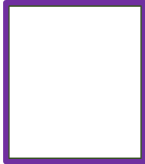
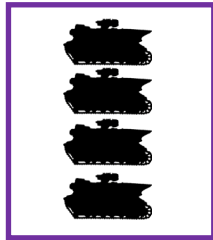


TRANSPORT CARD SYMBOLS



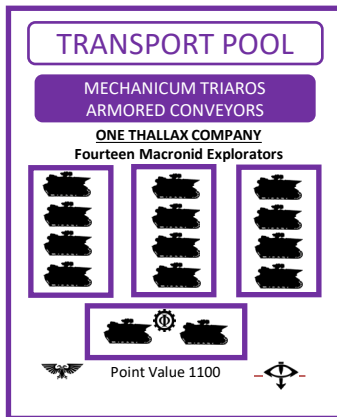
Transport Cards that are added to Company Cards will have their total number divided into as many formations (detachments/mobs/etc) as the Company Card possesses. To aid players in identifying how many elements and formations the transport card is divided into. They will be grouped into **boxes** signifying how many models serve as transport to one detachment on the company card. Each such group is given an order like any other formation.



This example shows that 4 Macronid Explorators comprises one formation of transports that will transport one detachment in a Thallax company. Each such box on a transport card means one formation that receives one order.



In the case of the transport attached to a command formation an additional symbol is added to let the player know that this box and grouping of models belongs specifically to the command formation.



This Transport Card for a Thallax Company that consists of FOUR boxes which means there are a total of 4 formations to be attached as transport. One of the boxes has a symbol which means that one belongs to the command formation. In total there are 3 formations of 4 element that are attached to 3 detachments of Thallax infantry, and 1 formation attached to the command formation.

TRANSPORT POOL

MECHANICUM ARVUS LIGHTER ORBITAL SHUTTLE

ONE ADSECLARIS COMPANY

Seventeen Mechanicum Arvus Lighter Orbital Shuttles



Point Value 800

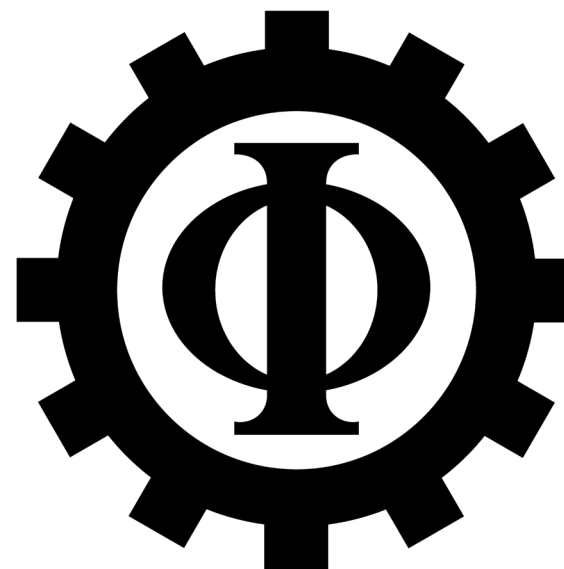


MECHANICUM ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +12: The Arvus Lighter Orbital Shuttles adds +12 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RC], [RA]



Victory Points +8

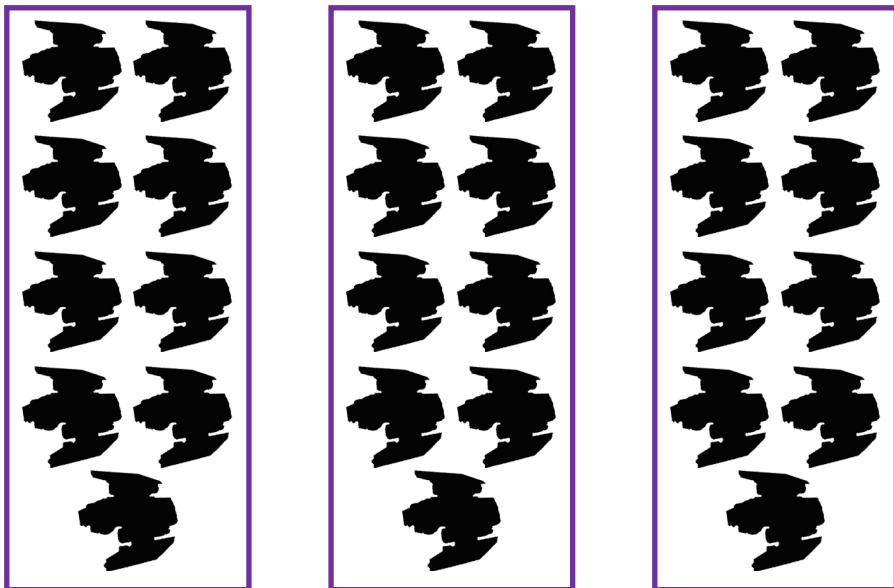
Your opponent gains + VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ARVUS LIGHTER ORBITAL SHUTTLE

ONE ADSECLARIS GRAND COMPANY

Thirty Mechanicum Arvus Lighter Orbital Shuttles



Point Value 1450

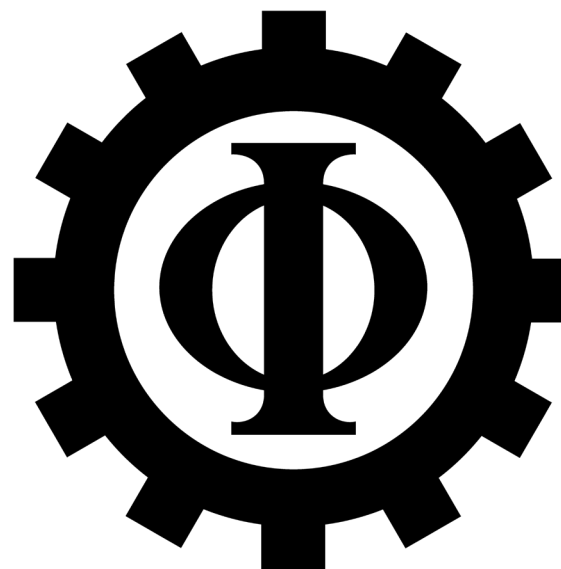


MECHANICUM ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +21: The Arvus Lighter Orbital Shuttles adds +21 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RC], [RA]



Victory Points +15

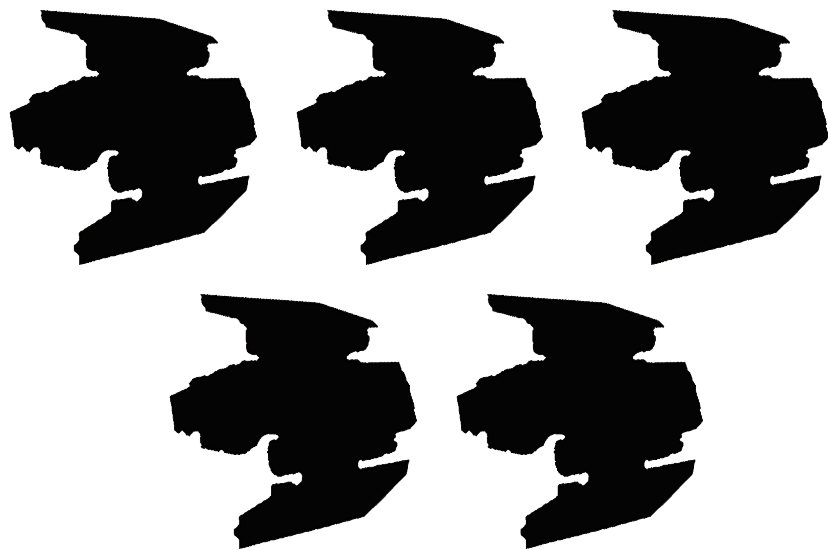
Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ARVUS LIGHTER ORBITAL SHUTTLE

