordinatus Sagittar.



Point Value 750



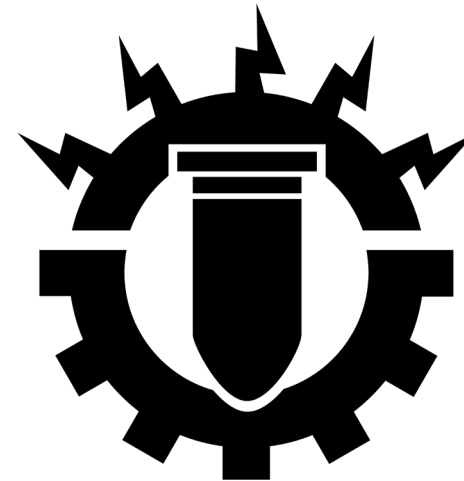
## ORDINATUS SAGITTAR

**Break Point** -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Sagittar	15	2[9]+	8/-4	Volcano Cannon [HM, Dmg+5/+2]	90/180	B2	-8	[DR6], [TR], [RA] Dispersion Field, Special*
				Volkite Culverin [T, VK]	25/50	6TL3	-1	
				Anti-Personnel	25	8	-1	

\*They possess dispersion fields that grants a +2 bonus to their armor save (armor value is 0 with an active dispersion field) and incoming fire receive a -2 to damage table rolls. Dispersion fields cease to function once they take 3DR of damage (fail 3 armor saves).



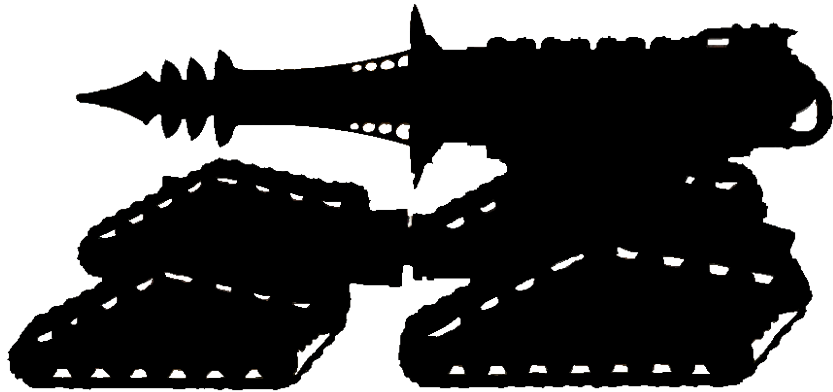
Victory Points 8

Your opponent gains - 3 VP per Ordinatii destroyed

## SPECIAL FORMATION

### ORDINATUS ULATOR

The Ordinatus Ulator consists of 1 Ordinatus Ulator.



Point Value 250



## ORDINATUS SAGITTAR

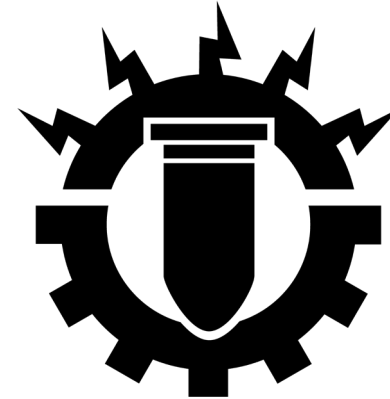
**Break Point** -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Ulator	15	2[9]+	8/-4	Sonic Destructor [HM, Dmg+5/+2]**	35/70	1	-4	[DR6], [TR], [RA] Dispersion Field, Special*
				Volkite Culverin [T, VK]	25/50	6TL3	-1	
				Anti-Personnel	25	8	-1	

\*They possess dispersion fields that grants a +2 bonus to their armor save (armor value is 0 with an active dispersion field) and incoming fire receive a -2 to damage table rolls. Dispersion fields cease to function once they take 3DR of damage (fail 3 armor saves).

\*\*All elements and structures in a straight line out to 70cms receives 1-5 hits (roll d10 half the result for amount of hits, then roll to hit normally) and gains +2 to damage and structure damage table rolls.



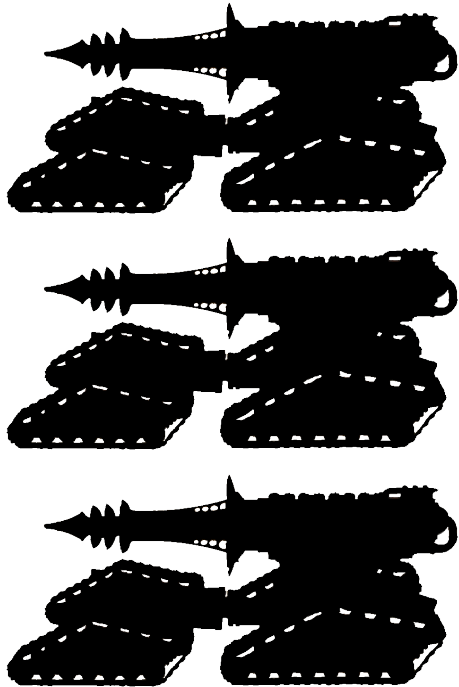
**Victory Points 3**

Your opponent gains 3 VP when this formation is destroyed

## SPECIAL FORMATION

### ORDINATUS ULATOR MANIPLE

The Ordinatus Ulator Maniple consists of 3 Ordinatus Ulator.



