

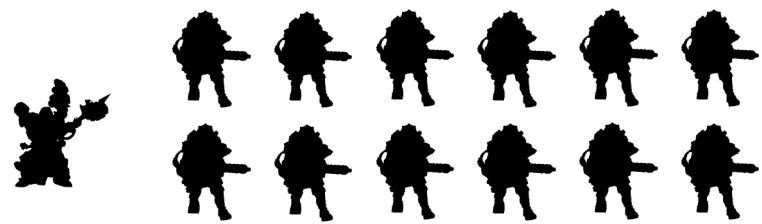
This symbol means the element is a level 1 commander [HQ1] for that formation (mainly used in non infantry formations).



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

ADSECULARIS COVENANT

The Adsecularis Covenant consists of 1 Tech Priest Lacyraemarta and 12 Tech-Thralls.



Point Value 350



ADSECULARIS COVENANT

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

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

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

Victory Points 4

Your opponent gains 2 VPs when this company is broken

ADSECULARIS ASSAULT COVENANT

The Adsecularis Covenant consists of 1 Tech Priest Lacyraemarta and 12 Assault Tech-Thralls.



Point Value 400



ADSECULARIS ASSAULT COVENANT

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

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

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

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

MYRMIDON DESTRUCTORS

The Myrmidon Destructors consists of 1 Tech Priest Lacyraemarta and 6 Myrmidon Destructors.



Point Value 450



MYRMIDON DESTRUCTORS

Break Point 5: The Detachment is broken if it has lost 5 stands.

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

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

Victory Points 5

Your opponent gains 3 VPs when this company is broken

MYRMIDON SECUTORS

The Myrmidon Destructors consists of 1 Tech Priest Lacyraemarta and 6 Myrmidon Secutors.



Point Value 450



MYRMIDON SECUTORS

Break Point 5: The Detachment is broken if it has lost 5 stands.

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

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

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

THALLAX COHORT (TYPE 1)

The Thallax Cohort (Type 1) consists of 1 Tech Priest Lacyraemarta and 6 Thallax (Type 1).



Point Value 450



THALLAX COHORT (TYPE 1)

Break Point 5: The Detachment is broken if it has lost 5 stands.

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

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

Victory Points 5

Your opponent gains 3 VPs when this company is broken

THALLAX COHORT (TYPE 2)

The Thallax Cohort (Type 2) consists of 1 Tech Priest Lacyraemarta and 6 Thallax (Type 2).



Point Value 450



THALLAX COHORT (TYPE 2)

Break Point 5: The Detachment is broken if it has lost 5 stands.

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

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

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

URSARAX COHORT

The Ursarax Cohort consists of 1 Tech Priest Lacyraemarta and 6 Ursarax.



Point Value 400



URSARAX COHORT

Break Point 5: The Detachment is broken if it has lost 5 stands.

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

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

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

Victory Points 4

Your opponent gains 2 VPs when this company is broken

ARLATAX CLASS BATTLE AUTOMATA DETACHMENT

The Arlatax Class Battle Automata Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 3 Arlatax Automata.



Point Value 300



ARLATAX CLASS BATTLE AUTOMATA DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 models.

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

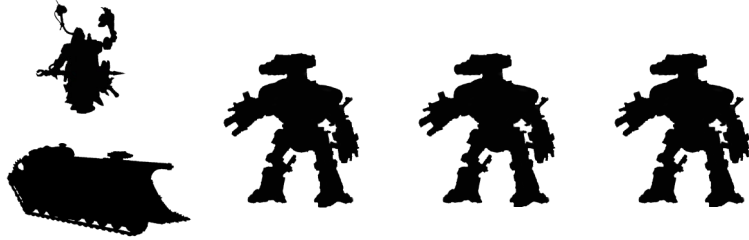
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Arlatax Battle Automata	15[J]	4+	4/-3	Arlatax Cannon [A]	25	2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

Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

CASTELLAX CLASS BATTLE AUTOMATA DETACHMENT (TYPE 1)

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



Point Value 350



CASTELLAX CLASS BATTLE AUTOMATA DETACHMENT (TYPE 1)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Enginseer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [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+	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 4 VP

Your opponent gains 2 VPs when this company is broken

CASTELLAX CLASS BATTLE AUTOMATA DETACHMENT (TYPE 2)

The Castellax Class Battle Automata Detachment (Type 2) consists of 1 Tech Priest Enginseer, 1 Triaros Armored Conveyor and 3 Castellax Automata (Type 2).