ONE ADSECLARIS COVENANT

Five Mechanicum Arvus Lighter Orbital Shuttles



Point Value 250

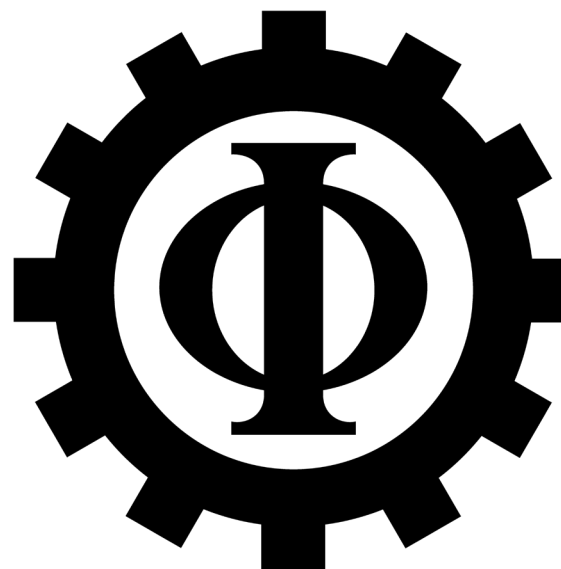


MECHANICUM ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +4: The Arvus Lighter Orbital Shuttles adds +4 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RC], [RA]



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ARVUS LIGHTER ORBITAL SHUTTLE

ONE ADSECLARIS GRAND COHORT
Nine Mechanicum Arvus Lighter Orbital Shuttles



Point Value 450

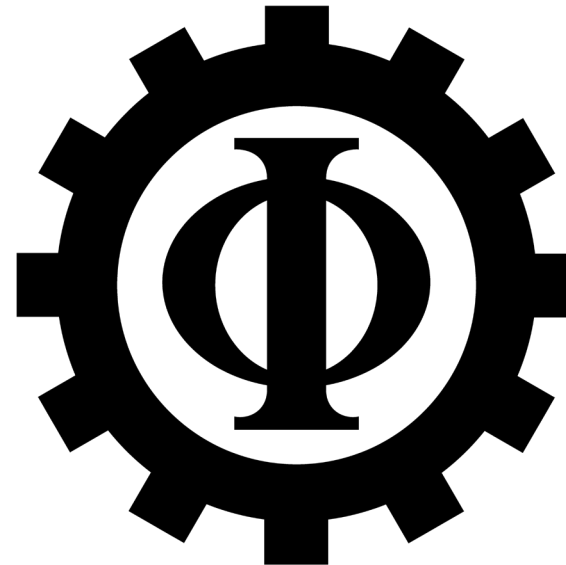


MECHANICUM ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +6: The Arvus Lighter Orbital Shuttles adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RC], [RA]



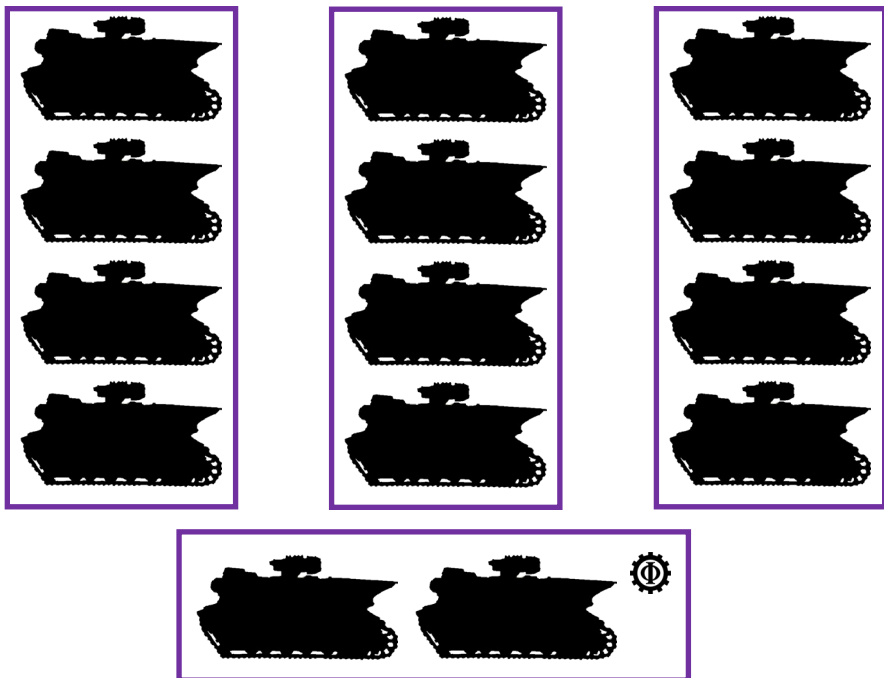
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID EXPLORATOR

ONE THALLAX COMPANY
Fourteen Macronid Explorators



Point Value 1100

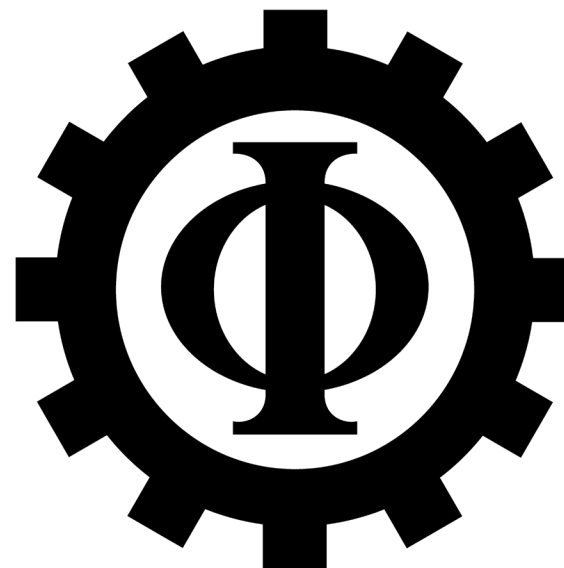


MECHANICUM MACRONID EXPLORATOR

Break Point +10: The Macronid Explorators adds +10 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macrocarid Explorator	25	2+	3/-2	2x TL Lascannons	25/50	4TL2	-3	[DR2], [TR2], [R], [RC], [N], [RA]
				Anti-Personnel	25	4	-1	