Point Value 750



## ORDINATUS SAGITTAR

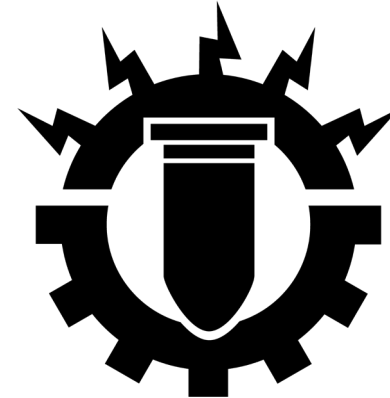
**Break Point** -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Ulator	15	2[9]+	8/-4	Sonic Destructor [HM, Dmg+5/+2]**	35/70	1	-4	[DR6], [TR], [RA] Dispersion Field, Special*
				Volkite Culverin [T, VK]	25/50	6TL3	-1	
				Anti-Personnel	25	8	-1	

\*They possess dispersion fields that grants a +2 bonus to their armor save (armor value is 0 with an active dispersion field) and incoming fire receive a -2 to damage table rolls. Dispersion fields cease to function once they take 3DR of damage (fail 3 armor saves).

\*\*All elements and structures in a straight line out to 70cms receives 1-5 hits (roll d10 half the result for amount of hits, then roll to hit normally) and gains +2 to damage and structure damage table rolls.



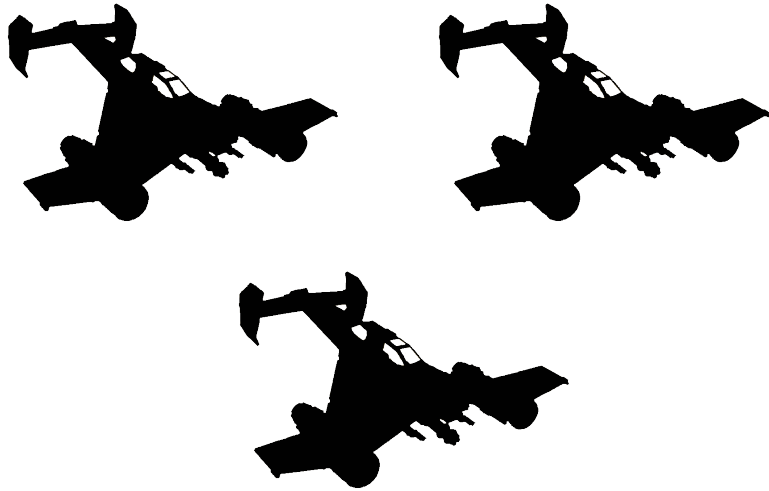
Victory Points 8

Your opponent gains - 3 VP per Ordinatii destroyed

## SPECIAL FORMATION

### MECHANICUM AVENGER STRIKE FIGHTER SQUADRON

The Avenger Strike Fighter Squadron consists of 3 Avenger Strike Fighters.



Point Value 350



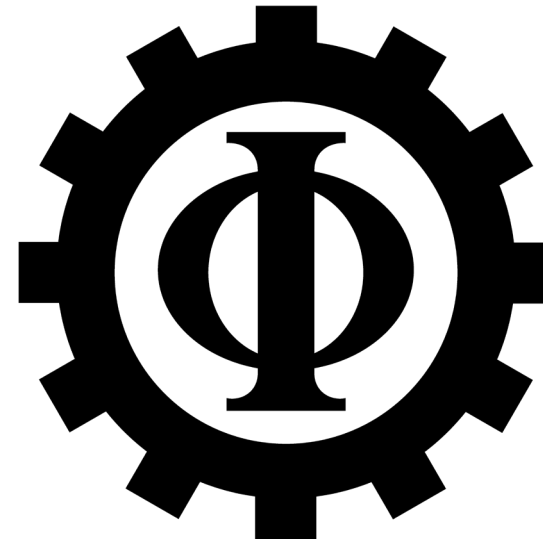
### MECHANICUM AVENGER STRIKE FIGHTER SQUADRON

**Break Point 2:** The Avenger Strike Fighter Squadron is broken when it has lost 2 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter	[F]	4+	3/-2	Avenger Bolt Cannon	20/35	4	-1	[N], [RC],[RA], Special*
				2x Lascannons	25/50	2	-3	
				Missile Launchers	25/50	2	-2	
				Air Défense	25	2	-1	

\* Invulnerable save of [6]+ versus AA missiles



Victory Points 4

Your opponent gains 2 VP when this Squadron is broken

## SPECIAL FORMATION

# MECHANICUM AVENGER STRIKE FIGHTER WING

The Avenger Strike Fighter Wing consists of 2 Squadrons of 3 Avenger Strike Fighters.