Point Value 400



CASTELLAX CLASS BATTLE AUTOMATA DETACHMENT (TYPE 2)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

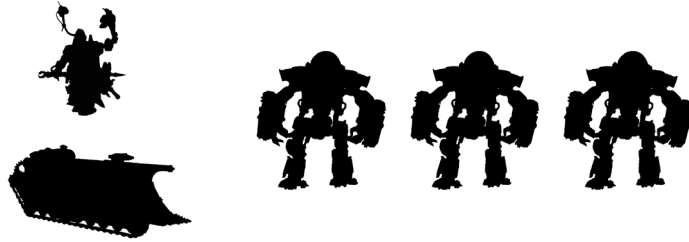
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Enginseer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Castellax Battle Automata (Type 2)	15	5+	2/-2	Darkfire Cannon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

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

DOMITAR CLASS BATTLE AUTOMATA DETACHMENT

The Domitar Class Battle Automata Detachment consists of 1 Tech Priest Enginseer, 1 Triaros Armored Conveyor and 3 Domitar Automata.



Point Value 350



DOMITAR CLASS BATTLE AUTOMATA DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

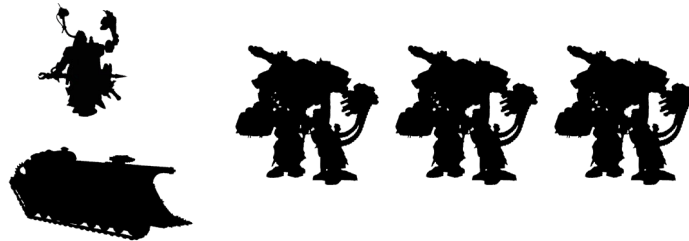
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Enginseer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Domitar Battle Automata	15	5+	4/-3	Missile Launcher (Krak/Ignus)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

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

THANATAR CLASS BATTLE AUTOMATA DETACHMENT (TYPE 1)

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



Point Value 450



THANATAR CLASS BATTLE AUTOMATA DETACHMENT (TYPE 1)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

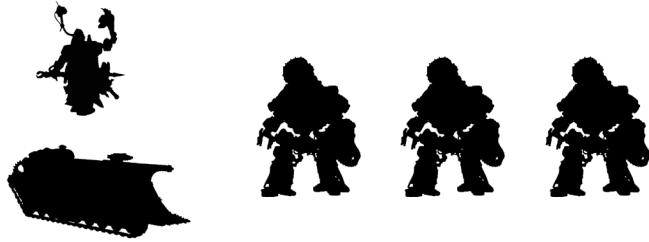
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Enginseer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Thanatar-Calix Siege Automata	15	3+	4/-3	Sollex Heavy Lascannon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

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

THANATAR CLASS BATTLE AUTOMATA DETACHMENT (TYPE 2)

The Thanatar Class Battle Automata Detachment (Type 2) consists of 1 Tech Priest Enginseer, 1 Triaros Armored Conveyor and 3 Thanatar Automata (Type 2).



Point Value 400



THANATAR CLASS BATTLE AUTOMATA DETACHMENT (TYPE 2)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

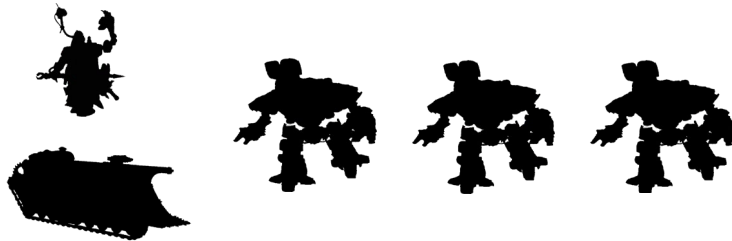
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Enginseer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Thanatar Siege Automata	15	3+	3/-2	Hellex Plasma Mortar [IC,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

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

THANATAR CLASS BATTLE AUTOMATA DETACHMENT (TYPE 3)

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



Point Value 350



THANATAR CLASS BATTLE AUTOMATA DETACHMENT (TYPE 3)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

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

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

VORAX CLASS BATTLE AUTOMATA DETACHMENT

The Vorax Class Battle Automata Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 3 Vorax Automata.