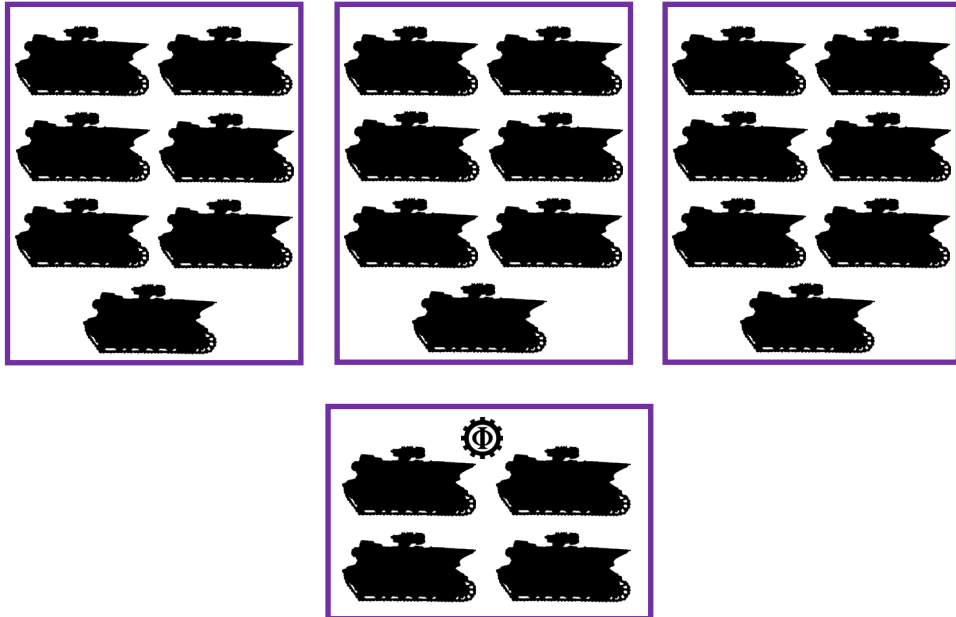
Victory Points +11

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID EXPLORATOR

ONE THALLAX GRAND COMPANY
Twenty-five Macronid Explorators



Point Value 1950

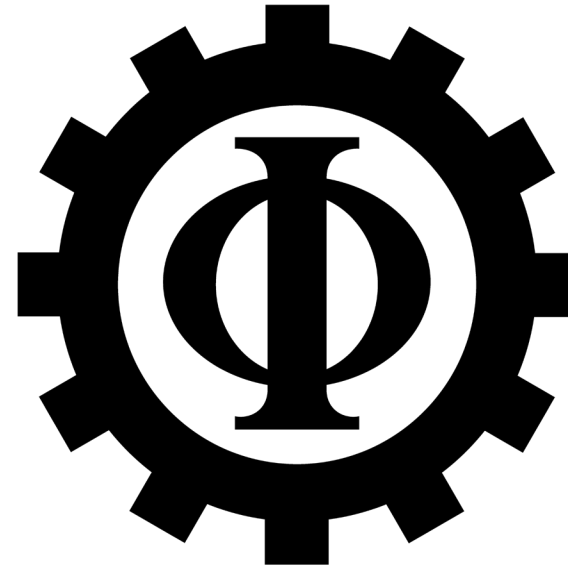


MECHANICUM MACRONID EXPLORATOR

Break Point +18: The Macronid Explorators adds +18 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macroarid Explorator	25	2+	3/-2	2x TL Lascannons	25/50	4TL2	-3	[DR2], [TR2],
				Anti-Personnel	25	4	-1	[R], [RC], [N], [RA]



Victory Points +20

Your opponent gains +10 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID EXPLORATOR

ONE THALLAX, MYRMIDON OR URSARAX COHORT
Four Macronid Explorators



Point Value 300

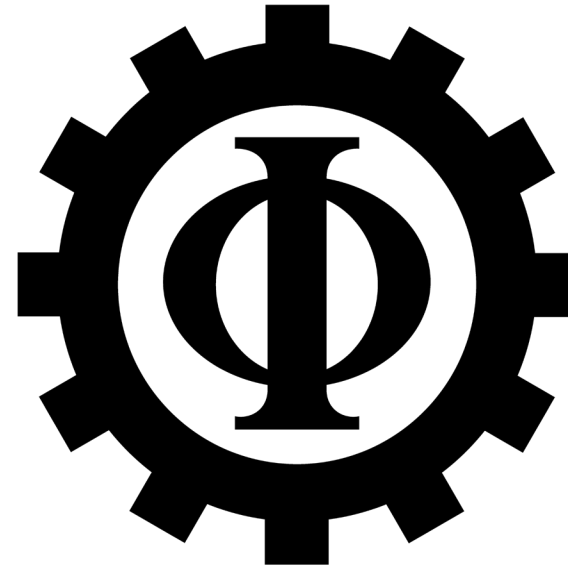


MECHANICUM MACRONID EXPLORATOR

Break Point +3: The Macronid Explorators adds +3 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macroarid Explorator	25	2+	3/-2	2x TL Lascannons	25/50	4TL2	-3	[DR2], [TR2], [R], [RC], [N], [RA]
				Anti-Personnel	25	4	-1	



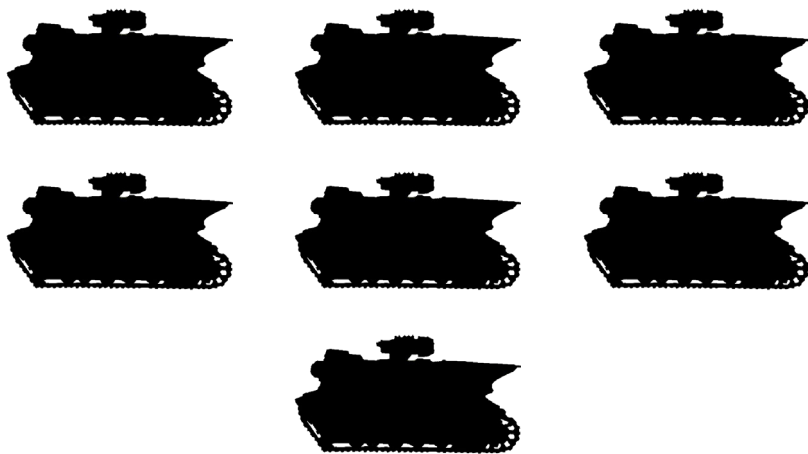
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID EXPLORATOR

ONE THALLAX, MYRMIDON OR URSARAX GRAND COHORT
Seven Macronid Explorators



Point Value 550

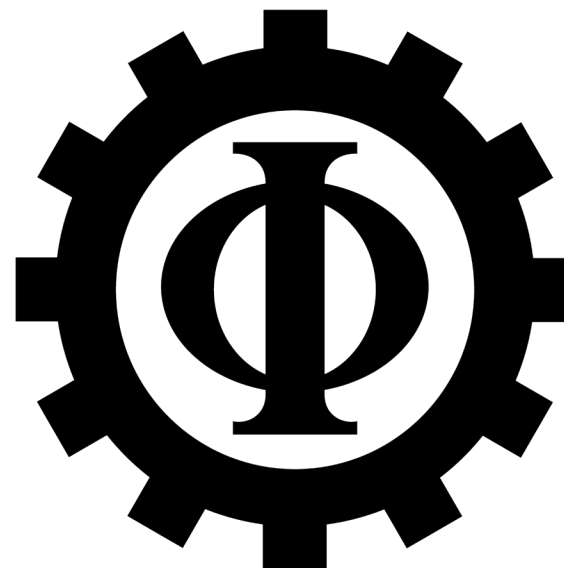


MECHANICUM MACRONID EXPLORATOR

Break Point +5: The Macronid Explorators adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macroarid Explorator	25	2+	3/-2	2x TL Lascannons	25/50	4TL2	-3	[DR2], [TR2], [R], [RC], [N], [RA]
				Anti-Personnel	25	4	-1	