Avenger Squadron



Avenger Squadron



Point Value 700



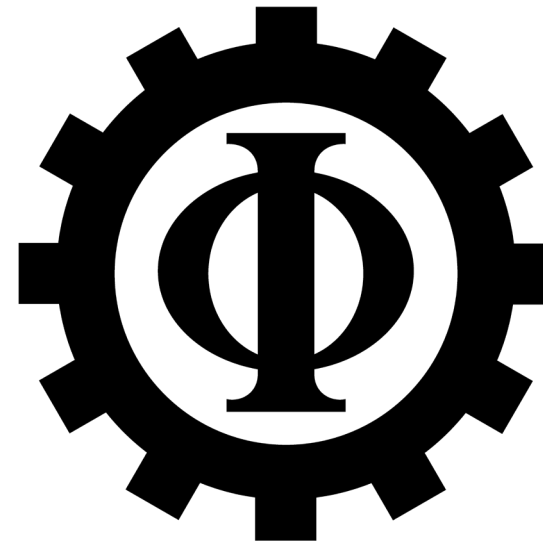
# MECHANICUM AVENGER STRIKE FIGHTER WING

**Break Point 4:** The Avenger Strike Fighter Squadron is broken when it has lost 4 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter	[F]	4+	3/-2	Avenger Bolt Cannon	20/35	4	-1	[N], [RC],[RA], Special*
				2x Lascannons	25/50	2	-3	
				Missile Launchers	25/50	2	-2	
				Air Défense	25	2	-1	

\* Invulnerable save of [6]+ versus AA missiles



Victory Points 7

Your opponent gains 4 VP when this Wing is broken

# SPECIAL FORMATION

## MECHANICUM AVENGER STRIKE FIGHTER AIR FORCE

The Avenger Strike Fighter Air Force consists 3 Squadrons of 3 Avenger Strike Fighters.

Avenger Squadron



Avenger Squadron



Avenger Squadron



Point Value 1000



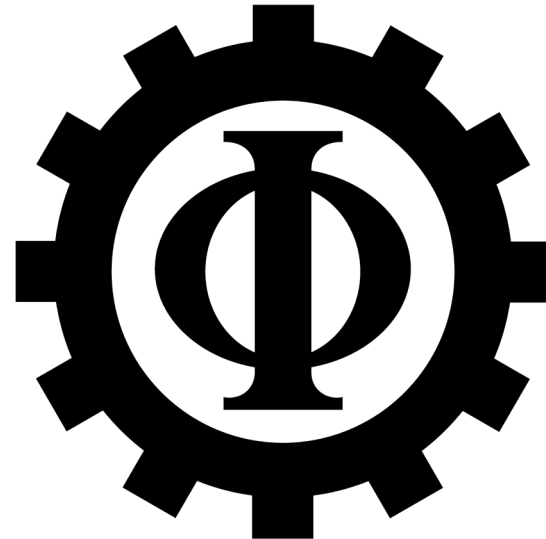
## MECHANICUM AVENGER STRIKE FIGHTER AIR FORCE

**Break Point 6:** The Avenger Strike Fighter Squadron is broken when it has lost 6 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter	[F]	4+	3/-2	Avenger Bolt Cannon	20/35	4	-1	[N], [RC],[RA], Special*
				2x Lascannons	25/50	2	-3	
				Missile Launchers	25/50	2	-2	
				Air Défense	25	2	-1	