Point Value 350



VORAX CLASS BATTLE AUTOMATA DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [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 4 VP

Your opponent gains 2 VPs when this company is broken

VULTARAX CLASS BATTLE AUTOMATA DETACHMENT

The Vultarax Class Battle Automata Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 3 Vultarax Automata.



Point Value 300



VULTARAX CLASS BATTLE AUTOMATA DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

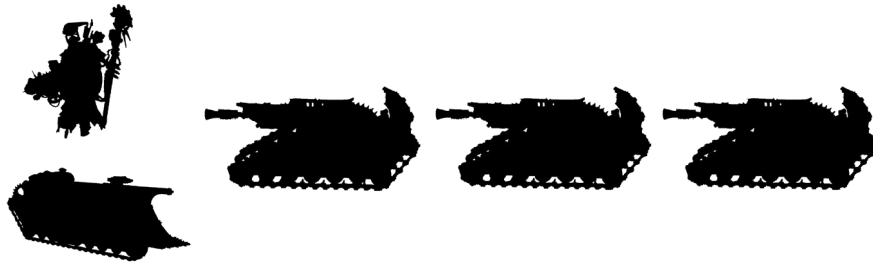
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Vultarax Stratos Automata	20[K]	4+	2/-2	Arc Blaster [HW]	25	2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

Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

KRIOS BATTLE TANK DETACHMENT

The Krios Battle Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Krios Battle Tanks.



Point Value 300



KRIOS BATTLE TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [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+	2/-1	Lightning Cannon	25/50	B2	-3	[AG], [RC], [N], [RA]
				Anti-Personnel	25	2	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

KRIOS VENATOR TANK DETACHMENT

The Krios Battle Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Krios Venator Tanks.



Point Value 350



KRIOS VENATOR TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

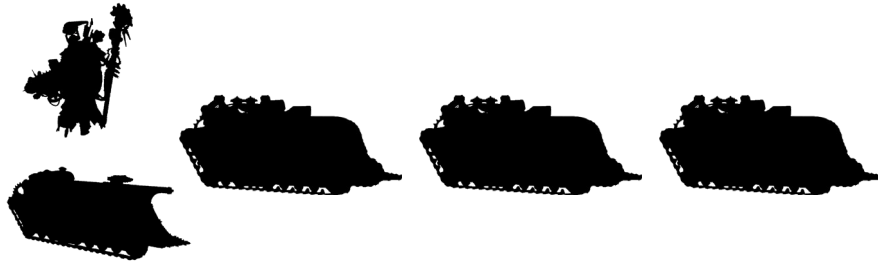
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Krios Venator Tank	25	3+	2/-1	Pulsar Fusil	20/35	3	-4	[AG], [RC],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

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

KARACNOS ASSAULT TANK DETACHMENT (TYPE 1)

The Karacnos Assault Tank Detachment (Type 1) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Karacnos Assault Tanks (Type 1).



Point Value 450



KARACNOS ASSAULT TANK DETACHMENT (TYPE 1)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

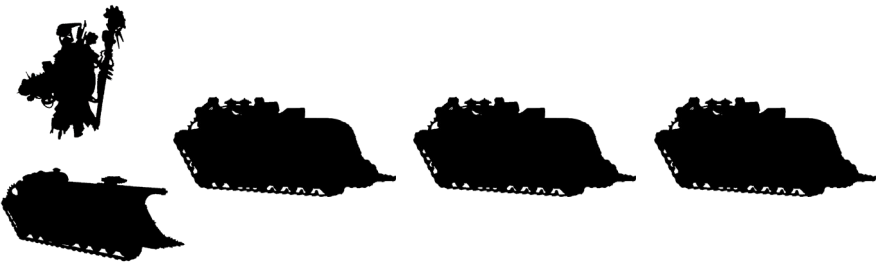
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Karacnos Assault Tank (Type 1)	20	2+	3/-2	Karacnos Mortar battery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

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

KARACNOS ASSAULT TANK DETACHMENT (TYPE 2)

The Karacnos Assault Tank Detachment (Type 2) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Karacnos Assault Tanks (Type 2).