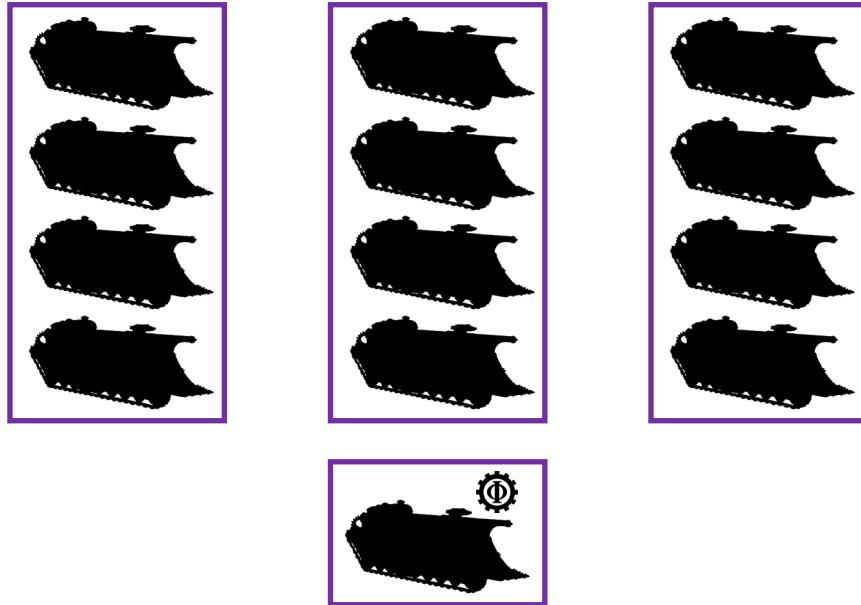
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED CONVEYORS

ONE ADSECLARIS COMPANY
Thirteen Triaros Armored Conveyor



Point Value 850

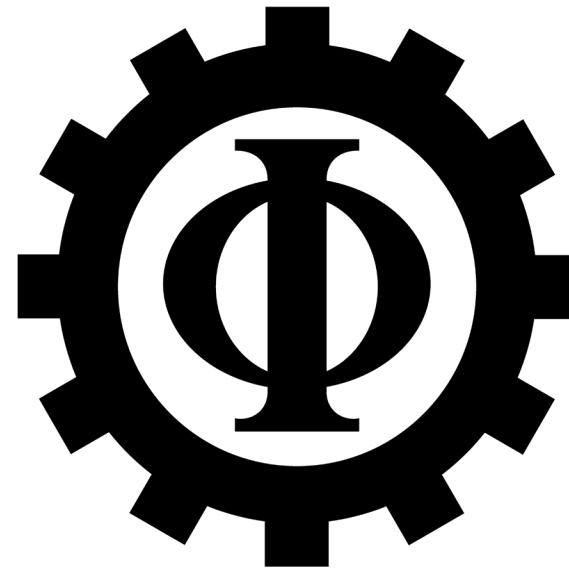


MECHANICUM TRIAROS ARMORED CONVEYORS

Break Point +9: The Triaros Armoured Conveyors adds +9 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED CONVEYORS

ONE ADSECLARIS GRAND COMPANY
Twenty-three Triaros Armored Conveyor



Point Value 1550

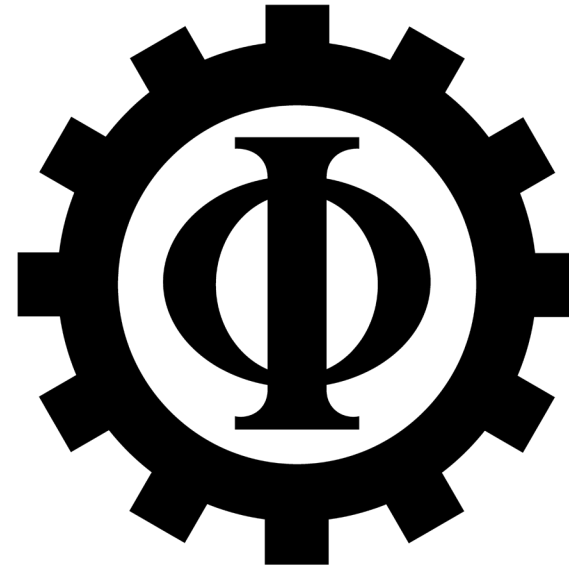


MECHANICUM TRIAROS ARMORED CONVEYORS

Break Point +16: The Triaros Armoured Conveyors adds +16 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



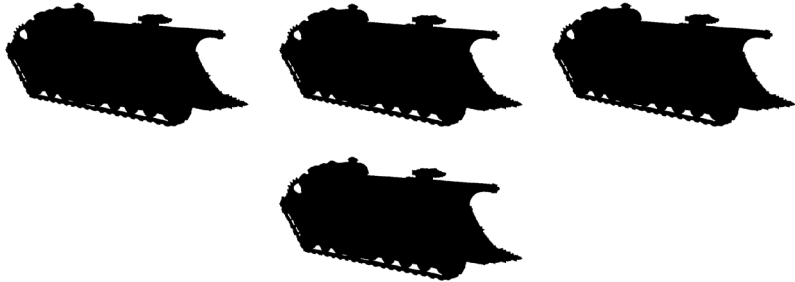
Victory Points +16

Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED CONVEYORS

ONE ADSECULARIS COVENANT
Four Triaros Armored Conveyor



Point Value 250

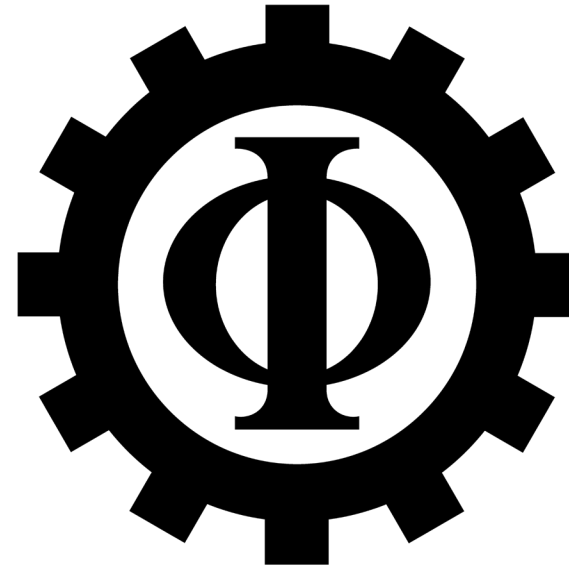


MECHANICUM TRIAROS ARMORED CONVEYORS

Break Point +3: The Triaros Armoured Conveyors adds +3 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