\* Invulnerable save of [6]+ versus AA missiles



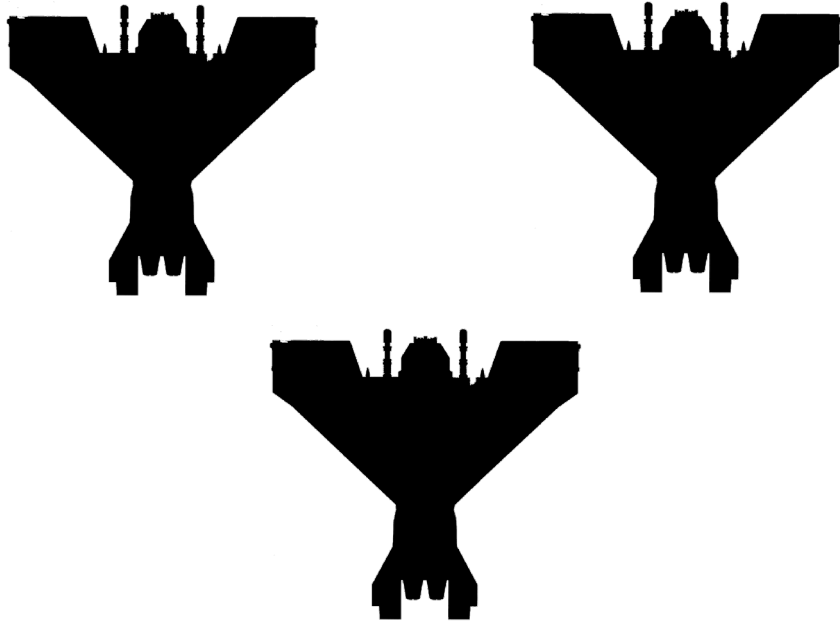
Victory Points 10

Your opponent gains 5 VP when this Air Force is broken

## SPECIAL FORMATION

### MECHANICUM PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR SQUADRON

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



Point Value 250



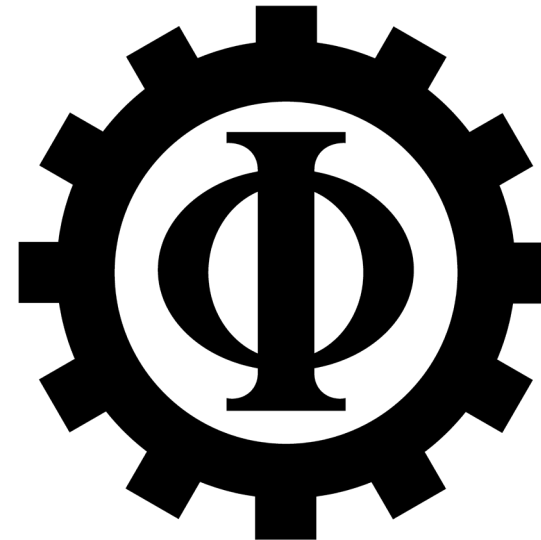
### MECHANICUM PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR SQUADRON

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Interceptor	[F]	5[8]+	3/-2	TL Lascannons	25/50	2TL1	-3	[RC], [RA], Special*
				Air Defence	25	2	-1	

\*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards.



Victory Points 3

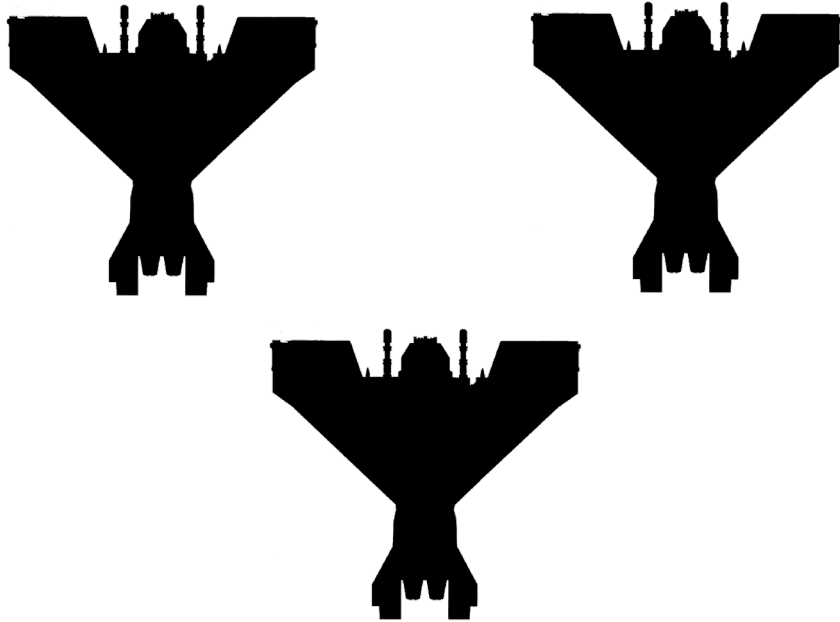
Your opponent gains 2 VP when this Squadron is broken



## SPECIAL FORMATION

### MECHANICUM 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 300



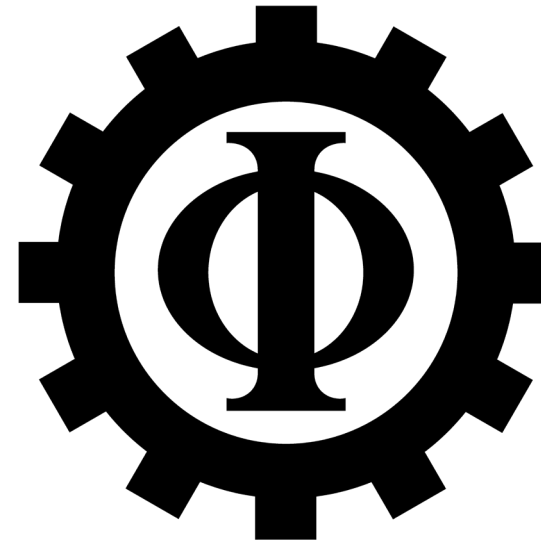
### MECHANICUM PRIMARIS LIGHTNING STRIKE FIGHTER GROUND ATTACK SQUADRON

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Ground Attack	[F]	5[8]+	2/-2	TL Lascannons	25/50	2TL1	-3	[RC], [RA], 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.



Victory Points 3

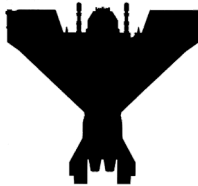
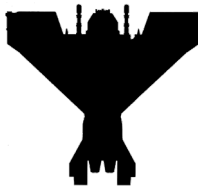
Your opponent gains 2 VP when this Squadron is broken

## SPECIAL FORMATION

### MECHANICUM PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR WING

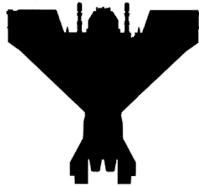
The Primaris Lightning Strike Fighter Interceptor Wing consists of 2 Squadrons of 3 Lightning Strike Fighter Interceptors.