Point Value 450



KARACNOS ASSAULT TANK DETACHMENT (TYPE 2)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

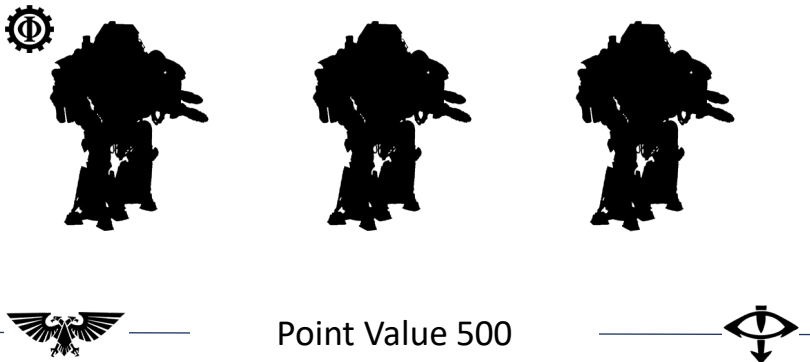
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Engineer	15	5+	2/-2	Volkite charger [VK, A]	20	2	-1	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Karacnos Assault Tank (Type 2)	20	2+	3/-2	Karacnos Mortar battery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

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION MANIPLE (TYPE 1)

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



MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION MANIPLE (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

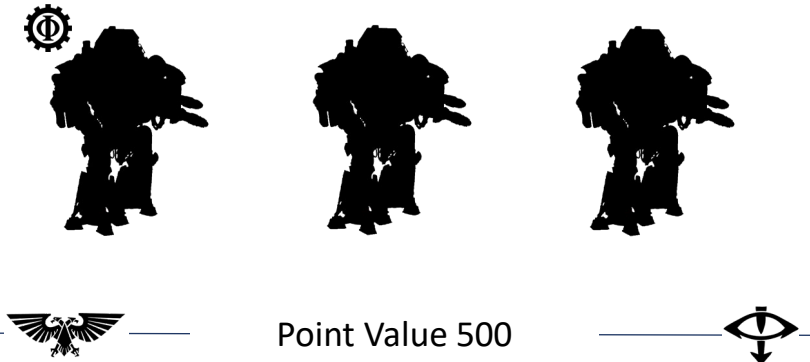
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Porphyrior (Type 1)	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG], [RA]
				2x TL Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION MANIPLE (TYPE 2)

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



MECHANICUM INDENTURED ACASTUS KNIGHT PORPHYRION MANIPLE (TYPE 2)

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

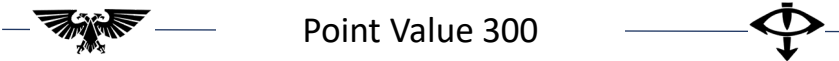
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Porphyrior (Type 2)	15	2+	4/-3	2x TL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG], [RA]
				2x Lascannons	25/50	2	-3	
				Helios Défense Missiles [AA]	30/60	1	-2	
				Anti-Personnel	25	6	-1	

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

MECHANICUM INDENTURED
CERASTUS KNIGHT ACHERON
MANIPLE

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



Point Value 300

MECHANICUM INDENTURED
CERASTUS KNIGHT ACHERON
MANIPLE

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

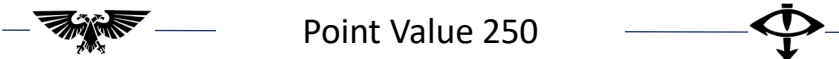
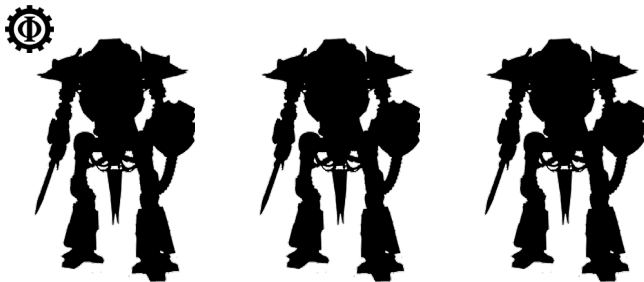
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Acheron	25	3+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[DR2], [AG], [RA]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	

Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

MECHANICUM INDENTURED
CERASTUS KNIGHT CASTIGATOR
MANIPLE

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



Point Value 250

MECHANICUM INDENTURED
CERASTUS KNIGHT CASTIGATOR
MANIPLE

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

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

Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

MECHANICUM INDENTURED CERASTUS KNIGHT LANCER MANIPLE

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



Point Value 250



MECHANICUM INDENTURED CERASTUS KNIGHT LANCER MANIPLE

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

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

Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT ERRANT MANIPLE (TYPE 1)

