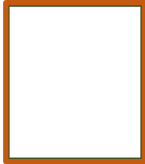
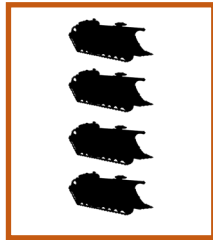


TRANSPORT CARD SYMBOLS



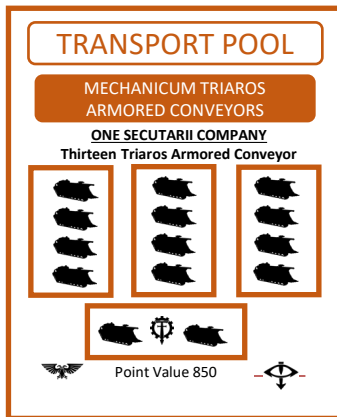
Transport Cards that are added to Company Cards will have their total number divided into as many formations (detachments/mobs/etc) as the Company Card possesses. To aid players in identifying how many elements and formations the transport card is divided into. They will be grouped into **boxes** signifying 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 Triaros Armored Conveyors 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

SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

ONE SECUTARII COMPANY

Sixteen Secutarii Arvus Lighter Orbital Shuttles



Point Value 750

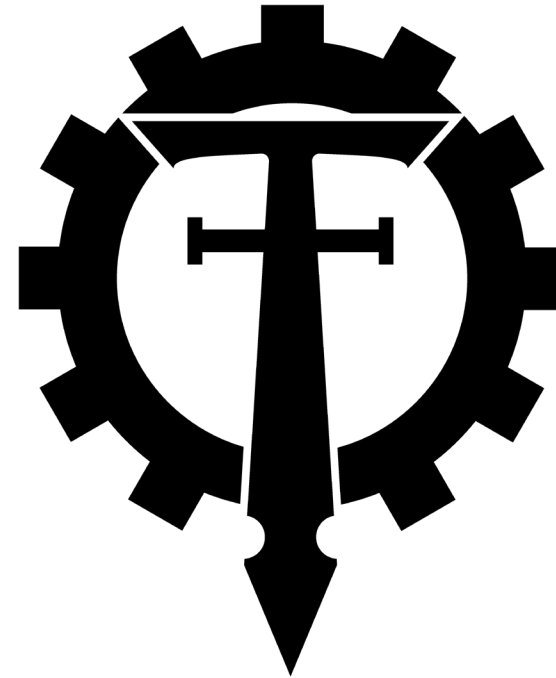


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +11: The Arvus Lighter Orbital Shuttles adds +11 to the break point of the formation it is added to.

Morale Value -: 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 +4 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

ONE SECUTARII GRAND COMPANY

Twenty-Nine Secutarii Arvus Lighter Orbital Shuttles



Point Value 1400

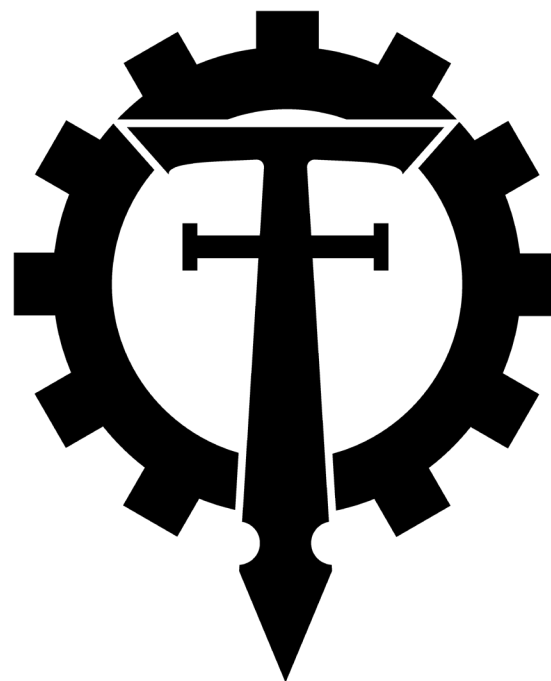


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +20: The Arvus Lighter Orbital Shuttles adds +20 to the break point of the formation it is added to.