Lightning  
Interceptor  
Squadron



Point Value 500

Lightning  
Interceptor  
Squadron



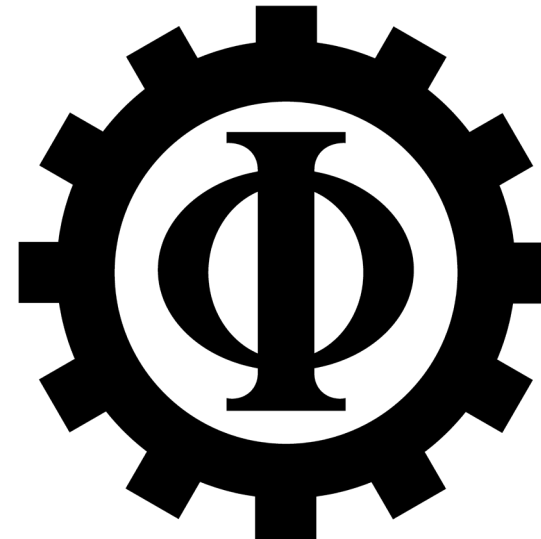
### MECHANICUM PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR WING

**Break Point 4:** The Primaris Interceptor Wing is broken when it has lost 4 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Interceptor	[F]	5[8]+	3/-2	TL Lascannons	25/50	2TL1	-3	[RC], [RA], Special*
				Air Defence	25	2	-1	

\*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards.



Victory Points 5

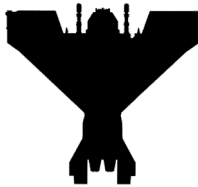
Your opponent gains 3 VP when this Wing is broken

## SPECIAL FORMATION

### MECHANICUM PRIMARIS LIGHTNING STRIKE FIGHTER GROUND ATTACK WING

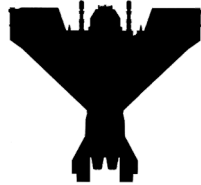
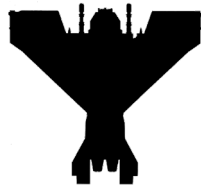
The Primaris Lightning Strike Fighter Ground Attack Wing consists of 2 Squadrons of 3 Lightning Strike Ground Attack Fighters.

Lightning  
Ground  
Attack  
Squadron



Point Value 550

Lightning  
Ground  
Attack  
Squadron



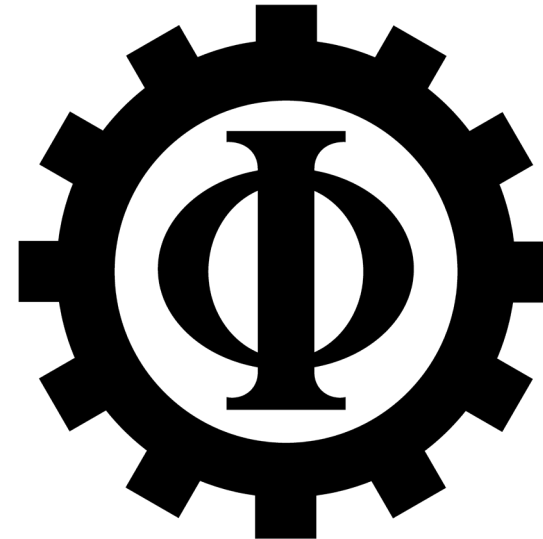
### MECHANICUM PRIMARIS LIGHTNING STRIKE FIGHTER GROUND ATTACK WING

**Break Point 4:** The Primaris Ground Attack Wing is broken when it has lost 4 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Ground Attack	[F]	5[8]+	2/-2	TL Lascannons	25/50	2TL1	-3	[RC], [RA], 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.