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



Point Value 350



MECHANICUM INDENTURED KNIGHT ERRANT MANIPLE (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

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

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT ERRANT MANIPLE (TYPE 2)

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



Point Value 350



MECHANICUM INDENTURED KNIGHT ERRANT MANIPLE (TYPE 2)

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

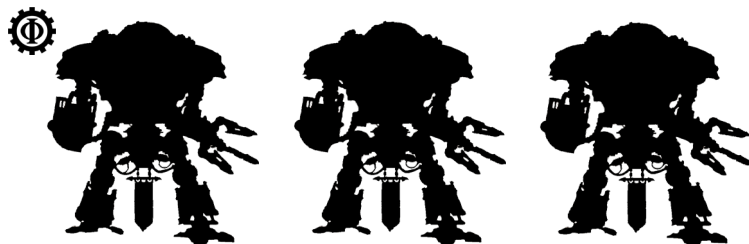
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errant (Type 2)	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2], [AG], [RA]
				Reaper Chainsword [Dmg+2 in CC]	-	-	-	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Anti-Personnel	25	4	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT MAGAERA MANIPLE (TYPE 1)

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



Point Value 250



MECHANICUM INDENTURED KNIGHT MAGAERA MANIPLE (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

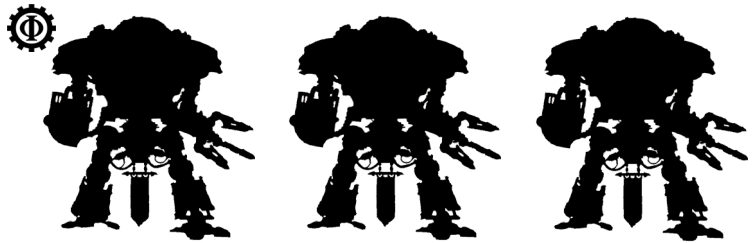
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magaera (Type 1)	20	3+	4/-4	Reaper Chainsword [Dmg+2 in CC]	-	-	-	[DR2], [AG], [RA]
				Lightning Cannon	25/50	B1	-3	
				Anti-Personnel	25	2	-1	



Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT MAGAERA MANIPLE (TYPE 2)

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



 Point Value 300 

MECHANICUM INDENTURED KNIGHT MAGAERA MANIPLE (TYPE 2)

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

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



Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT PALADIN MANIPLE (TYPE 1)

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



 Point Value 400 

MECHANICUM INDENTURED KNIGHT PALADIN MANIPLE (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

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

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT PALADIN MANIPLE (TYPE 2)

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



Point Value 400



MECHANICUM INDENTURED KNIGHT PALADIN MANIPLE (TYPE 2)

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

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

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT STYRIX MANIPLE (TYPE 1)

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



Point Value 300



MECHANICUM INDENTURED KNIGHT STYRIX MANIPLE (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

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

Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

MECHANICUM INDENTURED KNIGHT STYRIX MANIPLE (TYPE 2)

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



Point Value 300



MECHANICUM INDENTURED KNIGHT STYRIX MANIPLE (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 Knights. Once the Maniple is broken it must take a Morale check.

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

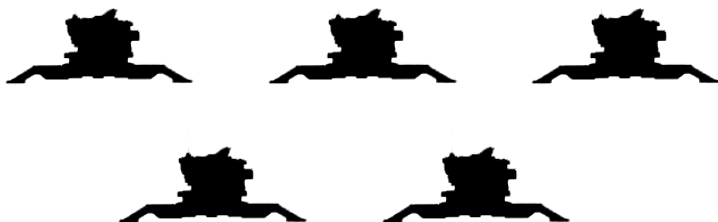
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Styrixs (Type 2)	20	3+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[DR2], [AG], [RA]
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]				
				Anti-Personnel	25	2	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 1)

The Mechanicum Tarantula Sentry Gun Battery consists of 5 Mechanicum Tarantula sentry guns (Type 1)



Point Value 200



MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 1)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value --: Sentry Guns never test for morale.