Morale Value -: 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 +14

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

ONE SECUTARII DETACHMENT
Four Secutarii Arvus Lighter Orbital Shuttles



Point Value 250

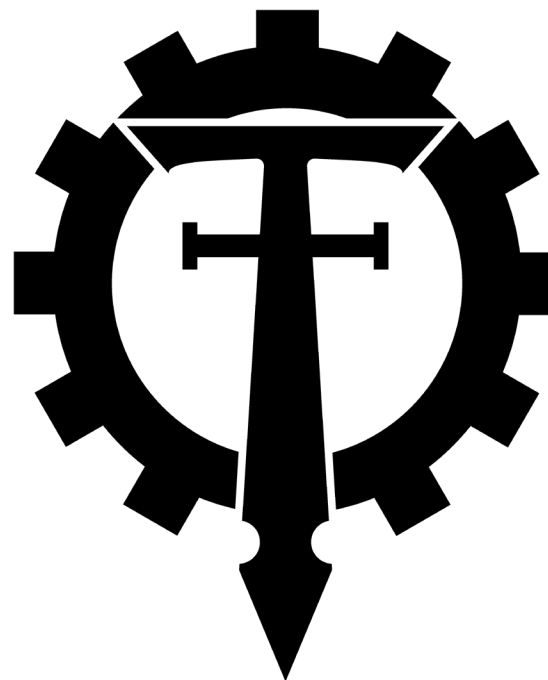


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

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

Morale Value -: 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

SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

ONE SECUTARII GRAND DETACHMENT
Nine Secutarii Arvus Lighter Orbital Shuttles



Point Value 450

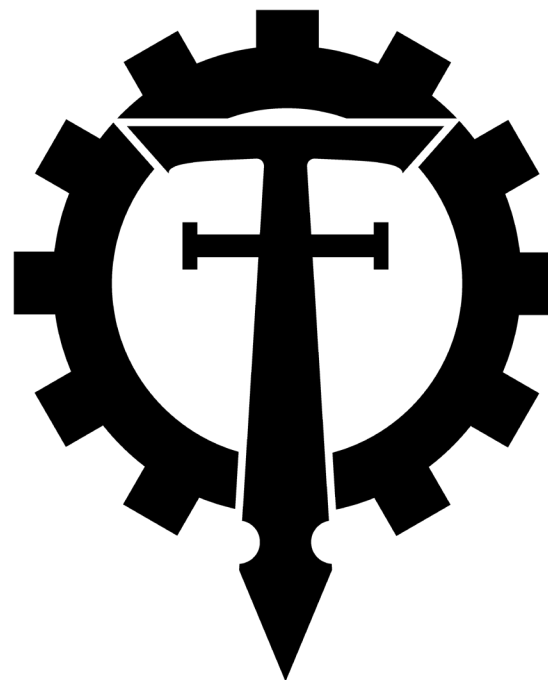


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

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

Morale Value -: 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]



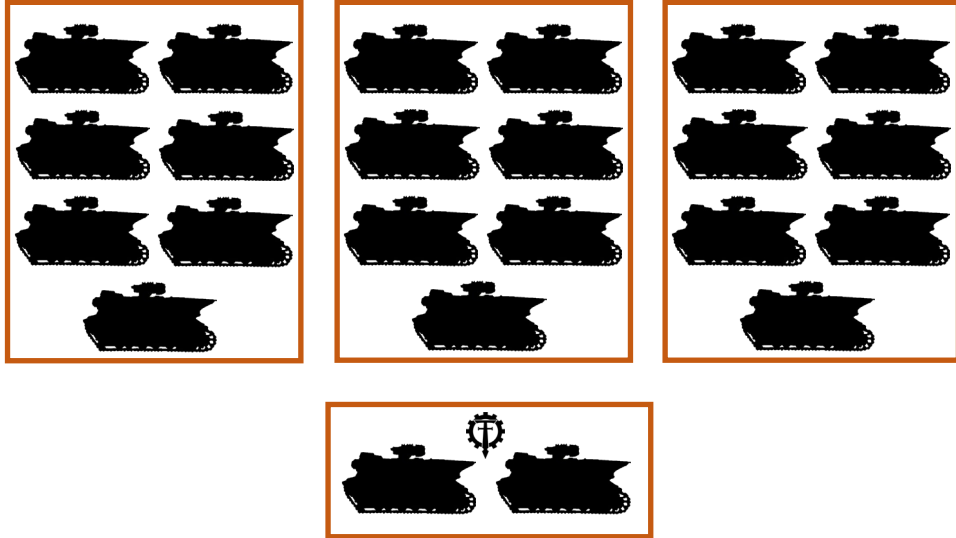
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII COMPANY
Twenty-Three Macronid Explorators



Point Value 1800

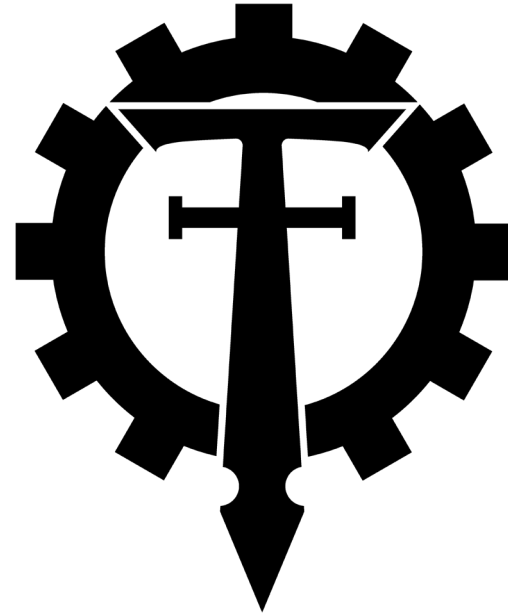


SECUTARII MACRONID EXPLORATOR

Break Point +16: The Macronid Explorators adds +16 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