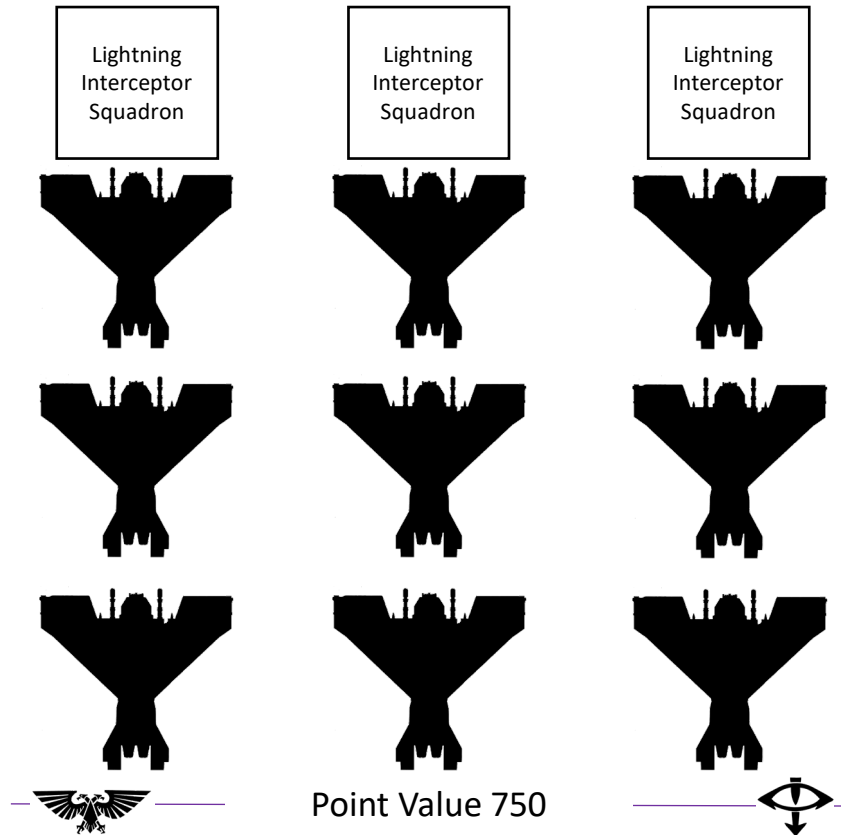
Victory Points 6

Your opponent gains 3 VP when this Wing is broken

## SPECIAL FORMATION

### MECHANICUM PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR AIR FORCE

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



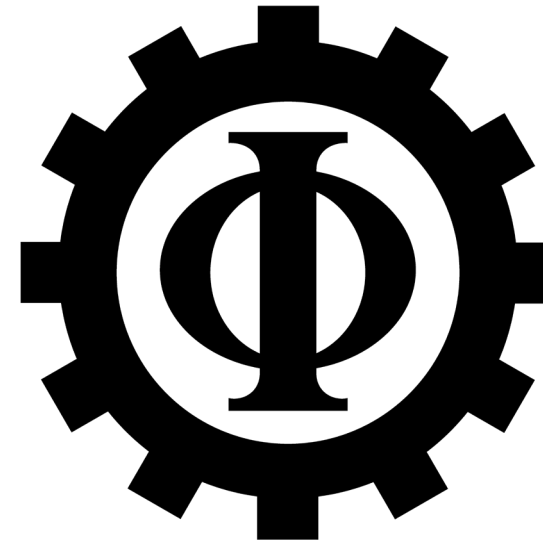
### MECHANICUM PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR AIR FORCE

**Break Point 6:** The Primaris Interceptor Air Force is broken when it has lost 6 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Interceptor	[F]	5[8]+	3/-2	TL Lascannons	25/50	2TL1	-3	[RC], [RA], Special*
				Air Defence	25	2	-1	

\*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards.