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

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 2)

The Mechanicum Tarantula Sentry Gun Battery consists of 5 Mechanicum Tarantula sentry guns (Type 2)



Point Value 150



MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 2)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

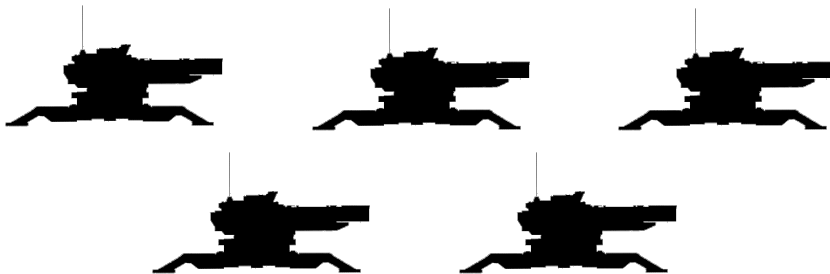
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 2)	5[T]	5+	1/0	TL Lascannon	25/50	2TL1	-3	[RC], [IF], Cannot charge move, Special

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 3)

The Mechanicum Tarantula Sentry Gun Battery consists of 5 Mechanicum Tarantula sentry guns (Type 3)



Point Value 200



MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 3)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

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

Victory Points 2 VP

Your opponent gains 1 VP when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 4)

The Mechanicum Tarantula Sentry Gun Battery consists of 5 Mechanicum Tarantula sentry guns (Type 4)



Point Value 150



MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 4)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

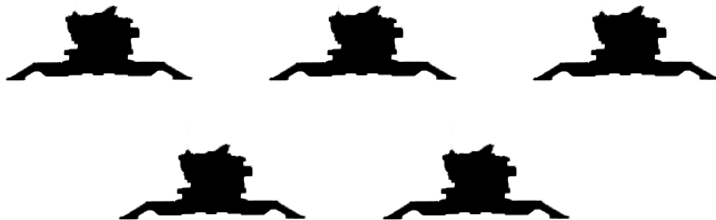
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 4)	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF], Cannot charge move, Special

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 5)

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



Point Value 150



MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 5)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 1)

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



Point Value 450



ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 1)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

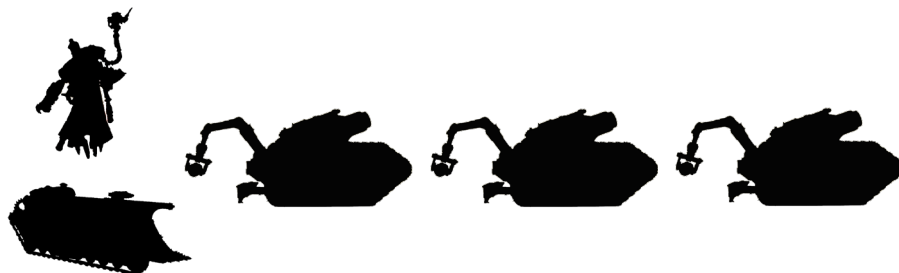
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Artillery Tank (Type 1)	15	3+	2/-1	Earthshaker Cannon [HM, Dmg+1]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

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 2)

The Ordo Reductor Artillery Tank Detachment (Type 2) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Artillery Tanks (Type 2).



Point Value 350



ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 2)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

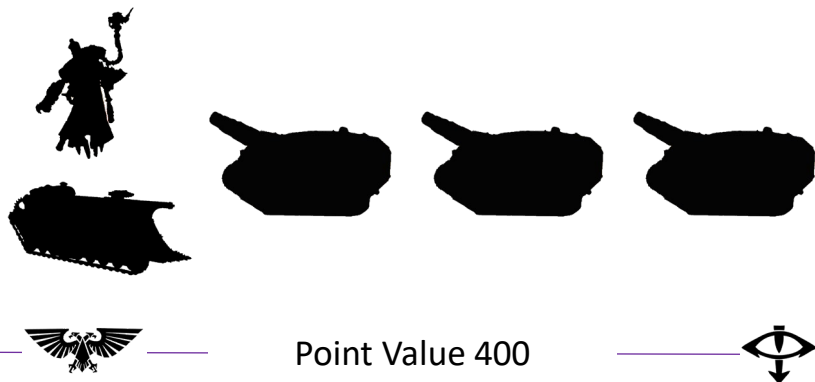
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Artillery Tank (Type 2)	15	3+	2/-1	Colossus Mortar [IC, HM,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

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 3)

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



ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 3)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