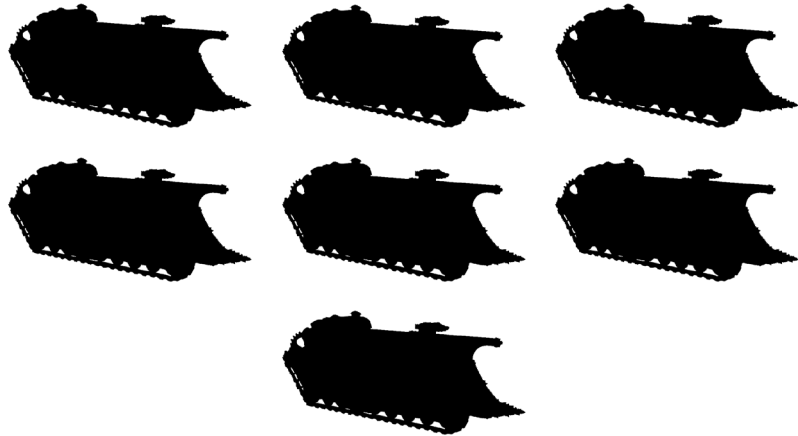
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED CONVEYORS

ONE ADSECLARIS GRAND COVENANT
Seven Triaros Armored Conveyor



Point Value 450

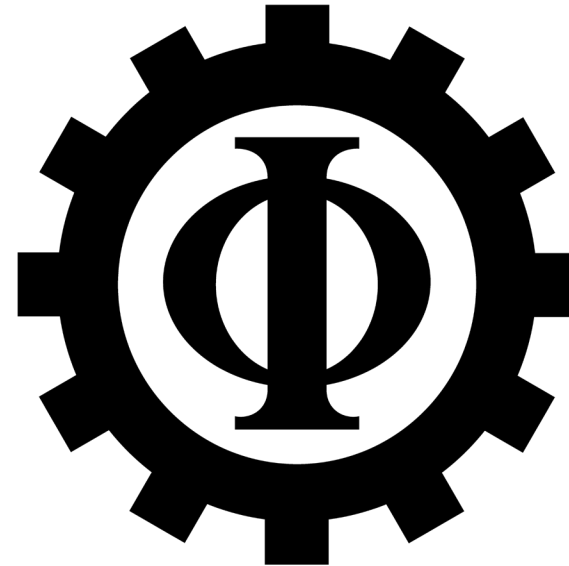


MECHANICUM TRIAROS ARMORED CONVEYORS

Break Point +5: The Triaros Armoured Conveyors adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



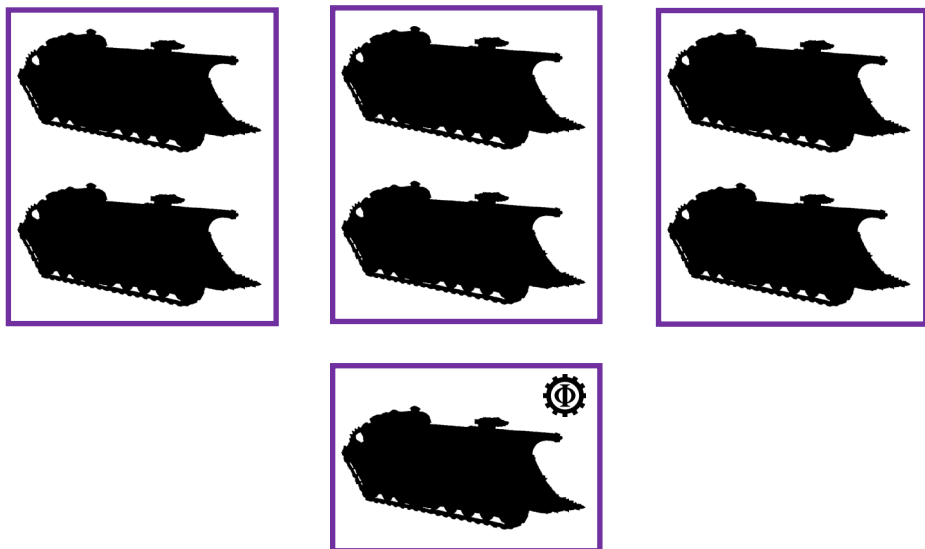
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED CONVEYORS

ONE THALLAX COMPANY
Seven Triaros Armored Conveyor



Point Value 450

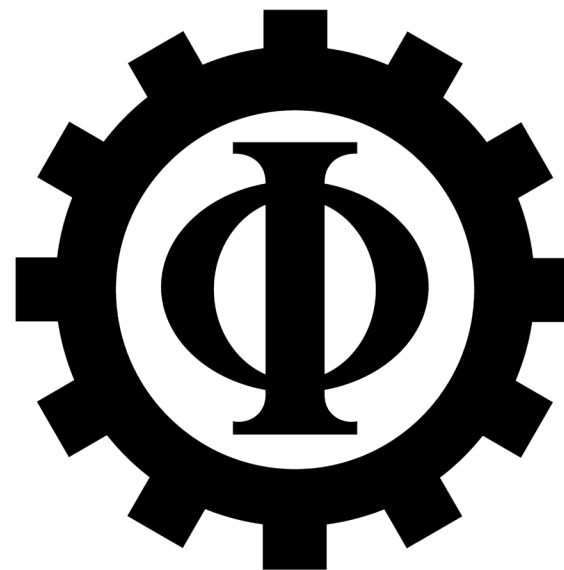


MECHANICUM TRIAROS ARMORED CONVEYORS

Break Point +5: The Triaros Armoured Conveyors adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



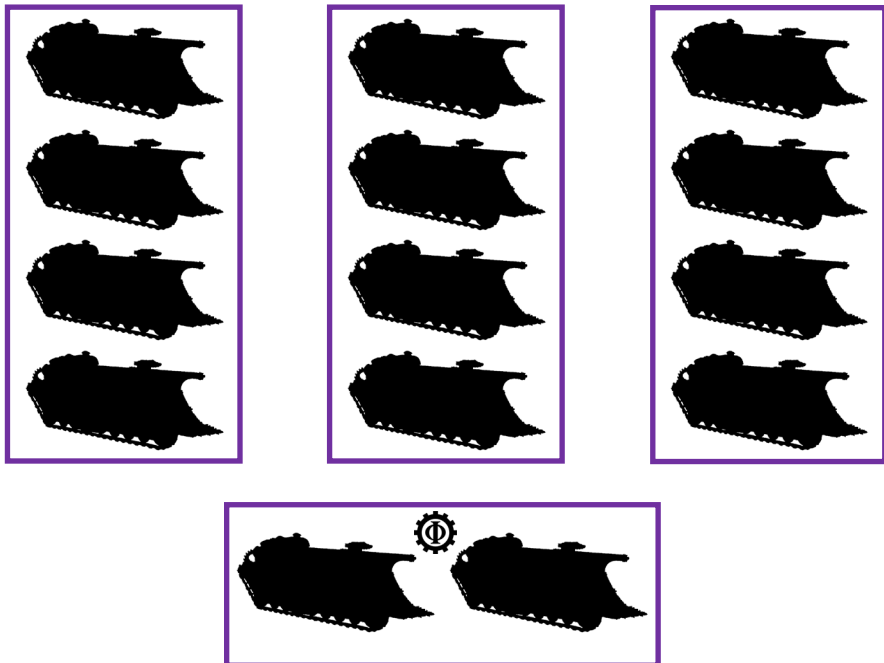
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED CONVEYORS