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



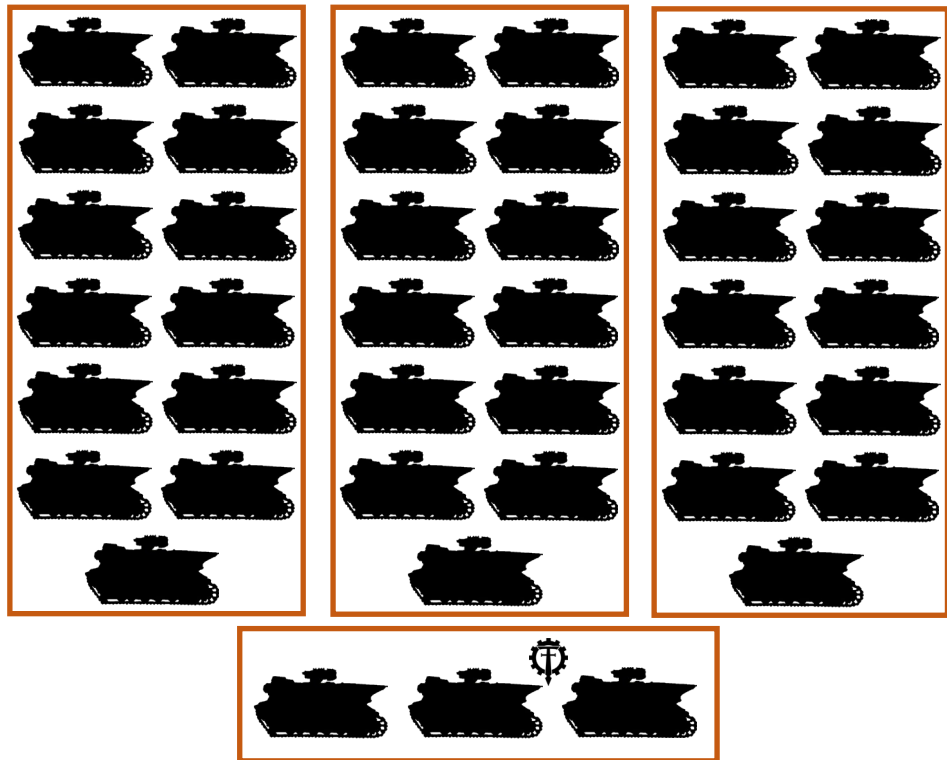
Victory Points +18

Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII GRAND COMPANY
Forty-Two Macronid Explorators



Point Value 3300

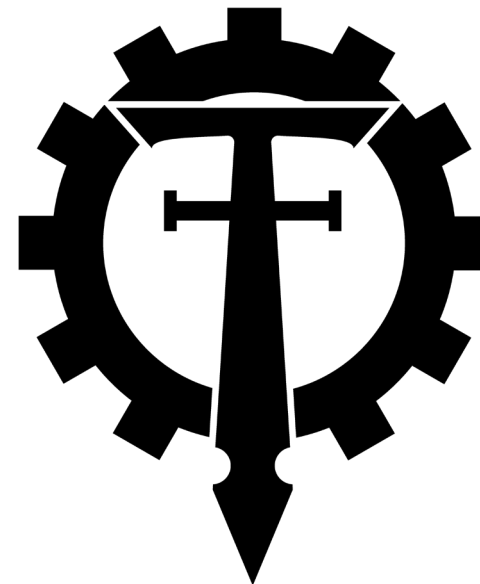


SECUTARII MACRONID EXPLORATOR

Break Point +29: The Macronid Explorators adds +29 to the break point of the formation it is added to.

Morale Value -: 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],
				Anti-Personnel	25	4	-1	[R], [RC], [N], [RA]



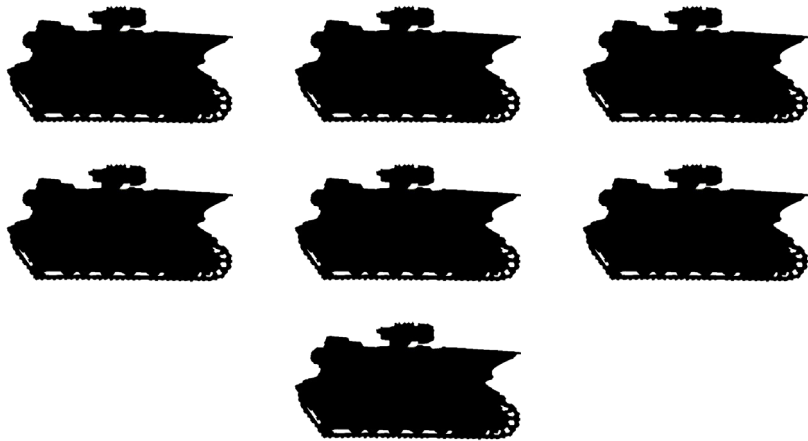
Victory Points +33

Your opponent gains +17 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII DETACHMENT
Seven Macronid Explorators



Point Value 550

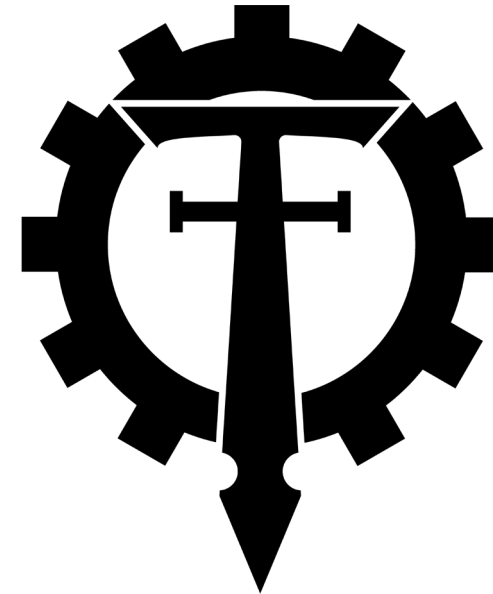


SECUTARII MACRONID EXPLORATOR

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

Morale Value -: 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	[RA]



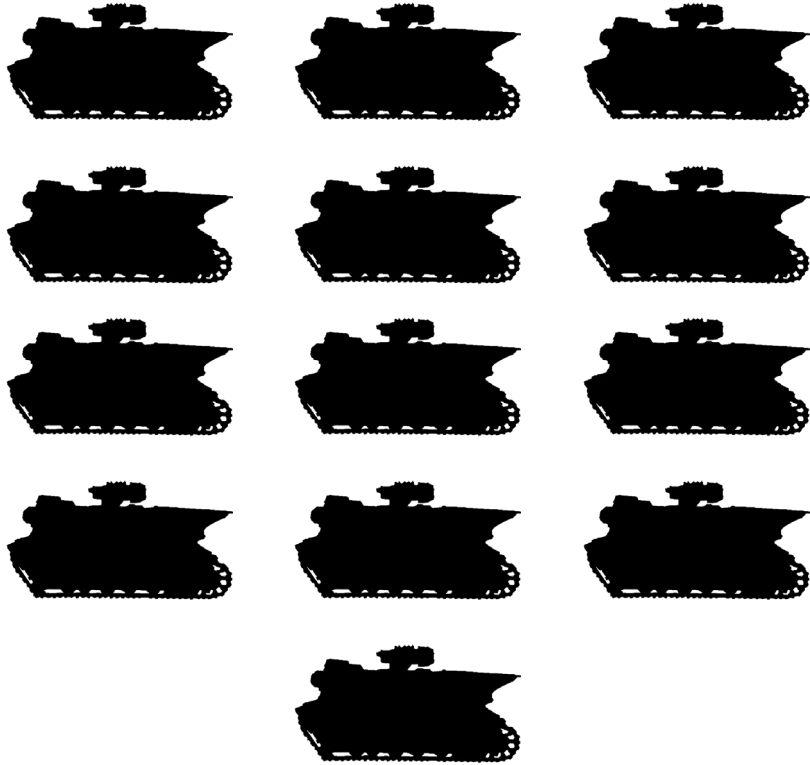
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII GRAND DETACHMENT
Thirteen Macronid Explorators



Point Value 1000

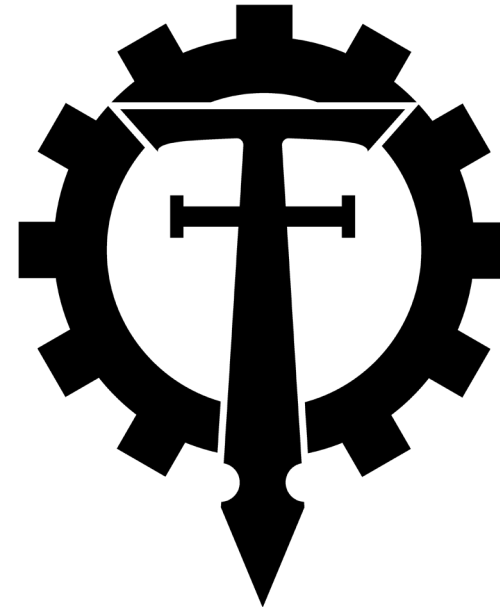


SECUTARII MACRONID EXPLORATOR

Break Point +9: The Macronid Explorators adds +9 to the break point of the formation it is added to.

Morale Value -: 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	[RA]



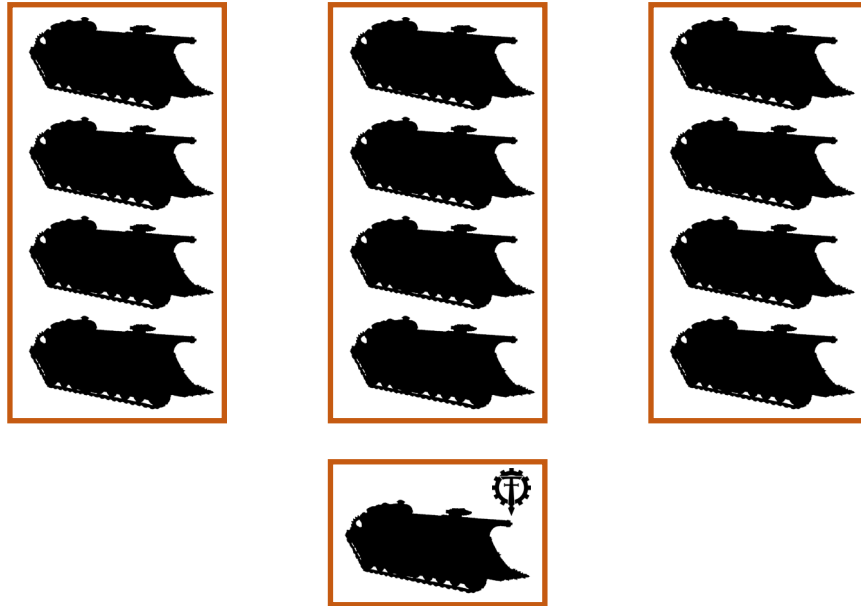
Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

SECUTARII TRIAROS ARMORED CONVEYORS

ONE SECUTARII COMPANY
Thirteen Triaros Armored Conveyor



Point Value 850

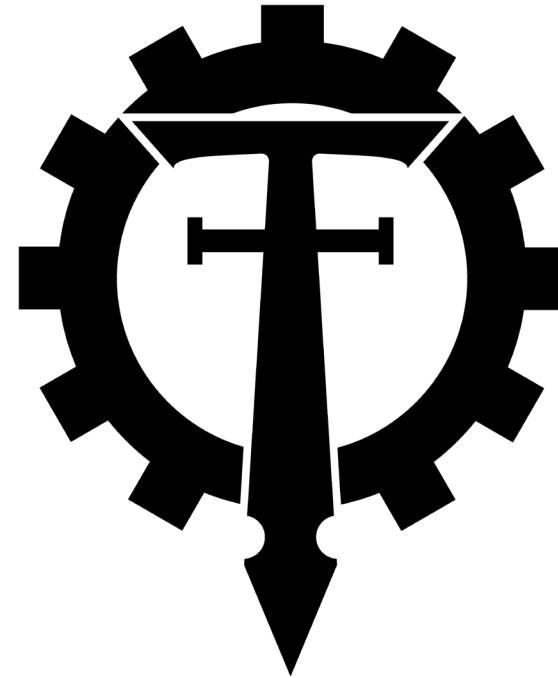


SECUTARII TRIAROS ARMORED CONVEYORS

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

Morale Value -: 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

SECUTARII TRIAROS ARMORED CONVEYORS

ONE SECUTARII GRAND COMPANY
Twenty-Three Triaros Armored Conveyor



Point Value 1550

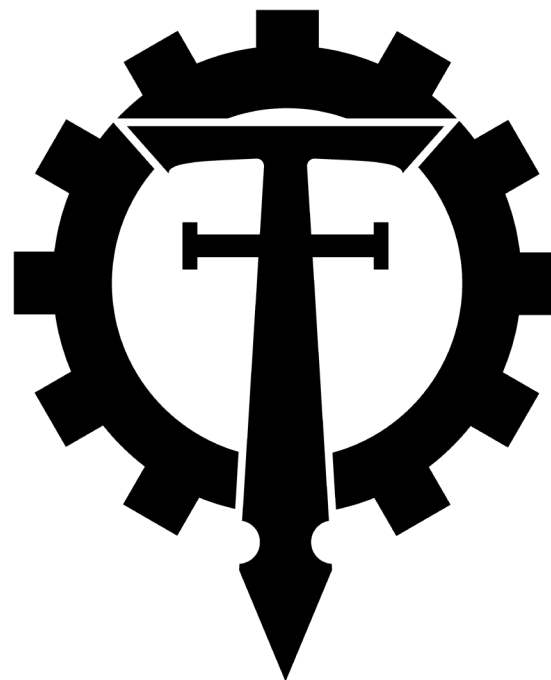


SECUTARII TRIAROS ARMORED CONVEYORS

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

Morale Value -: 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



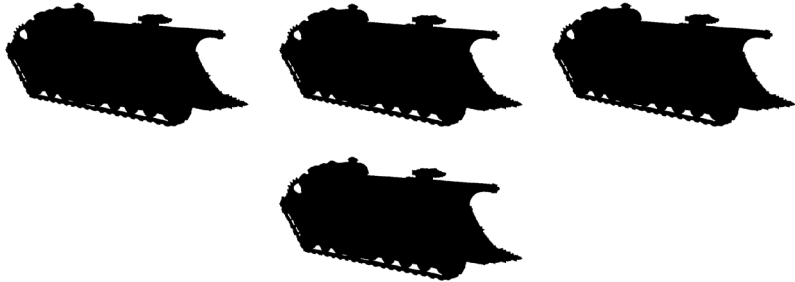
Victory Points +16

Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

SECUTARII TRIAROS ARMORED CONVEYORS

ONE SECUTARII DETACHMENT
Four Triaros Armored Conveyor



Point Value 250

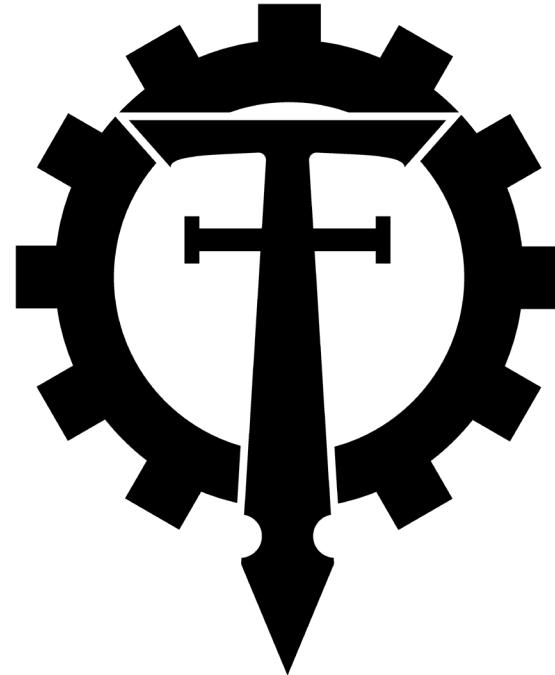


SECUTARII TRIAROS ARMORED CONVEYORS

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

Morale Value -: 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



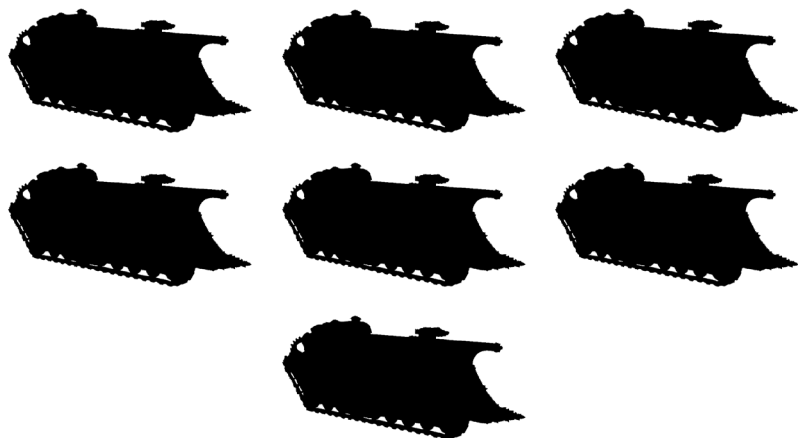
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

SECUTARII TRIAROS ARMORED CONVEYORS

ONE SECUTARII GRAND DETACHMENT
Seven Triaros Armored Conveyor



Point Value 450

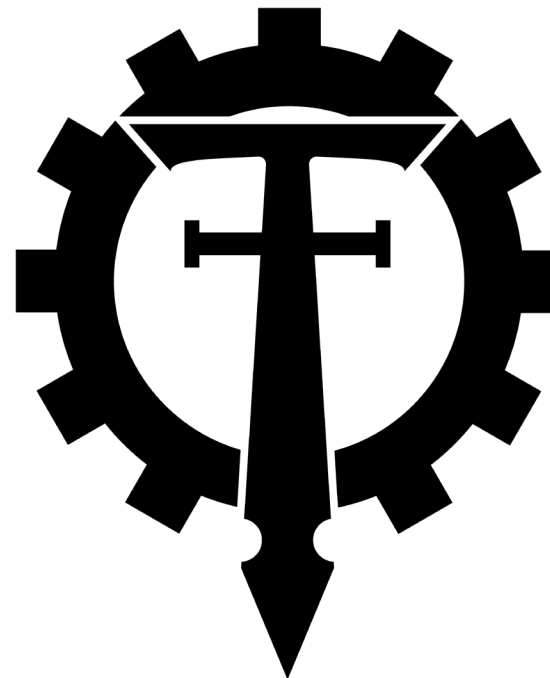


SECUTARII TRIAROS ARMORED CONVEYORS

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

Morale Value -: 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

SECUTARII PATTERN TERMITE ASSAULT DRILL

ONE SECUTARII COMPANY
Sixteen Termite Assault Drills



Point Value 1150



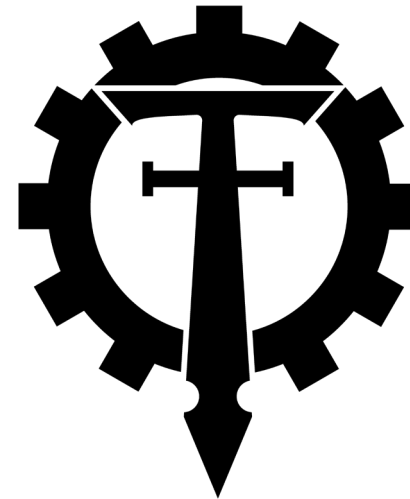
SECUTARII PATTERN TERMITE ASSAULT DRILL

Break Point +11: The Termites add +11 to the break point of the formation it is added to.

Morale Value -: 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.



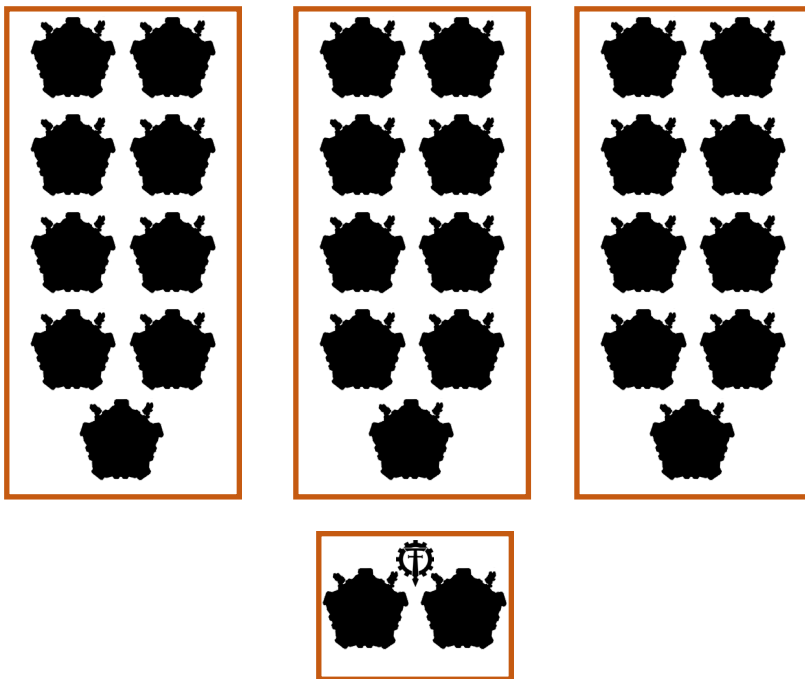
Victory Points +12

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

SECUTARII PATTERN TERMITE ASSAULT DRILL

ONE SECUTARII GRAND COMPANY
Twenty-Nine Termite Assault Drills



Point Value 2100



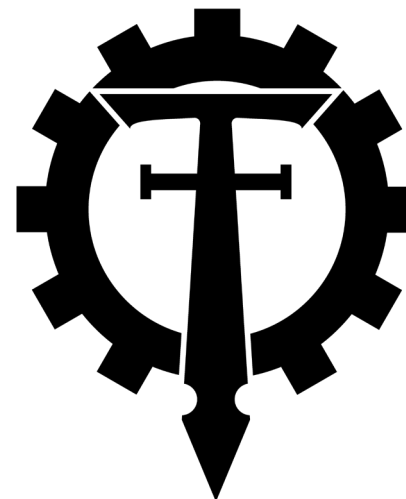
SECUTARII PATTERN TERMITE ASSAULT DRILL

Break Point +20: The Termites add +20 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 +21

Your opponent gains +11 VP when attached formation is broken

TRANSPORT POOL

SECUTARII PATTERN TERMITE ASSAULT DRILL

ONE SECUTARII DETACHMENT
Five Termite Assault Drills



Point Value 350



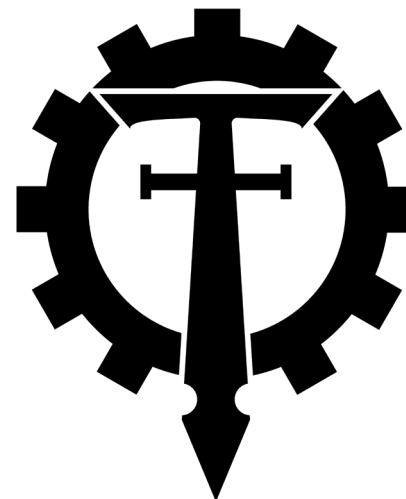
SECUTARII PATTERN TERMITE ASSAULT DRILL

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

Morale Value -: 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.



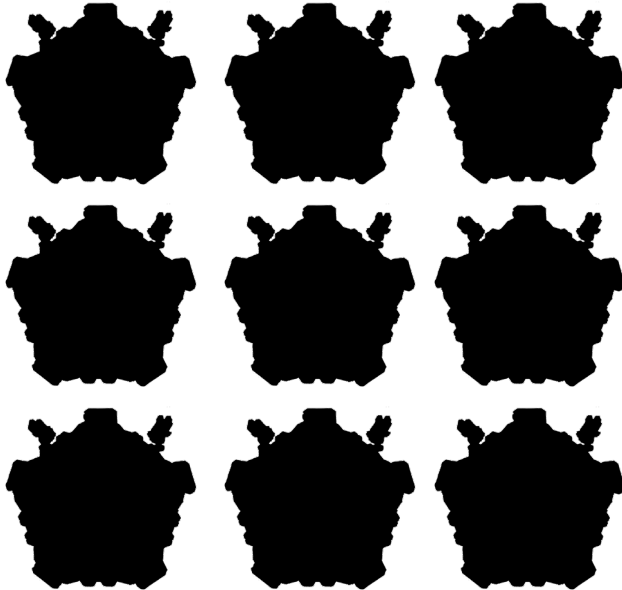
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

SECUTARII PATTERN TERMITE ASSAULT DRILL

ONE SECUTARII GRAND DETACHMENT
Nine Termite Assault Drills



Point Value 600



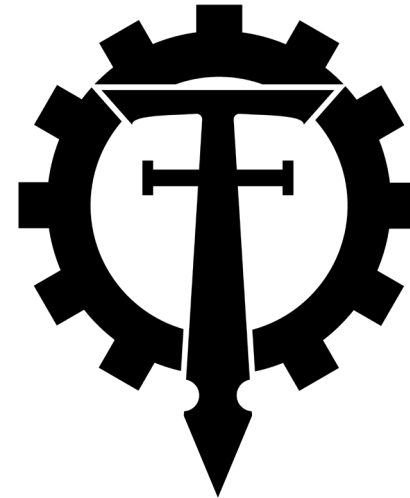
SECUTARII PATTERN TERMITE ASSAULT DRILL

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

Morale Value -: 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

SECUTARII ORDINATUS AKTEUS MOLE

ONE SECUTARII COMPANY
Three Akteus Moles and 4 Termites



Point Value 800



SECUTARII ORDINATUS AKTEUS MOLE

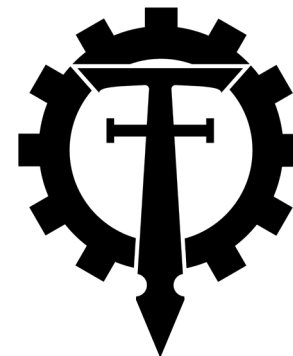
Break Point +5: The Akteus Moles adds +5 to the break point of the formation it is added to.

Morale Value -: 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],
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	[DU],[RC], [DR4], Special*
				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.



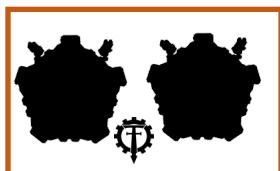
Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ORDINATUS AKTEUS MOLE

ONE SECUTARII GRAND COMPANY
Six Akteus Moles and 5 Termite Assault Drill



Point Value 1400



SECUTARII ORDINATUS AKTEUS MOLE

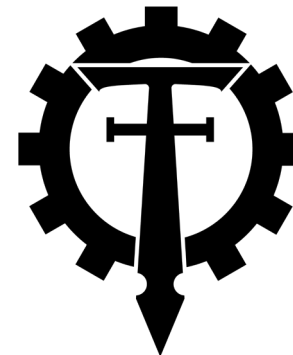
Break Point +8: The Akteus Moles adds +8 to the break point of the formation it is added to.

Morale Value -: 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 Akteus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11], [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 +14

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ORDINATUS AKTEUS MOLE

ONE SECUTARII DETACHMENT

One Akteus Moles and One Termite Assault Drill



Point Value 250



SECUTARII ORDINATUS AKTEUS MOLE

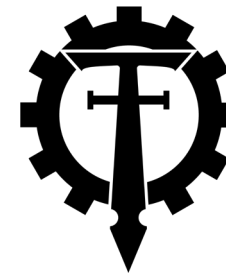
Break Point +1: The Akteus Moles adds +1 to the break point of the formation it is added to.

Morale Value -: 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], [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

SECUTARII ORDINATUS AKTEUS MOLE

ONE SECUTARII GRAND DETACHMENT
Two Akteus Moles and One Termite Assault Drill



Point Value 400



SECUTARII ORDINATUS AKTEUS MOLE

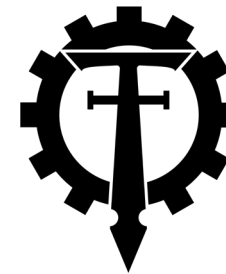
Break Point +2: The Akteus Moles adds +2 to the break point of the formation it is added to.

Morale Value -: 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], [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+.

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Victory Points +4

Your opponent gains +2 VP when attached formation is broken