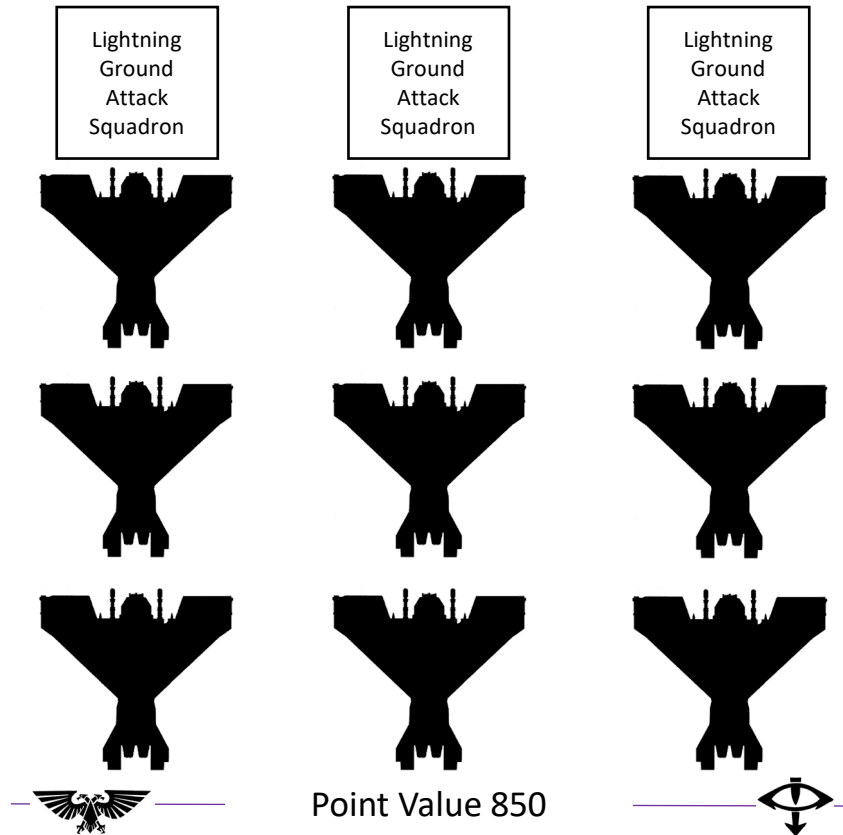
Victory Points 8

Your opponent gains 4 VP when this Air Force is broken

## SPECIAL FORMATION

### MECHANICUM PRIMARIS LIGHTNING STRIKE FIGHTER GROUND ATTACK AIR FORCE

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



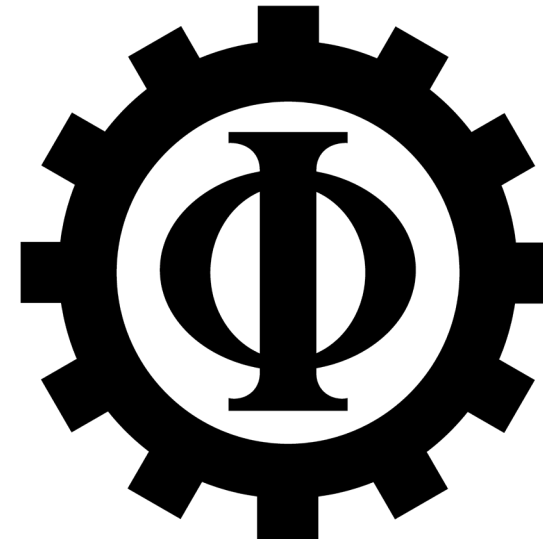
### MECHANICUM PRIMARIS LIGHTNING STRIKE FIGHTER GROUND ATTACK AIR FORCE

**Break Point 6:** The Primaris Ground Attack Air Force is broken when it has lost 6 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Ground Attack	[F]	5[8]+	2/-2	TL Lascannons	25/50	2TL1	-3	[RC], [RA], 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.



Victory Points 9

Your opponent gains 5 VP when this Air Force is broken

## SPECIAL FORMATION

### ARCHMAGOS DRAYKAVAC

Archmagos Draykavac consists of one Archmagos Draykavac and 6 Scyllax Guardian stands.



Point Value 400

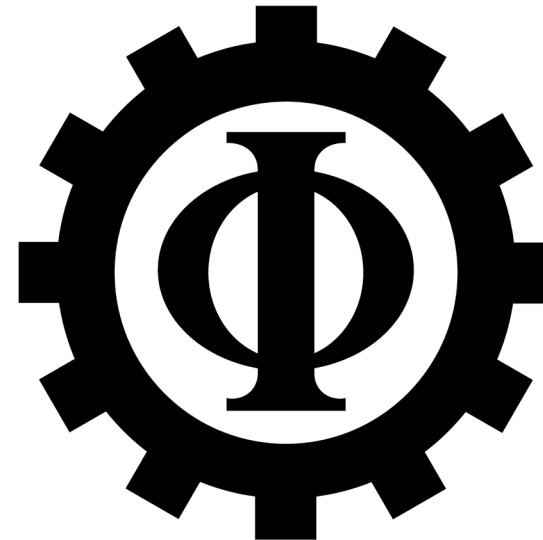


### ARCHMAGOS DRAYKAVAC

**Break Point 5:** Archmagos Draykavac is broken when it has lost 5 models.

**Morale Value 4+:** Archmagos Draykavac has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Draykavac (Traitor)	15	3[6]+	5/-4	CC Weapons	-	-	-	[HQ3], [FR], [MK], [AG], [CY3]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]



Victory Points 4

Your opponent gains 2 VP when this formation is broken.

## SPECIAL FORMATION

### ARCHMAGOS INAR SATAREL

Archmagos Inar Satarel consists of one Archmagos Inar Satarel and 6 Scyllax Guardian stands.



Point Value 400

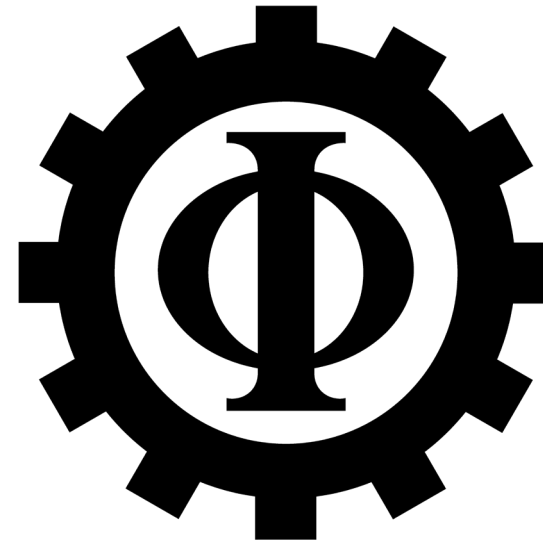


## ARCHMAGOS INAR SATAREL

**Break Point 5:** Archmagos Inar Satarel is broken when it has lost 5 models.

**Morale Value 4+:** Archmagos Inar Satarel has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Inar Satarael (Traitor)	15	5[4]+	4/-3	TL Maxima Bolter	25	2	-1	[DR2], [HQ3], [FR], [MK], [CY3]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]



Victory Points 4

Your opponent gains 2 VP when this formation is broken.

## SPECIAL FORMATION

### MAGOS REDUCTOR CALLEB DECIMA

Magos Reductor Calleb Decima consists of one Magos Reductor Calleb Decima and 6 Scyllax Guardian stands.



Point Value 350



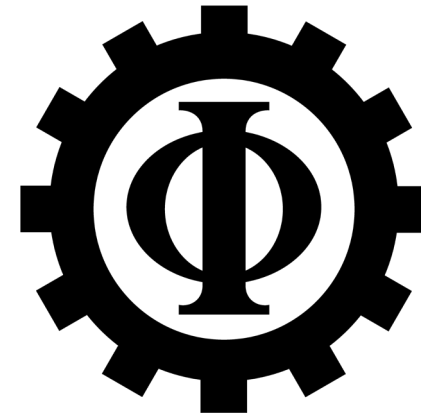
## MAGOS REDUCTOR CALLEB DECIMA

**Break Point 5:** Magos Reductor Calleb is broken when it has lost 5 models.

**Morale Value 4+:** Magos Reductor Calleb has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Reductor Calleb Decima (Loyalist)	10	5{6}+	5/-4	Curse of the Omnissiah [A]	20	4	-1	[HQ3] [MB], [MK], [AG], [IWD], Special
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]

\*Formations within his command radius gain +1 to damage table rolls. He must charge enemy formations within 15cms.



Victory Points 4

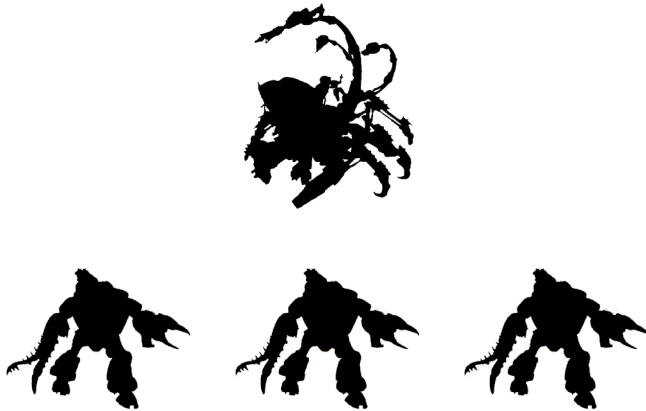
Your opponent gains 2 VP when this formation is broken.



## SPECIAL FORMATION

## ANARCHARIS SCORIA

Anarcharis Scoria consists of one Anarcharis Scoria and 3 Arlatax Automata stands.



Point Value 450

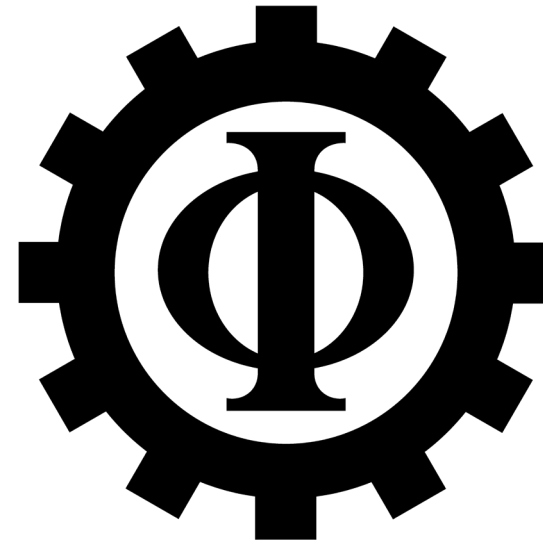


## ANARCHARIS SCORIA

**Break Point 3:** Anarcharis Scoria is broken when it has lost 3 models.

**Morale Value 4+:** Anarcharis Scoria has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anacharis Scoria (Traitor)	15	3[4]+	6/-4	Photon thruster	25/50	2	-2	[DR2], [HQ3], [MK], [AW], [IWD], [AG], [CY3]
Arlatax Battle Automata	15[J]	4[7]+	4/-3	Arlatax Cannon [A]	25	2	-1	[IWD], [DR2], [RC], [RA]



Victory Points 5

Your opponent gains 3 VP when this formation is broken.

## SPECIAL FORMATION

## ARCHMAGOS

Archmagos consists of one Archmagos stand.



Point Value Free



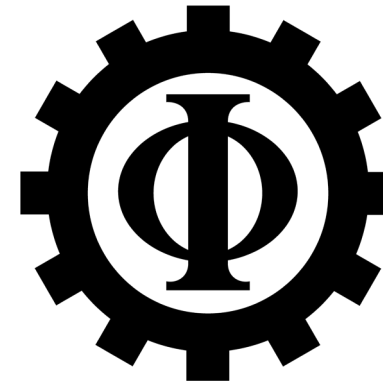
## ARCHMAGOS

**Break Point** -: Uses Break Point of company it is attached to.

**Morale Value** -: Uses the morale value of company it is attached to.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Prime	15	3[6]+	4/-3	Support Weapons	25	3	-2	[HQ3], [MB], [MK], [CY3], [CC], Special*
Archmagos Dominus	15	3[6]+	4/-3	Support Weapons	25	3	-2	[HQ3], [MK], [MB], [CY3], [CC], Special*
Archmagos Reductor	15	3[5]+	5/-4	Support Weapons	25	6	-2	[HQ3], [MK], [CC], Special*

\*A mechanicum tagmata force must include the Archmagos as its army commander. One company cards magos is replaced by the Archmagos of the type replaced. In this capacity a +1-reserve roll bonus is added.



## Victory Points -

Your opponent gains VP as per the company it is attached to.