ONE THALLAX GRAND COMPANY
Fourteen Triaros Armored Conveyor



Point Value 950

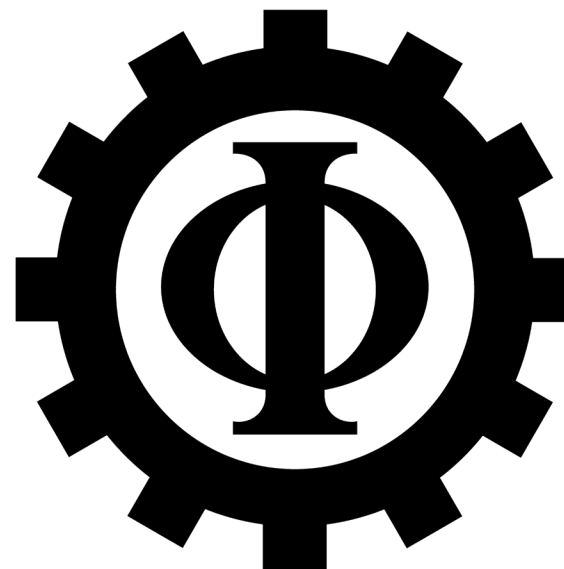


MECHANICUM TRIAROS ARMORED CONVEYORS

Break Point +10: The Triaros Armoured Conveyors adds +10 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED CONVEYORS

ONE THALLAX, MYRMIDON OR URSARAX COHORT
Two Triaros Armored Conveyor



Point Value 150

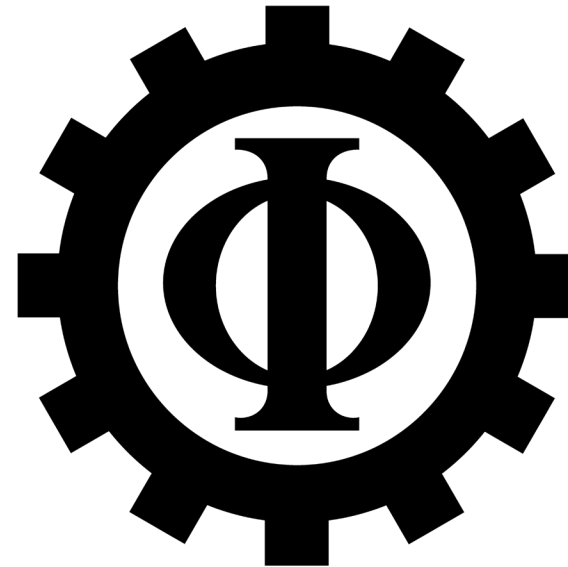


MECHANICUM TRIAROS ARMORED CONVEYORS

Break Point +1: The Triaros Armoured Conveyors adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



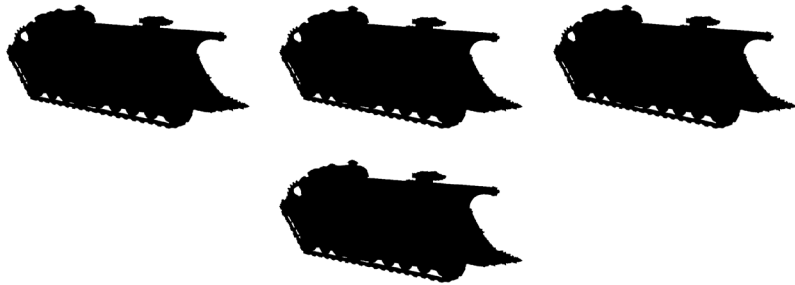
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED CONVEYORS

ONE THALLAX, MYRMIDON OR URSARAX GRAND COHORT
Four Triaros Armored Conveyor



Point Value 250

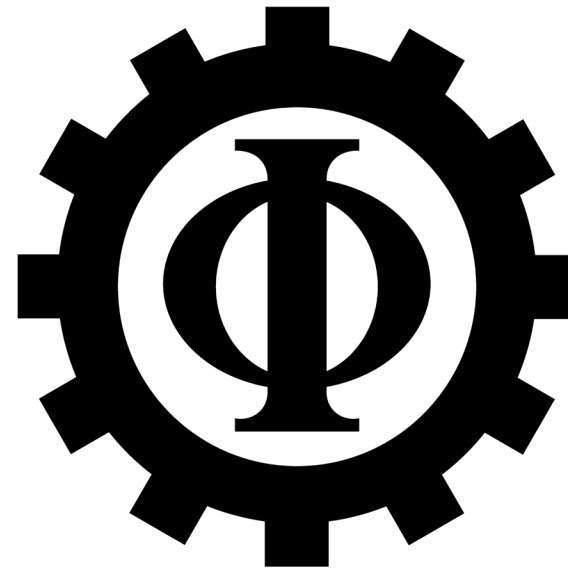


MECHANICUM TRIAROS ARMORED CONVEYORS

Break Point +3: The Triaros Armoured Conveyors adds +3 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE ASSAULT DRILL

ONE ADSEULARIS COMPANY
Seventeen Termite Assault Drills



Point Value 1200



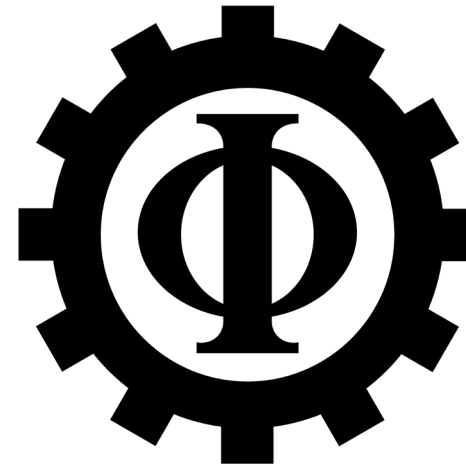
MECHANICUM PATTERN TERMITE ASSAULT DRILL

Break Point +12: The Termites add +12 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



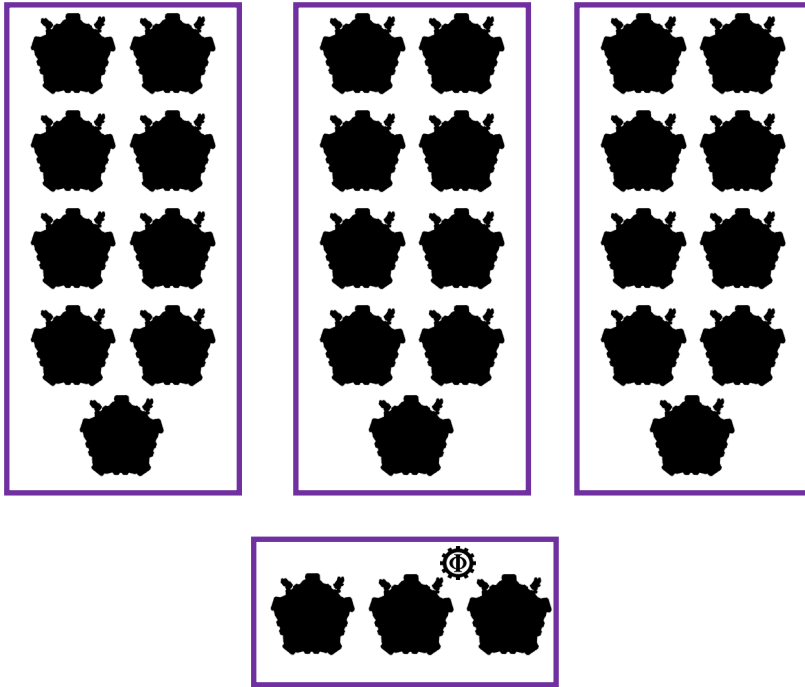
Victory Points +12

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE ASSAULT DRILL

ONE ADSECLARIS GRAND COMPANY
Thirty Termite Assault Drills



Point Value 2150



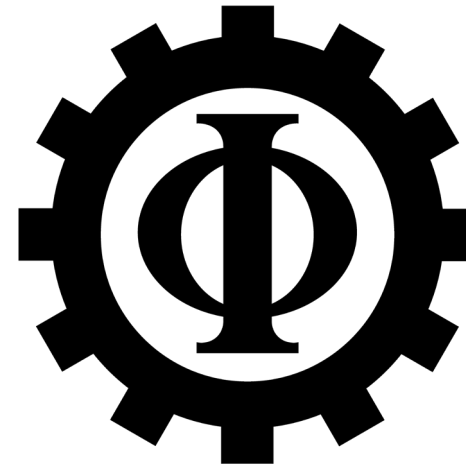
MECHANICUM PATTERN TERMITE ASSAULT DRILL

Break Point +21: The Termites add +21 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +22

Your opponent gains +11 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE ASSAULT DRILL

ONE ADSECLARIS COVENANT

Five Termite Assault Drills



Point Value 350



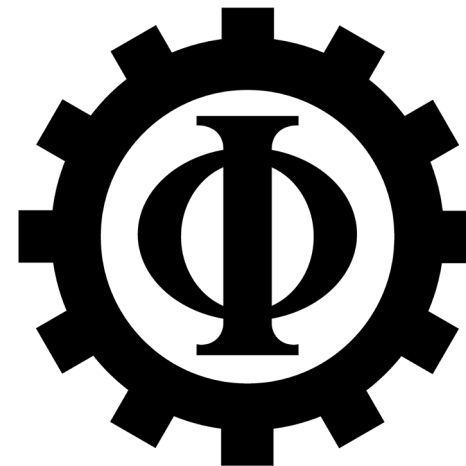
MECHANICUM PATTERN TERMITE ASSAULT DRILL

Break Point +4: The Termites add +4 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +4

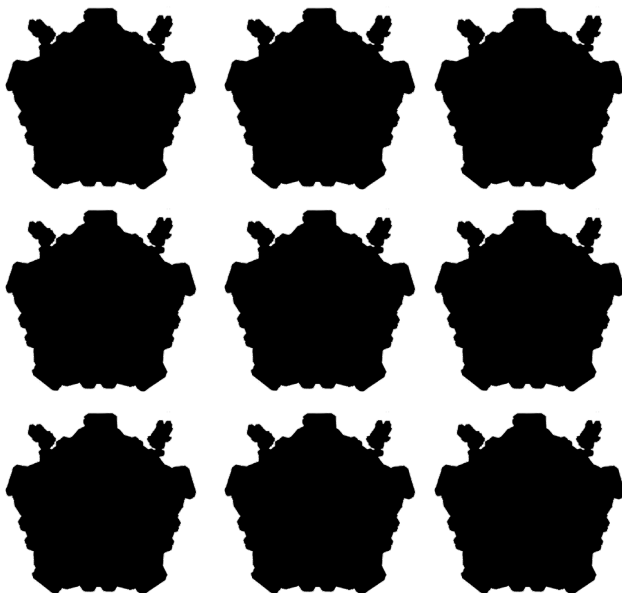
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE ASSAULT DRILL

ONE ADSECLARIS GRAND COVENANT

Nine Termite Assault Drills



Point Value 600



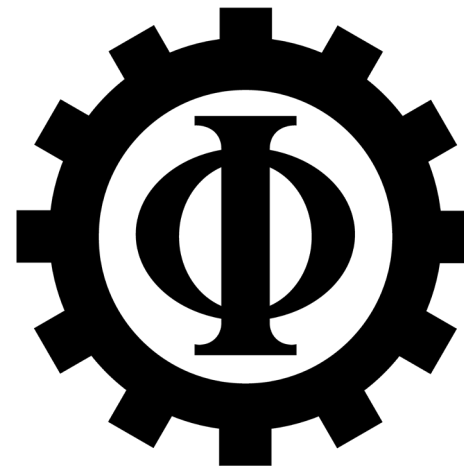
MECHANICUM PATTERN TERMITE ASSAULT DRILL

Break Point +6: The Termites add +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



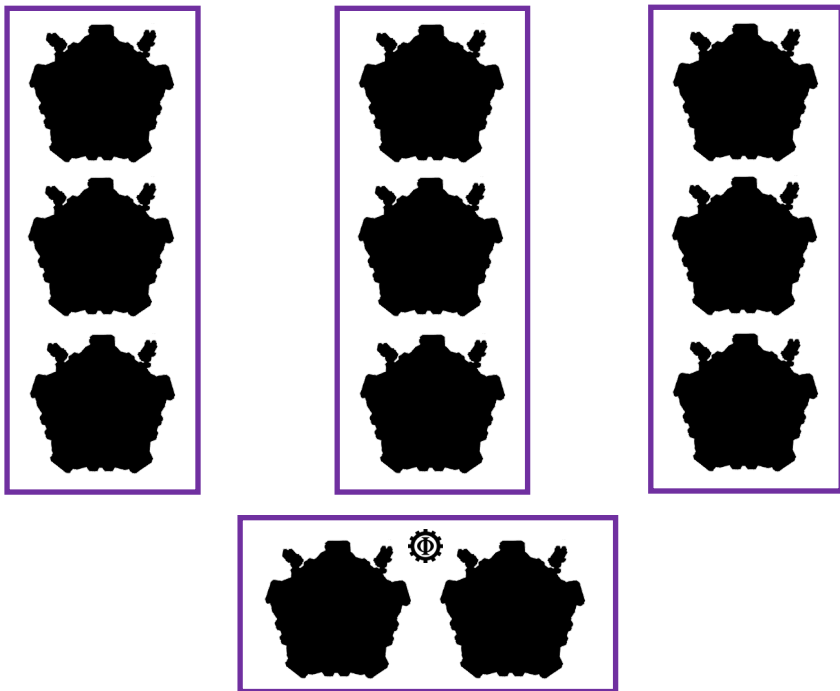
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE ASSAULT DRILL

ONE THALLAX COMPANY
Eleven Termite Assault Drills



Point Value 800



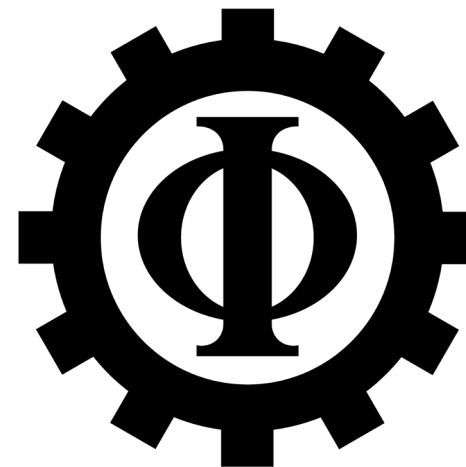
MECHANICUM PATTERN TERMITE ASSAULT DRILL

Break Point +8: The Termites add +8 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE ASSAULT DRILL

ONE THALLAX GRAND COMPANY
Eighteen Termite Assault Drills



Point Value 1300



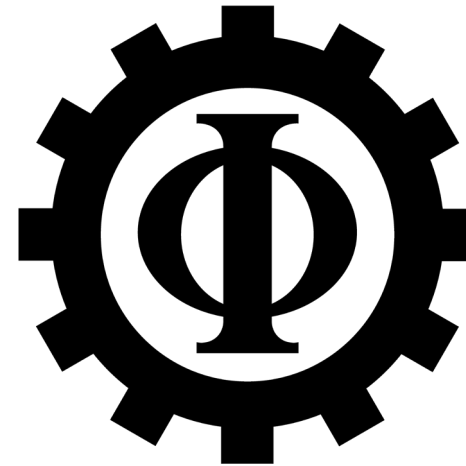
MECHANICUM PATTERN TERMITE ASSAULT DRILL

Break Point +13: The Termites add +13 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +13

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE ASSAULT DRILL

ONE THALLAX, MYRMIDON OR URSARAX COHORT

Three Termite Assault Drills



Point Value 200



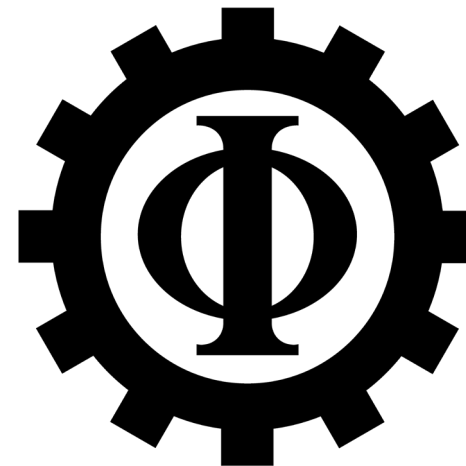
MECHANICUM PATTERN TERMITE ASSAULT DRILL

Break Point +2: The Termites add +2 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE ASSAULT DRILL

ONE THALLAX, MYRMIDON OR URSARAX GRAND COHORT

Five Termite Assault Drills



Point Value 350



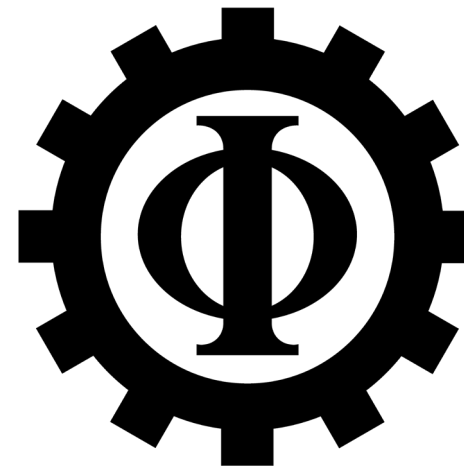
MECHANICUM PATTERN TERMITE ASSAULT DRILL

Break Point +4: The Termites add +4 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE ADSECLARIS COMPANY
Three Akteus Moles and 5 Termites



Point Value 900



MECHANICUM ORDINATUS AKTEUS MOLE

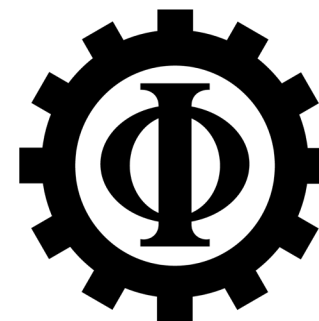
Break Point +6: The Akteus Moles adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU],[RC], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11],[RA], [DU],[RC], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE ADSEULARIS GRAND COMPANY

Six Akteus Moles and 6 Termites



Point Value 1500



MECHANICUM ORDINATUS AKTEUS MOLE

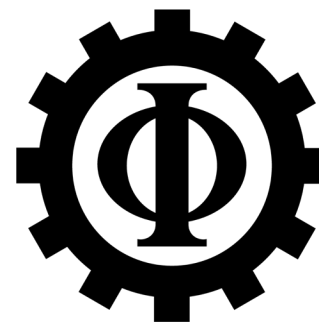
Break Point +8: The Akteus Moles adds +8 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3],
				Melta Cutter [W, Str+2]	10	B2	-2	[DU],[RC], Special*
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11],[RA],
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	[DU],[RC],
				Seismic excavator macro-drill [W]	-	-	-	[DR4], Special*

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +15

Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE ADSECULARIS COVENANT

One Akteus Moles and One Termite Assault Drill



Point Value 250



MECHANICUM ORDINATUS AKTEUS MOLE

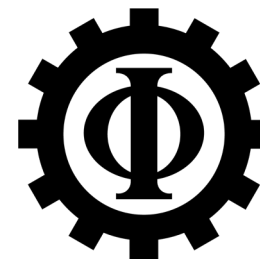
Break Point +1: The Akteus Moles adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU],[RC], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11],[RA], [DU],[RC], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE ADSECLARIS GRAND COVENANT
Two Akteus Moles and One Termite Assault Drill



Point Value 400



MECHANICUM ORDINATUS AKTEUS MOLE

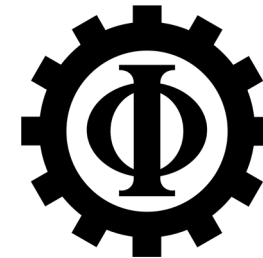
Break Point +2: The Akteus Moles adds +2 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU],[RC], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11],[RA], [DU],[RC], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE THALLAX COMPANY

Three Akteus Moles and Two Termite Assault Drills



Point Value 650



MECHANICUM ORDINATUS AKTEUS MOLE

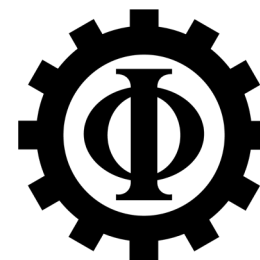
Break Point +4: The Akteus Moles adds +4 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3],
				Melta Cutter [W, Str+2]	10	B2	-2	[DU],[RC], Special*
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11],[RA],
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	[DU],[RC],
				Seismic excavator macro-drill [W]	-	-	-	[DR4], Special*

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE THALLAX GRAND COMPANY

Three Akteus Moles and Six Termite Assault Drills



Point Value 950



MECHANICUM ORDINATUS AKTEUS MOLE

Break Point +6: The Akteus Moles adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3],
				Melta Cutter [W, Str+2]	10	B2	-2	[DU],[RC], Special*
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11],[RA],
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	[DU],[RC],
				Seismic excavator macro-drill [W]	-	-	-	[DR4], Special*

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE THALLAX, MYRMIDON OR URSARAX COHORT
One Akteus Mole



Point Value 150



MECHANICUM ORDINATUS AKTEUS MOLE

Break Point +1: The Akteus Moles adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11],[RA],[DU],[RC],[DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE THALLAX, MYRMIDON OR URSARAX GRAND COHORT
One Akteus Moles and One Termite Assault Drill



Point Value 250



MECHANICUM ORDINATUS AKTEUS MOLE

Break Point +1: The Akteus Moles adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU],[RC], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11],[RA], [DU],[RC], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

Victory Points +3

Your opponent gains +2 VP when attached formation is broken