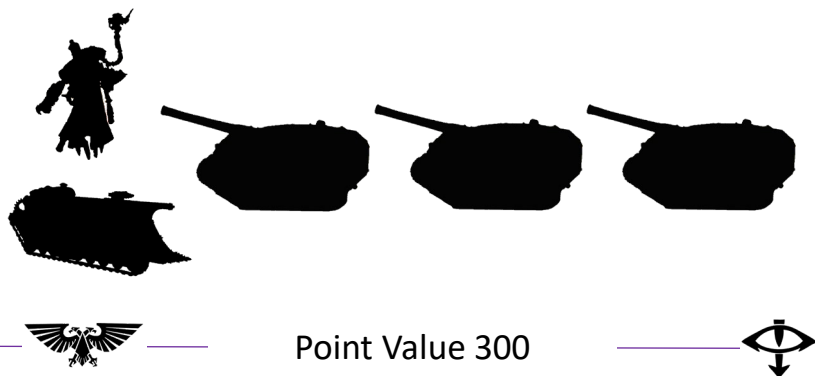
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Artillery Tank (Type 3)	15	3+	2/-1	Medusa Siege Gun [M, Str+1]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

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 4)

The Ordo Reductor Artillery Tank Detachment (Type 4) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Artillery Tanks (Type 4).



ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 4)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

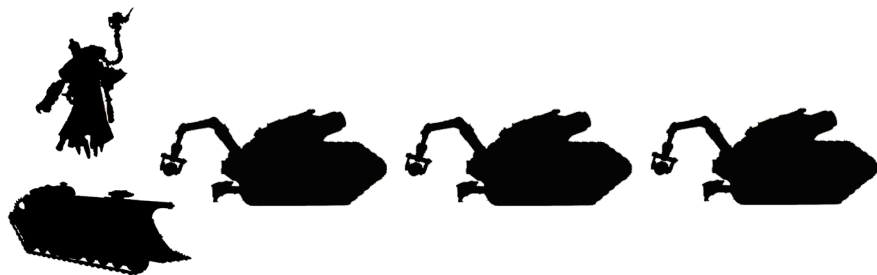
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Artillery Tank (Type 4)	15	3+	2/-1	Whirlwind Launcher Vengeance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

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 5)

The Ordo Reductor Artillery Tank Detachment (Type 5) consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Artillery Tanks (Type 5).



Point Value 300



ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 5)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [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 5)	15	3+	2/-1	Demolisher Cannon [M, Str+2]	25/50	B2	-4	[RC], [N]
				Anti-Personnel	25	2	-1	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 6)

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



Point Value 350



ORDO REDUCTOR ARTILLERY TANK DETACHMENT (TYPE 6)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

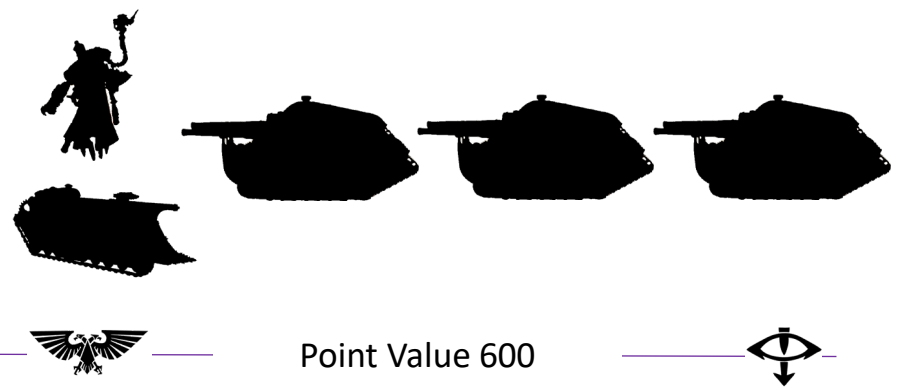
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest Reductor	15	5+	2/-2	Multi-Melta	25	1	-3	[HQ1], [MB], [MK], [RA], Special
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special
Ordo Reductor Artillery Tank (Type 6)	15	3+	2/-1	Quad Lascannon	25/50	4TL2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

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

ORDO REDUCTOR MINOTAUR DETACHMENT

The Ordo Reductor Artillery Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Minotaur Tanks.



ORDO REDUCTOR ARTILLERY TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

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

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken