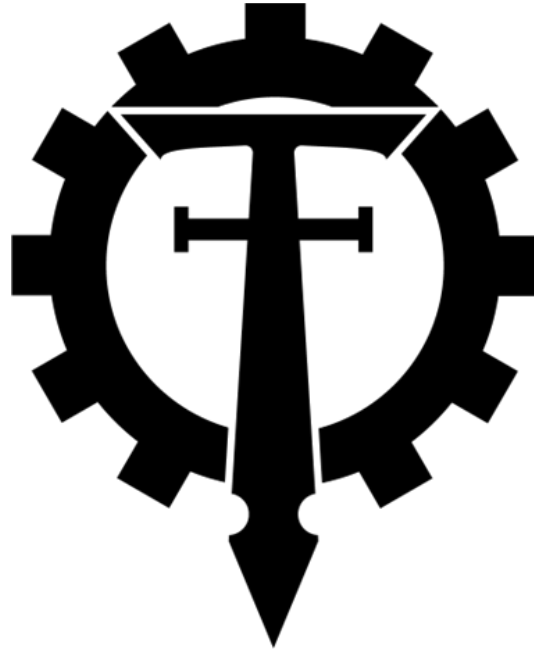
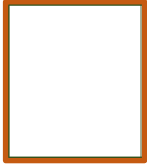


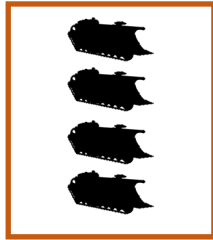


COLLEGIA TITANICUS MKV
SECUTARII TRANSPORT CARDS

TRANSPORT CARD SYMBOLS



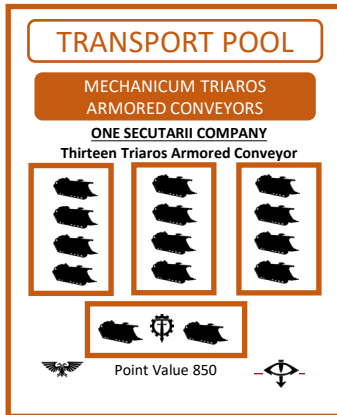
Transport Cards that are added to Company Cards will have their total number divided into as many formations (detachments/mobs/etc.) as the Company Card possesses. To aid players in identifying how many elements and formations the transport card is divided into. They will be grouped into **boxes** signifying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

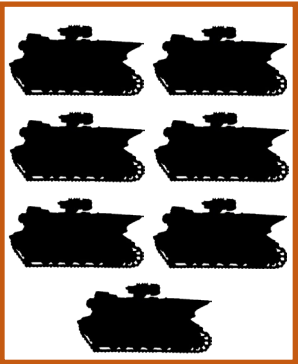
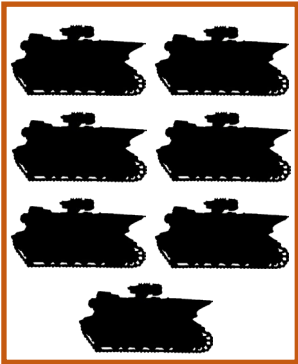
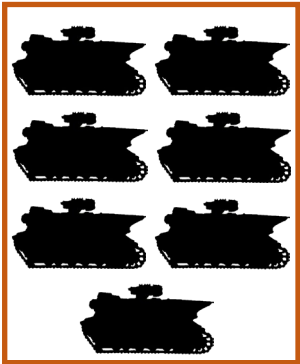
TRANSPORT CARDS
FOR USE WITH SECUTARII
FORMATIONS

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII COMPANY

Twenty-Three Macronid Explorators Type 1



Point Value 2250

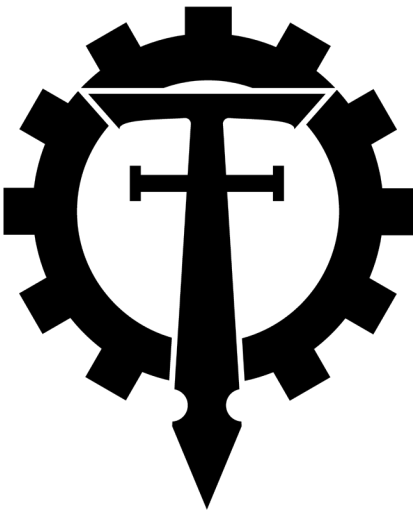


SECUTARII MACRONID EXPLORATOR

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 Type I HQ	25	2+	4/-2	Lascannons [TL2] Mauler Bolt Cannon [AP]	25/50 25	2 4	-2 -1	[DR2], [TR2],[R], [N], [RA], [RC], Special
Macrocarid Explorer Type I	25	2+	3/-2	Lascannons [TL2] Mauler Bolt Cannon [AP]	25/50 25	2 4	-2 -1	[DR2], [TR2], [N], [RA], [RC]



Victory Points +23

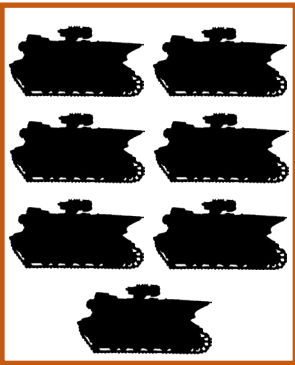
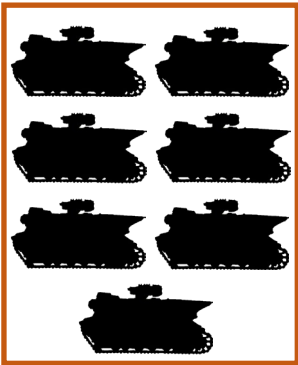
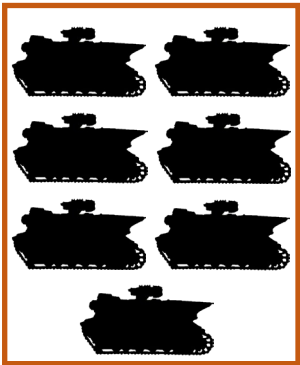
Your opponent gains +12 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII COMPANY

Twenty-Three Macronid Explorators Type 2



Point Value 2700

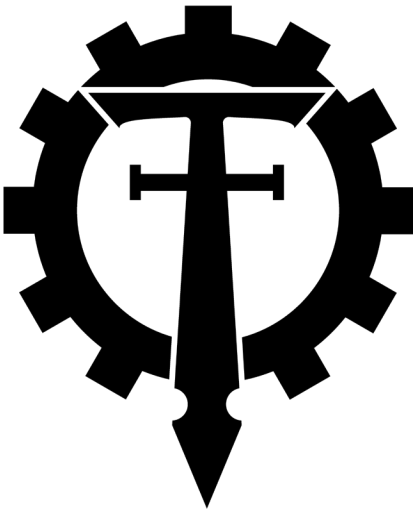


SECUTARII MACRONID EXPLORATOR

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 Type II HQ	25	2+	4/-2	Rad Cleanser [A,AP,RAD] Irradiation Engines, [RAD,AP]	10 15	3 6	0 0	[DR2], [TR2],[R], [N], [RA], [RC], Special
Macrocarid Explorer Type II	25	2+	3/-2	Rad Cleanser [A,AP,RAD] Irradiation Engines, [RAD,AP]	10 15	3 6	0 0	[DR2], [TR2], [N], [RA], [RC]



Victory Points +27

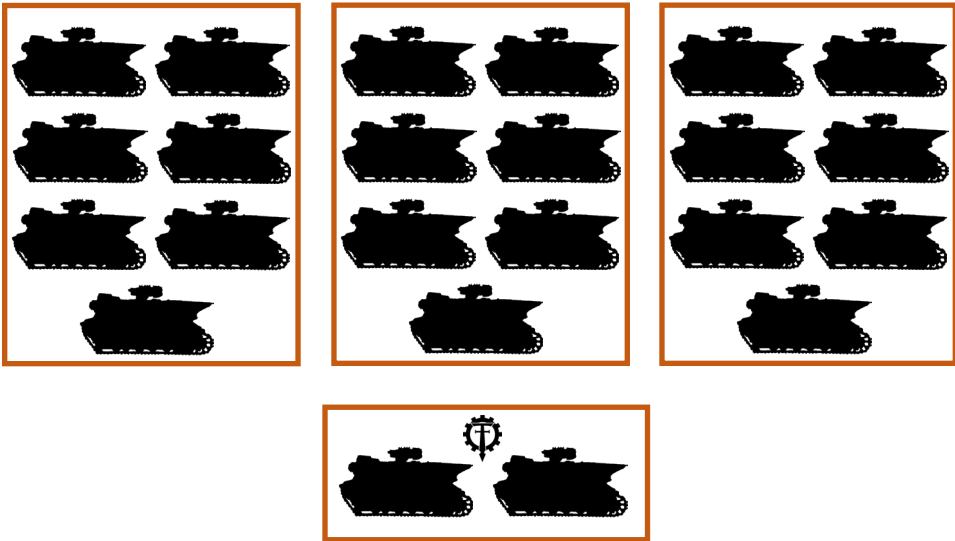
Your opponent gains +14 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII COMPANY

Twenty-Three Macronid Explorators Type 3



Point Value 2850

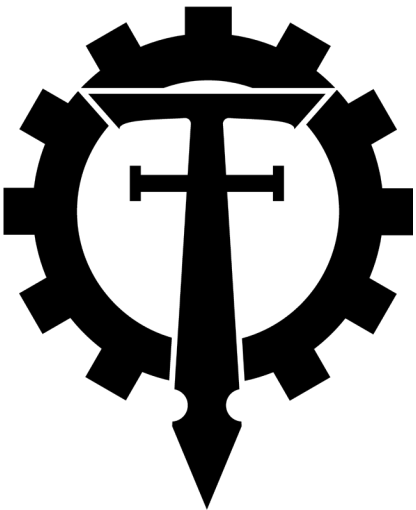


SECUTARII MACRONID EXPLORATOR

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 Type III	25	2+	4/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC], Special
Macrocarid Explorer Type III	25	2+	3/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC]



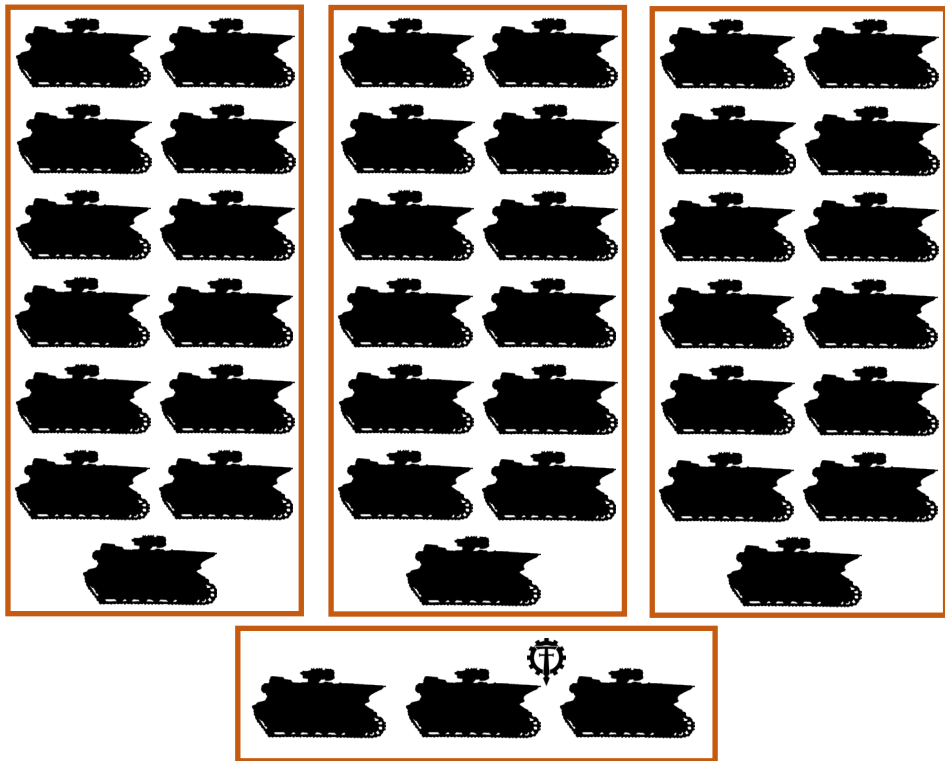
Victory Points +29

Your opponent gains +15 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII GRAND COMPANY
Fourty-Two Macronid Explorators Type 1



Point Value 4100

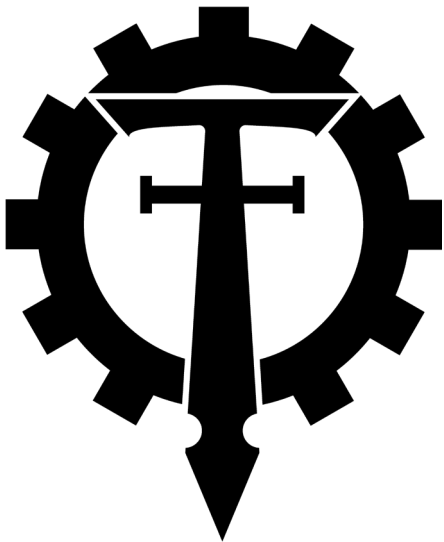


SECUTARII MACRONID EXPLORATOR

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 Type I HQ	25	2+	4/-2	Lascannons [TL2] Mauler Bolt Cannon [AP]	25/50 25	2 4	-2 -1	[DR2], [TR2],[R], [N], [RA], [RC], Special
Macrocarid Explorator Type I	25	2+	3/-2	Lascannons [TL2] Mauler Bolt Cannon [AP]	25/50 25	2 4	-2 -1	[DR2], [TR2], [N], [RA], [RC]



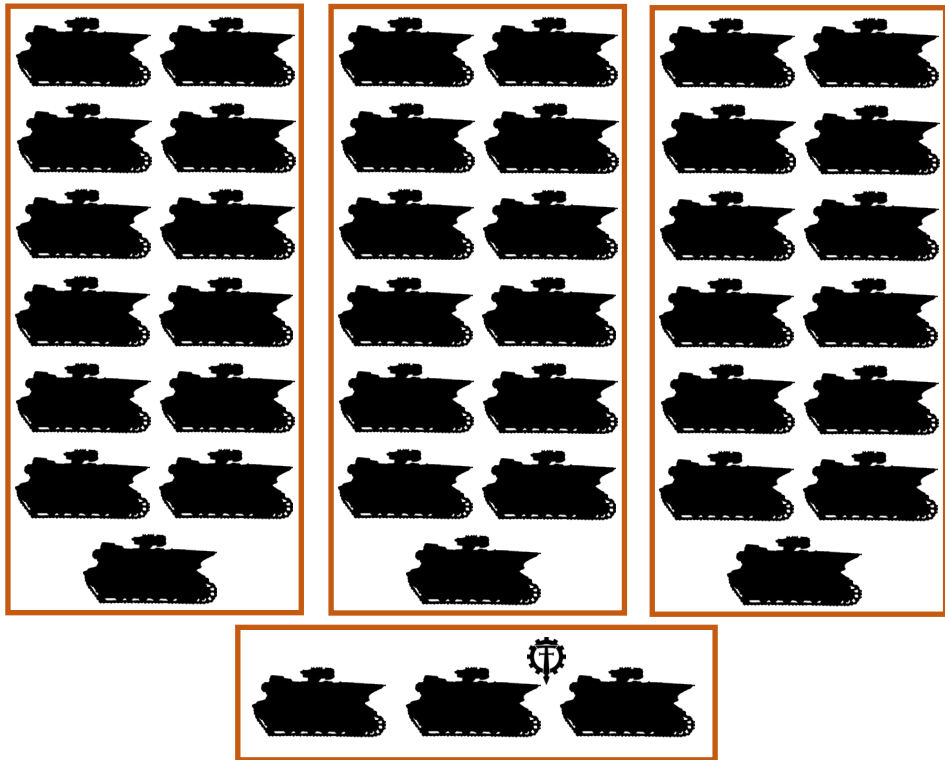
Victory Points +41

Your opponent gains +22 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII GRAND COMPANY
Fourty-Two Macronid Explorators Type 2



Point Value 4900

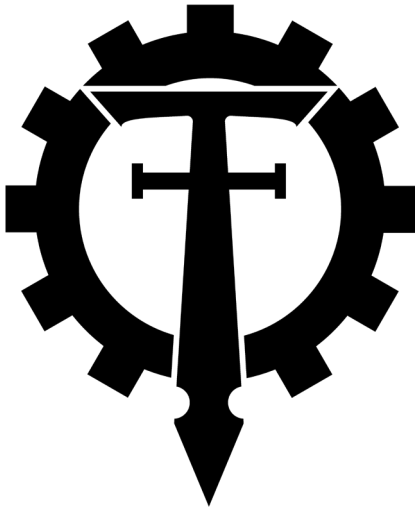


SECUTARII MACRONID EXPLORATOR

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 Explorer Type II HQ	25	2+	4/-2	Rad Cleanser [A,AP,RAD] Irradiation Engines, [RAD,AP]	10 15	3 6	0 0	[DR2], [TR2],[R], [N], [RA], [RC], Special
Macrocarid Explorer Type II	25	2+	3/-2	Rad Cleanser [A,AP,RAD] Irradiation Engines, [RAD,AP]	10 15	3 6	0 0	[DR2], [TR2], [N], [RA], [RC]



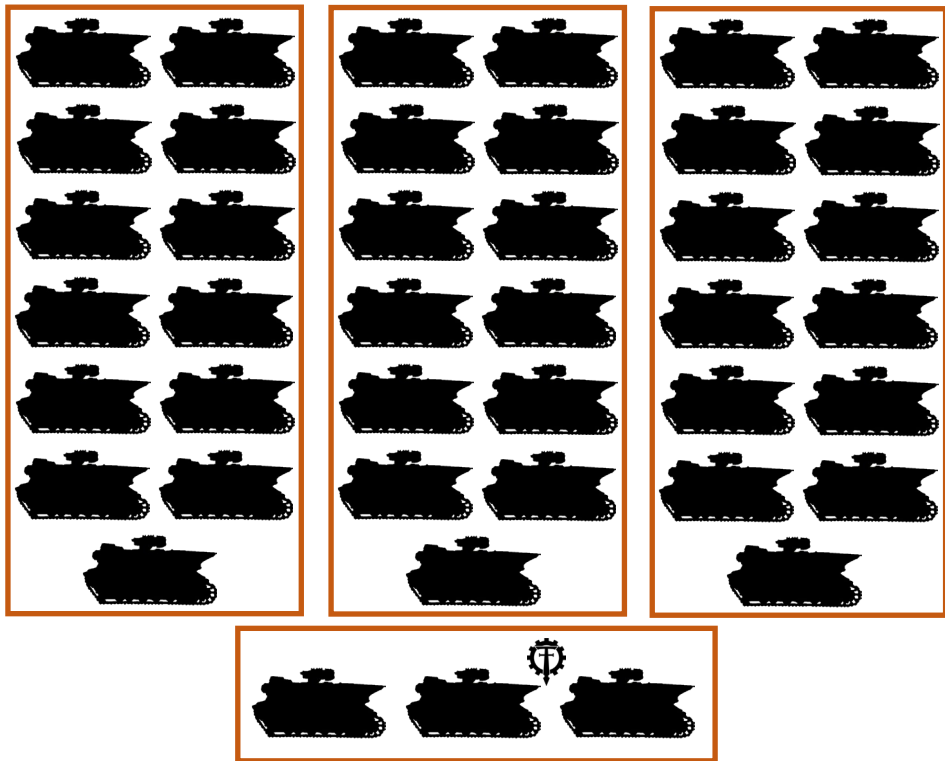
Victory Points +49

Your opponnet gains +25 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII GRAND COMPANY
Fourty-Two Macronid Explorators Type 3



Point Value 5150

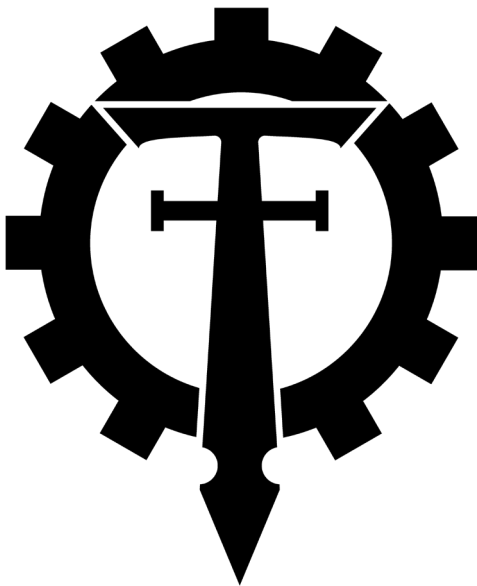


SECUTARII MACRONID EXPLORATOR

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 Explorer Type III	25	2+	4/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC], Special
Macrocarid Explorer Type III	25	2+	3/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC]



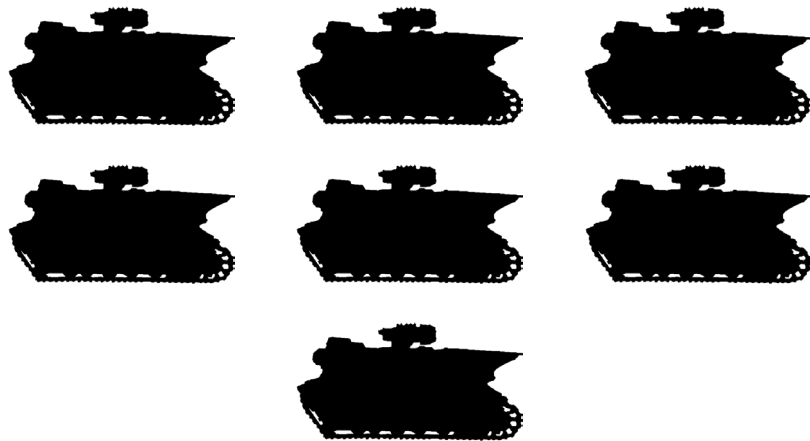
Victory Points +52

Your opponent gains +26 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII DETACHMENT
Seven Macronid Explorators Type 1



Point Value 700

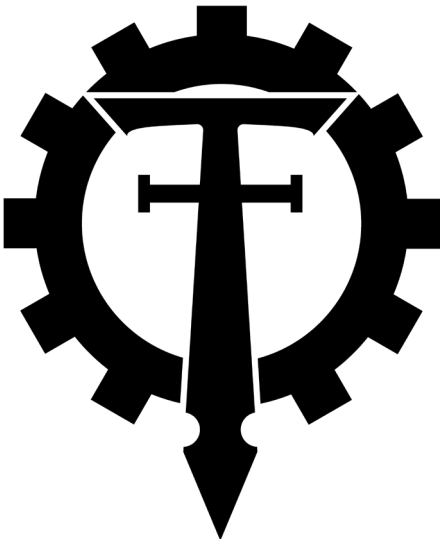


SECUTARII MACRONID EXPLORATOR

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
Macrocarid Explorer Type I HQ	25	2+	4/-2	Lascannons [TL2] Mauler Bolt Cannon [AP]	25/50 25	2 4	-2 -1	[DR2], [TR2],[R], [N], [RA], [RC], Special
Macrocarid Explorer Type I	25	2+	3/-2	Lascannons [TL2] Mauler Bolt Cannon [AP]	25/50 25	2 4	-2 -1	[DR2], [TR2], [N], [RA], [RC]



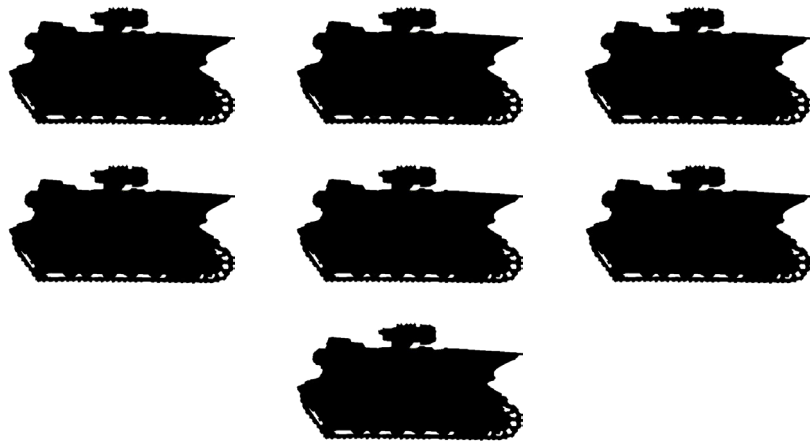
Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII DETACHMENT
Seven Macronid Explorators Type 2



Point Value 800

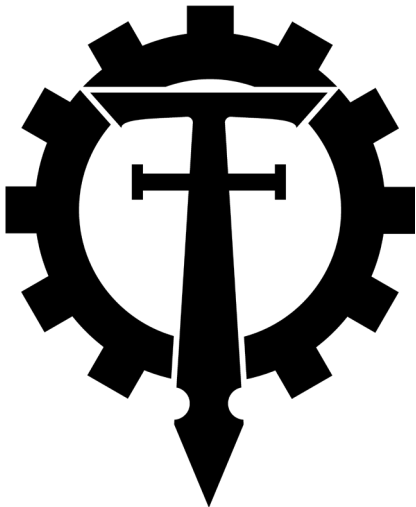


SECUTARII MACRONID EXPLORATOR

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
Macrocarid Explorator Type II HQ	25	2+	4/-2	Rad Cleanser [A,AP,RAD] Irradiation Engines, [RAD,AP]	10 15	3 6	0 0	[DR2], [TR2], [R], [N], [RA], [RC], Special
Macrocarid Explorator Type II	25	2+	3/-2	Rad Cleanser [A,AP,RAD] Irradiation Engines, [RAD,AP]	10 15	3 6	0 0	[DR2], [TR2], [N], [RA], [RC]



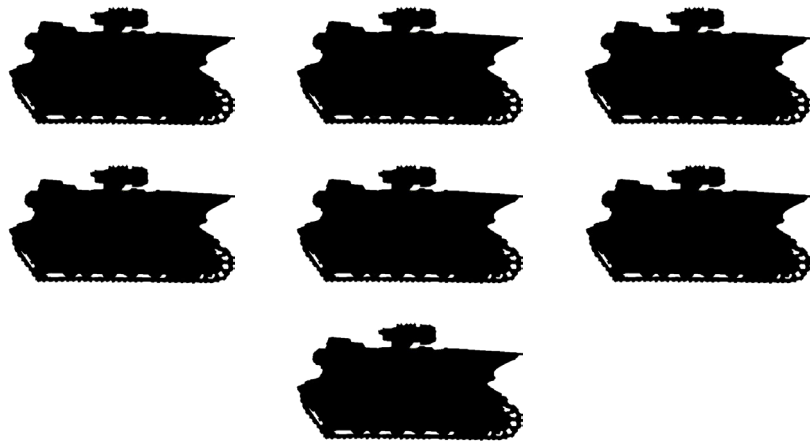
Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII DETACHMENT
Seven Macronid Explorators Type 3



Point Value 850

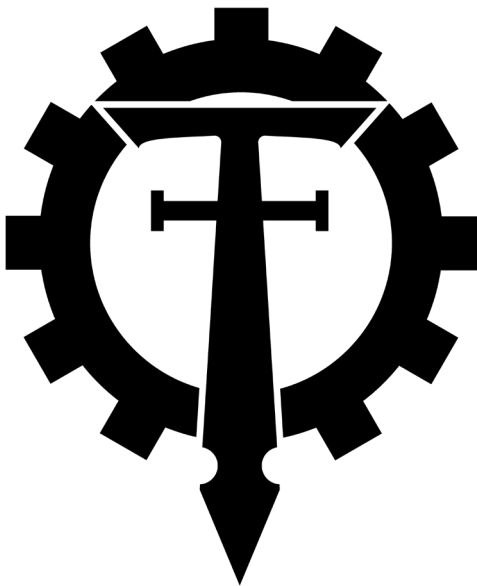


SECUTARII MACRONID EXPLORATOR

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
Macrocarid Explorator Type III	25	2+	4/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC], Special
Macrocarid Explorator Type III	25	2+	3/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC]



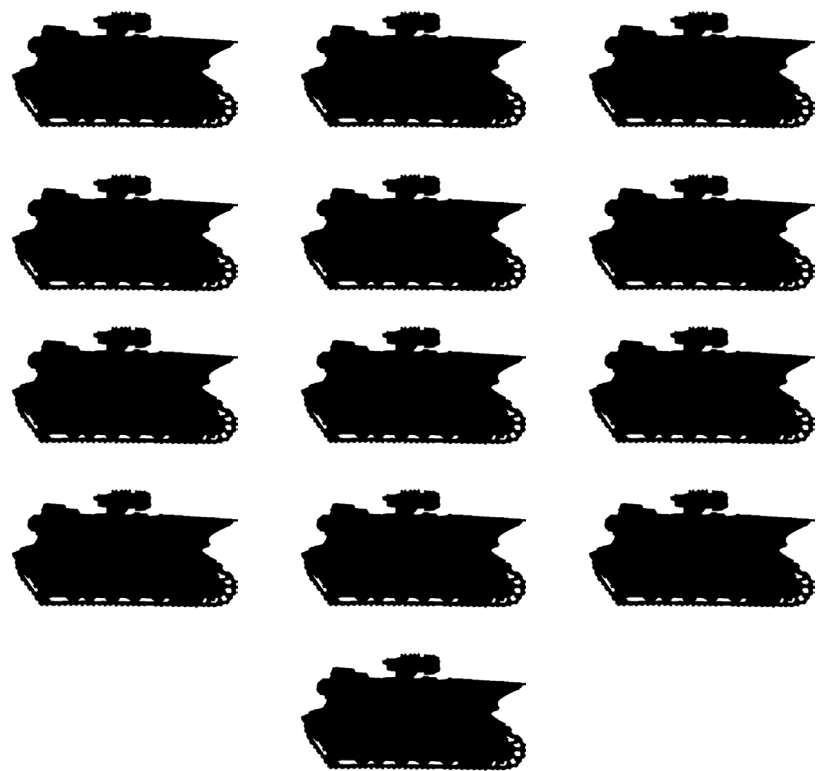
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII GRAND DETACHMENT
Thirteen Macronid Explorators Type 1



Point Value 1300

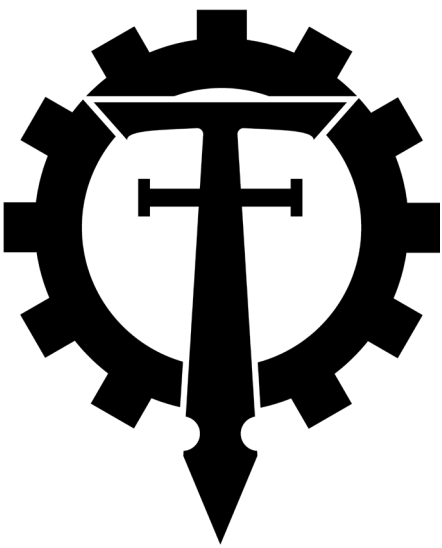


SECUTARII MACRONID EXPLORATOR

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 Explorer Type I HQ	25	2+	4/-2	Lascannons [TL2] Mauler Bolt Cannon [AP]	25/50 25	2 4	-2 -1	[DR2], [TR2], [R], [N], [RA], [RC], Special
Macrocarid Explorer Type I	25	2+	3/-2	Lascannons [TL2] Mauler Bolt Cannon [AP]	25/50 25	2 4	-2 -1	[DR2], [TR2], [N], [RA], [RC]



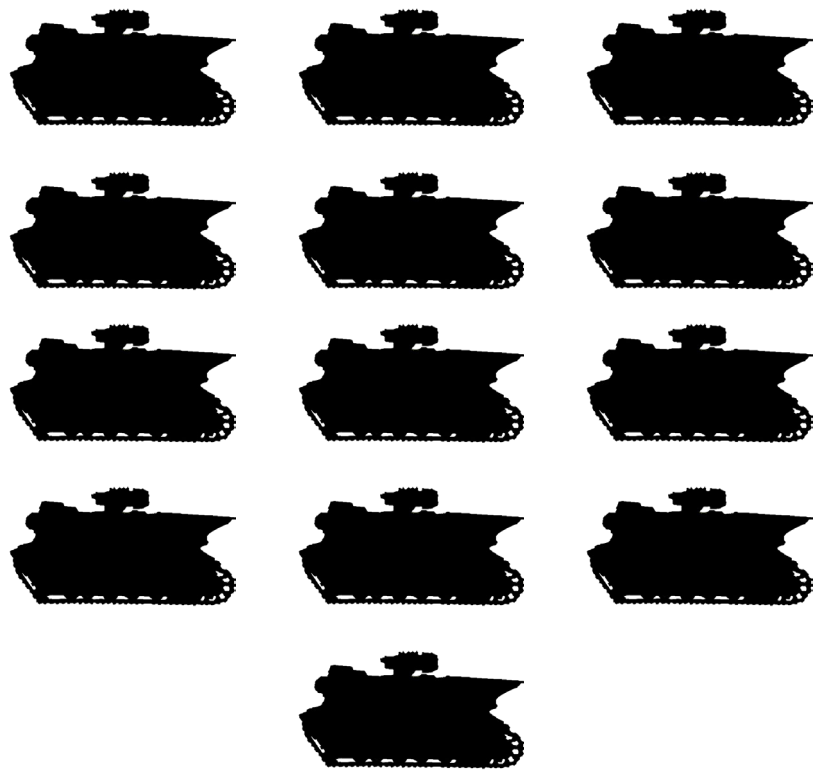
Victory Points +13

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII GRAND DETACHMENT
Thirteen Macronid Explorators Type 2





Point Value 1500

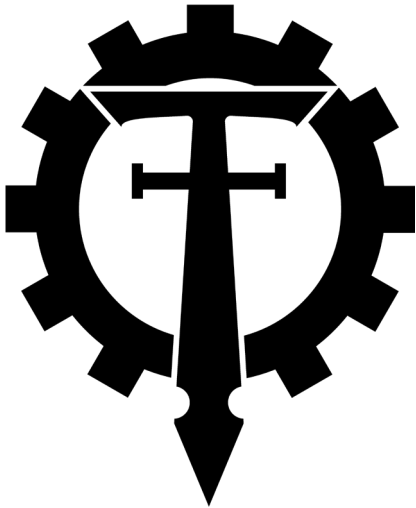


SECUTARII MACRONID EXPLORATOR

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 Explorer Type II HQ	25	2+	4/-2	Rad Cleanser [A,AP,RAD] Irradiation Engines, [RAD,AP]	10 15	3 6	0 0	[DR2], [TR2],[R], [N], [RA], [RC], Special
Macrocarid Explorer Type II	25	2+	3/-2	Rad Cleanser [A,AP,RAD] Irradiation Engines, [RAD,AP]	10 15	3 6	0 0	[DR2], [TR2], [N], [RA], [RC]

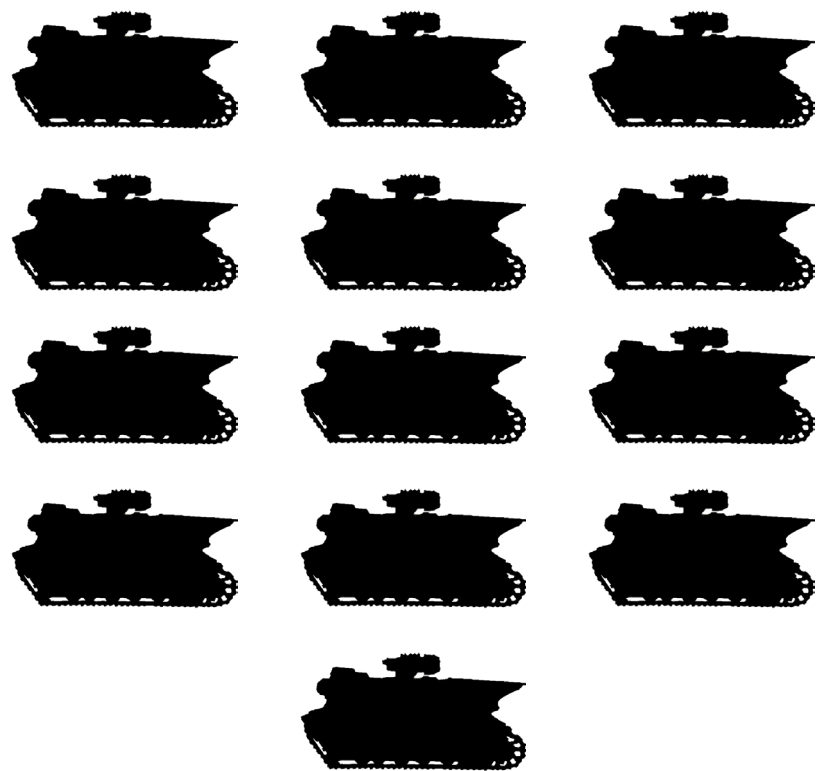


Victory Points +15
Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII GRAND DETACHMENT
Thirteen Macronid Explorators Type 3



Point Value 1600

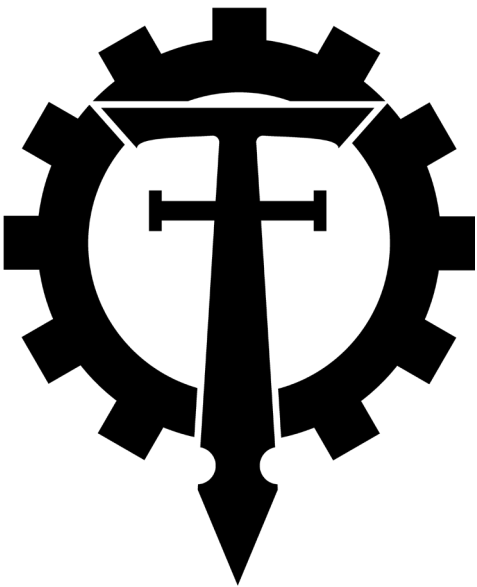


SECUTARII MACRONID EXPLORATOR

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 Type III	25	2+	4/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC], Special
Macrocarid Explorator Type III	25	2+	3/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC]



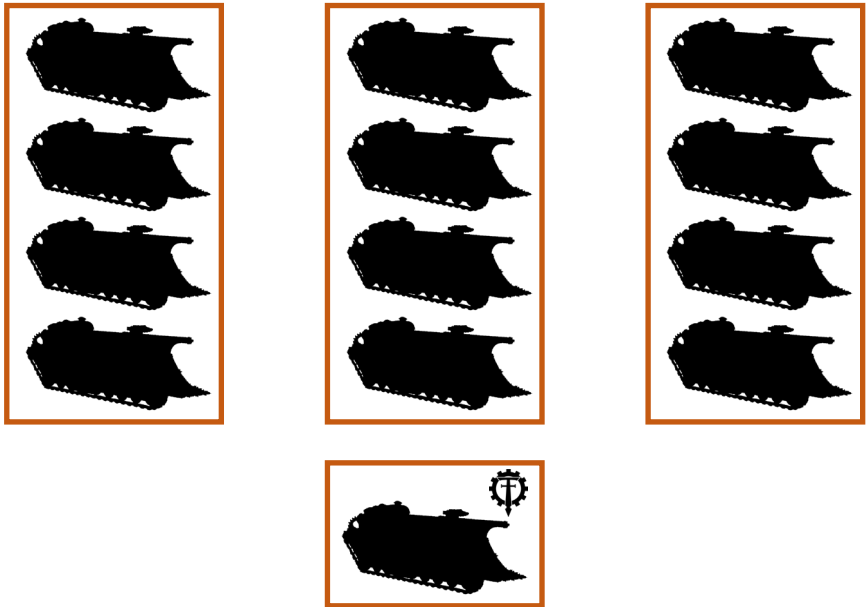
Victory Points +16

Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

SECUTARII TRIAROS ARMORED
CONVEYORS

ONE SECUTARII COMPANY
Thirteen Triaros Armored Conveyor



Point Value 1550

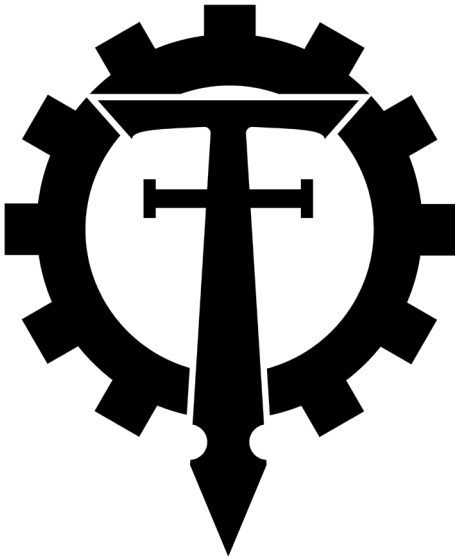


SECUTARII TRIAROS ARMORED
CONVEYORS

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	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [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 GRAND COMPANY
Twenty-Three Triaros Armored Conveyor



Point Value 2700

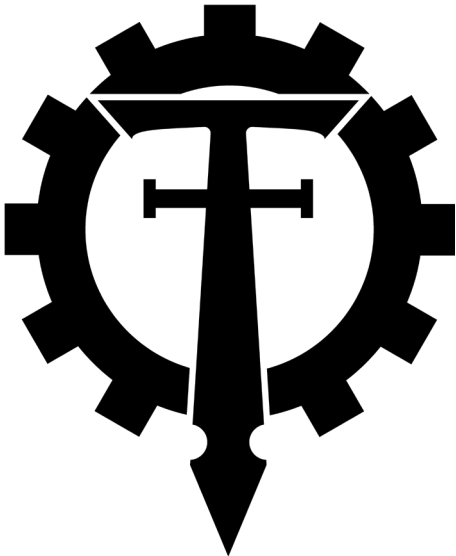


SECUTARII TRIAROS ARMORED
CONVEYORS

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	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special



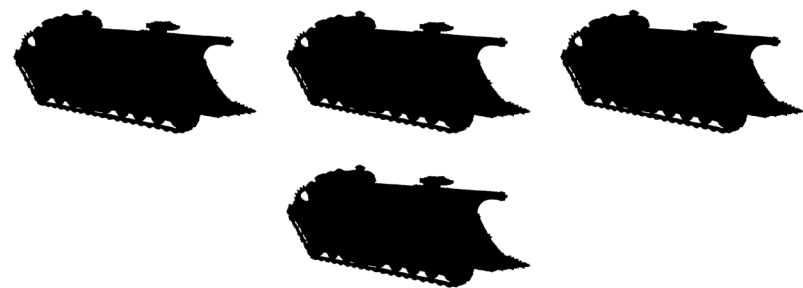
Victory Points +27

Your opponent gains +14 VP when attached formation is broken

TRANSPORT POOL

SECUTARII TRIAROS ARMORED
CONVEYORS

ONE SECUTARII DETACHMENT
Four Triaros Armored Conveyor



Point Value 450

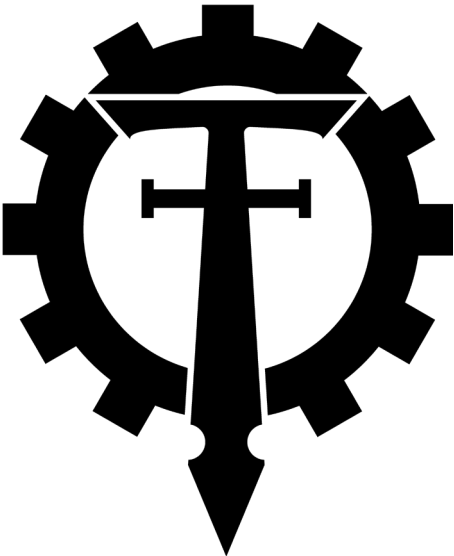


SECUTARII TRIAROS ARMORED
CONVEYORS

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	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special



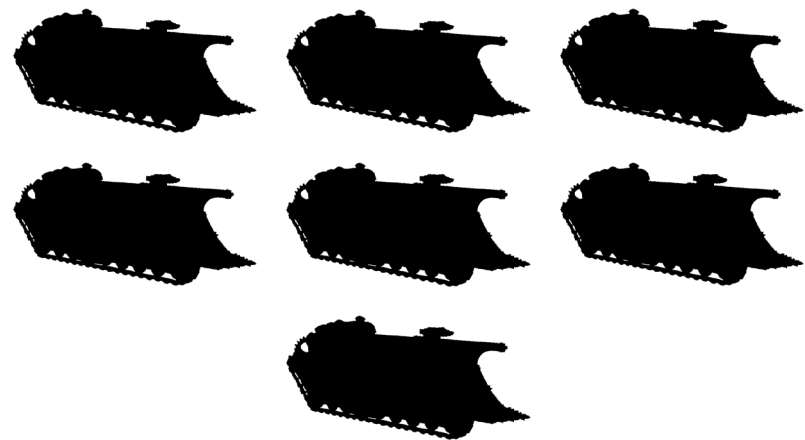
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

SECUTARII TRIAROS ARMORED
CONVEYORS

ONE SECUTARII GRAND DETACHMENT
Seven Triaros Armored Conveyor



Point Value 850

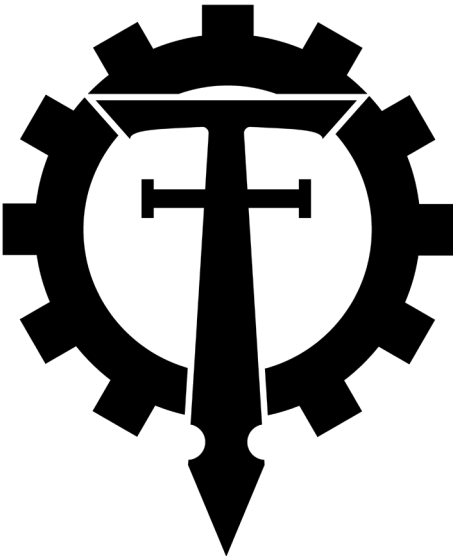


SECUTARII TRIAROS ARMORED
CONVEYORS

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	2+	4/-2	Mauler Bolt Cannon [AP]	25	3	-1	[DR2], [TR4], [RA], [AG],
				Volkite charger [VK,A,AP]	20	4	0	[RC], [N], Special



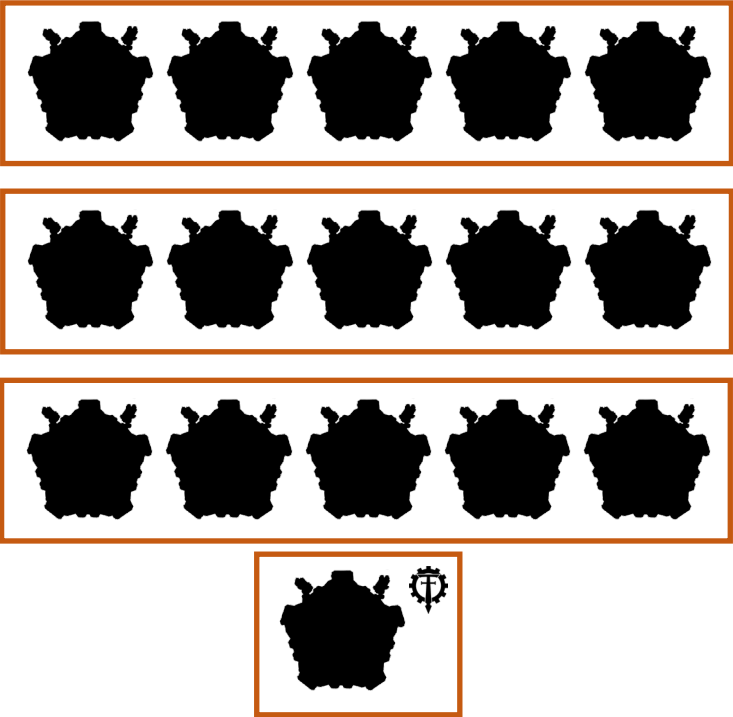
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

SECUTARII PATTERN TERMITE
ASSAULT DRILL

ONE SECUTARII COMPANY
Sixteen Termite Assault Drills



Point Value 1250

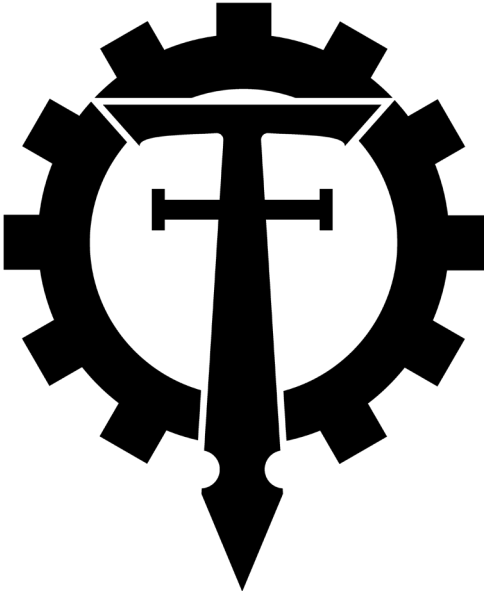


SECUTARII PATTERN TERMITE
ASSAULT DRILL

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 Assault Drill	10[TN]	4+	3/-3	Flamers [FW] Melta Cutter [W, B]	10 10	4 2	0 -3	[TR3], [DU], [RC]



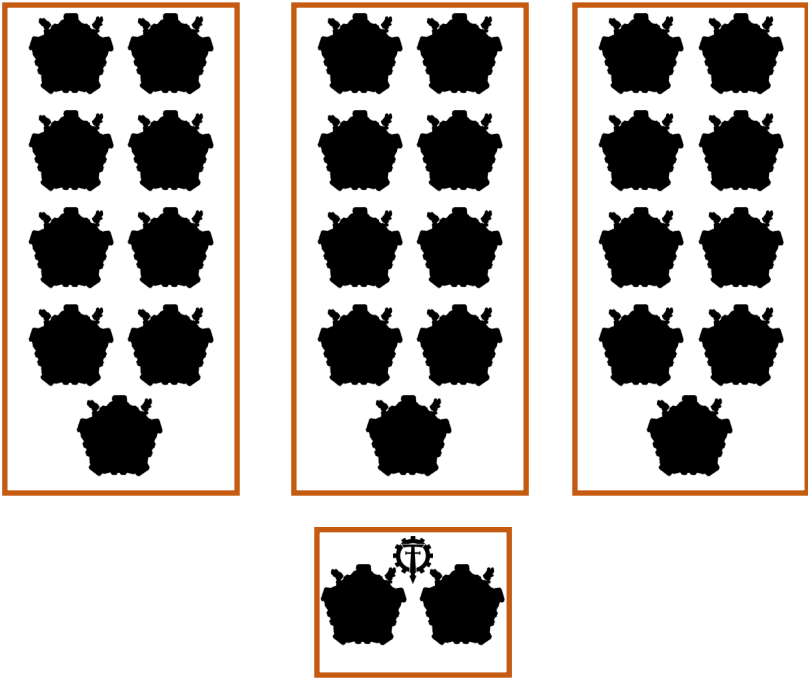
Victory Points +13

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

SECUTARII PATTERN TERMITE
ASSAULT DRILL

ONE SECUTARII GRAND COMPANY
Twenty-Nine Termite Assault Drills



Point Value 2300

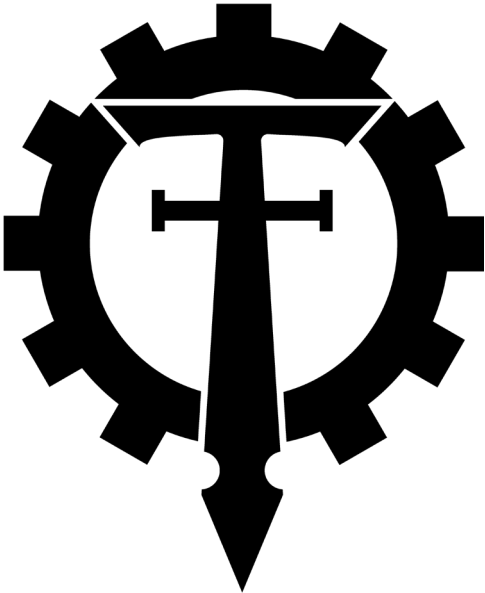


SECUTARII PATTERN TERMITE
ASSAULT DRILL

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	Flamers [FW]	10	4	0	[TR3], [DU],
Assault Drill				Melta Cutter [W, B]	10	2	-3	[RC]



Victory Points +23

Your opponent gains +12 VP when attached formation is broken

TRANSPORT POOL

SECUTARII PATTERN TERMITE
ASSAULT DRILL

ONE SECUTARII DETACHMENT
Five Termite Assault Drills



Point Value 400

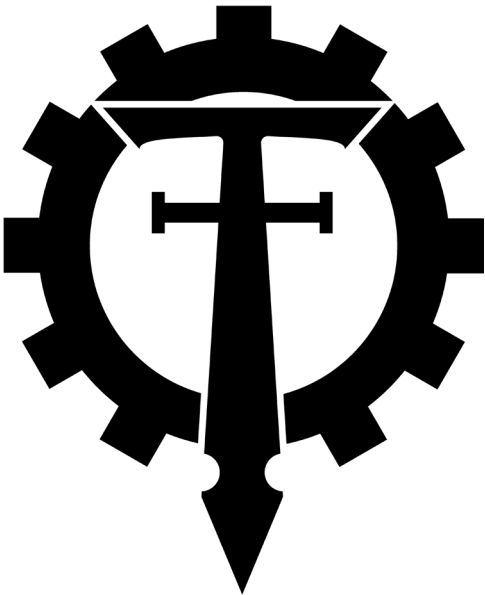


SECUTARII PATTERN TERMITE
ASSAULT DRILL

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 Assault Drill	10[TN]	4+	3/-3	Flamers [FW] Melta Cutter [W, B]	10 10	4 2	0 -3	[TR3], [DU], [RC]



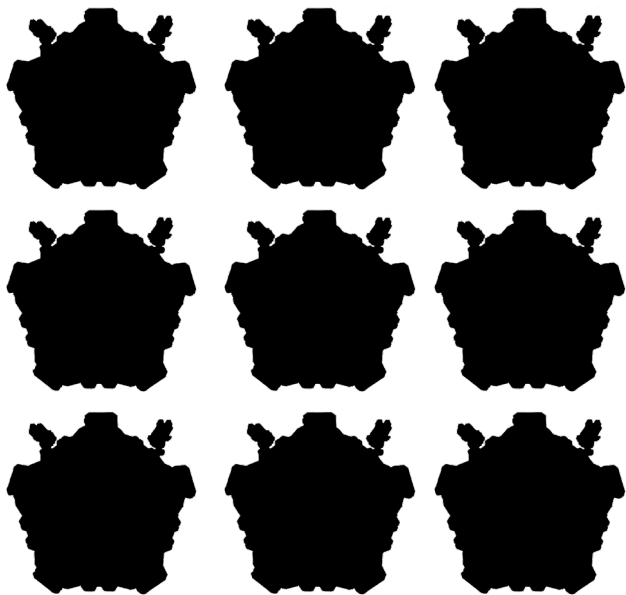
Victory Points +4

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 700

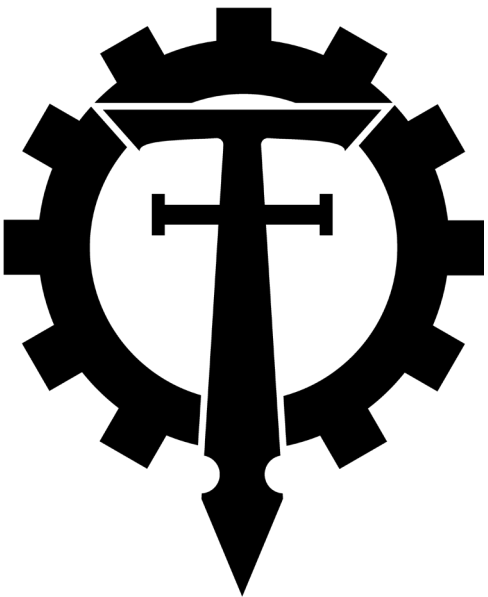


SECUTARII PATTERN TERMITE
ASSAULT DRILL

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 Assault Drill	10[TN]	4+	3/-3	Flamers [FW] Melta Cutter [W, B]	10 10	4 2	0 -3	[TR3], [DU], [RC]



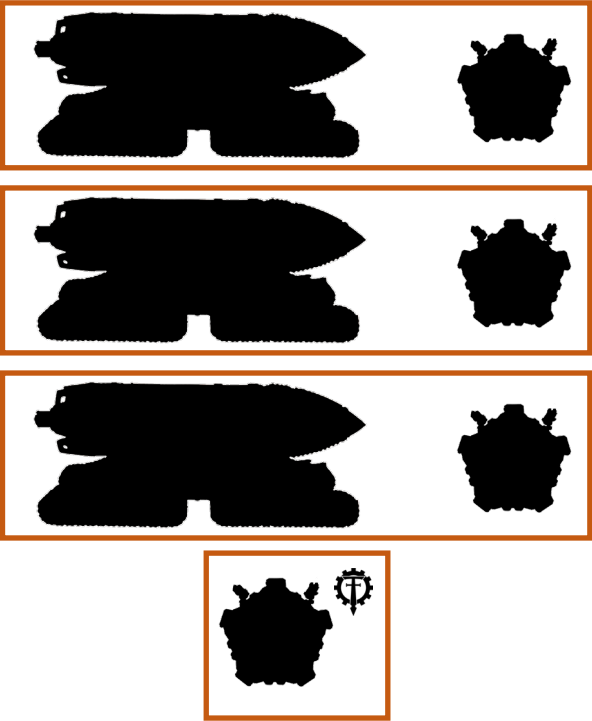
Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ORDINATUS AKTEUS MOLE

ONE SECUTARII COMPANY
Three Akteus Moles and 4 Termites



Point Value 850

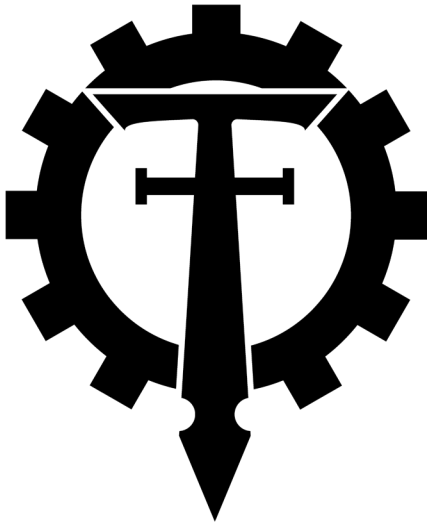


SECUTARII ORDINATUS AKTEUS MOLE

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 Assault Drill	10[TN]	4+	3/-3	Flamers [FW] Melta Cutter [W, B]	10 10	4 2	0 -3	[TR3], [DU], [RC]
Ordinatus Aktaeus Mole	10[TN]	2+	8/-3	Volkite Culverins [VK, TL2] Terrebrax Rockets [W, B] Seismic Drill [W]	20/45 25/50 -	6 1 -	-1 -2 -	[TRI 1], [RA] [DU], [DR4], Special



Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ORDINATUS AKTEUS MOLE

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



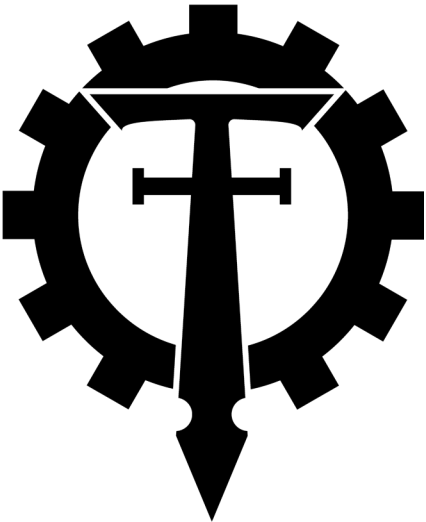
 Point Value 1500 

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 Assault Drill	10[TN]	4+	3/-3	Flamers [FW] Melta Cutter [W, B]	10 10	4 2	0 -3	[TR3], [DU], [RC]
Ordinatus Aktaeus Mole	10[TN]	2+	8/-3	Volkite Culverins [VK, TL2] Terrebrax Rockets [W, B] Seismic Drill [W]	20/45 25/50 -	6 1 -	-1 -2 -	[TR11], [RA] [DU], [DR4], Special



Victory Points +15
Your opponent gains +8 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

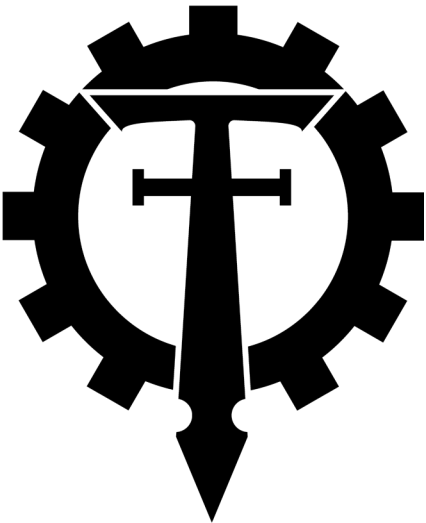


SECUTARII ORDINATUS AKTEUS
MOLE

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 Assault Drill	10[TN]	4+	3/-3	Flamers [FW] Melta Cutter [W, B]	10 10	4 2	0 -3	[TR3], [DU], [RC]
Ordinatus Aktaeus Mole	10[TN]	2+	8/-3	Volkite Culverins [VK, TL2] Terrebrax Rockets [W, B] Seismic Drill [W]	20/45 25/50 -	6 1 -	-1 -2 -	[TRI 1], [RA] [DU], [DR4], Special



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 450

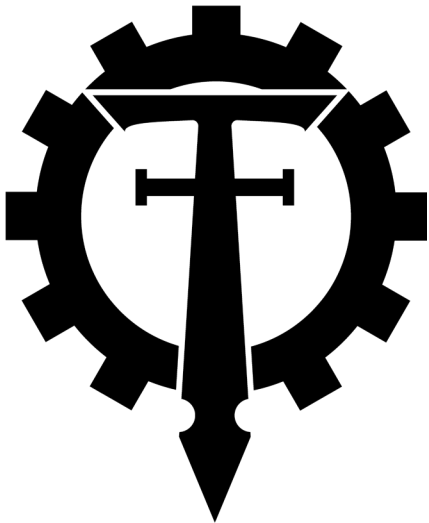


SECUTARII ORDINATUS AKTEUS
MOLE

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 Assault Drill	10[TN]	4+	3/-3	Flamers [FW] Melta Cutter [W, B]	10 10	4 2	0 -3	[TR3], [DU], [RC]
Ordinatus Aktaeus Mole	10[TN]	2+	8/-3	Volkite Culverins [VK, TL2] Terrebrax Rockets [W, B] Seismic Drill [W]	20/45 25/50 -	6 1 -	-1 -2 -	[TR11], [RA] [DU], [DR4], Special



Victory Points +5

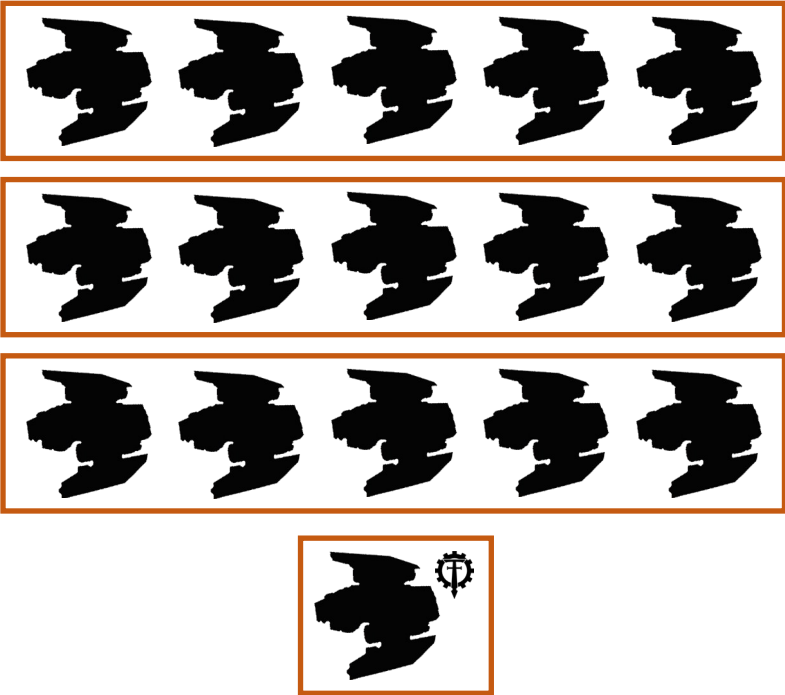
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

ONE SECUTARII COMPANY

Sixteen Secutarii Arvus Lighter Orbital Shuttles





Point Value 1000

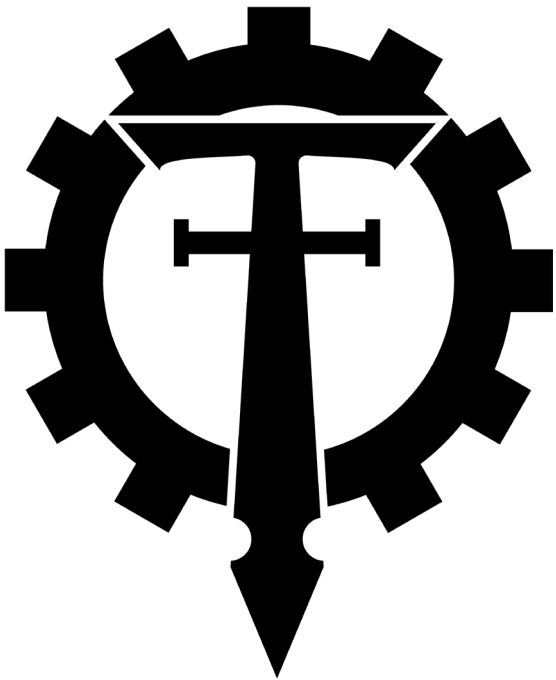


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

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	50[F]	5[7]+	1/0	Air defense	25	2	0	TR3



Victory Points +10
Your opponent gains +5 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 1800

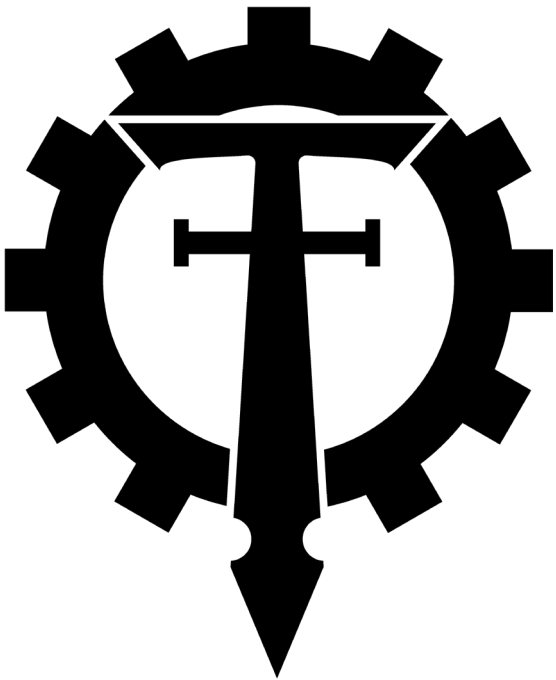


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

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	50[F]	5[7]+	1/0	Air defense	25	2	0	TR3



Victory Points +18

Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

ONE SECUTARII DETACHMENT

Four Secutarii Arvus Lighter Orbital Shuttles



Point Value 300

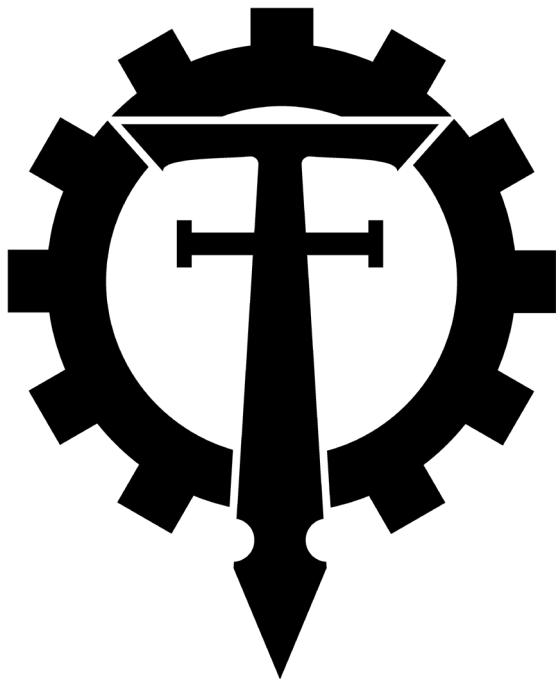


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

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	50[F]	5[7]+	1/0	Air defense	25	2	0	TR3



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 550

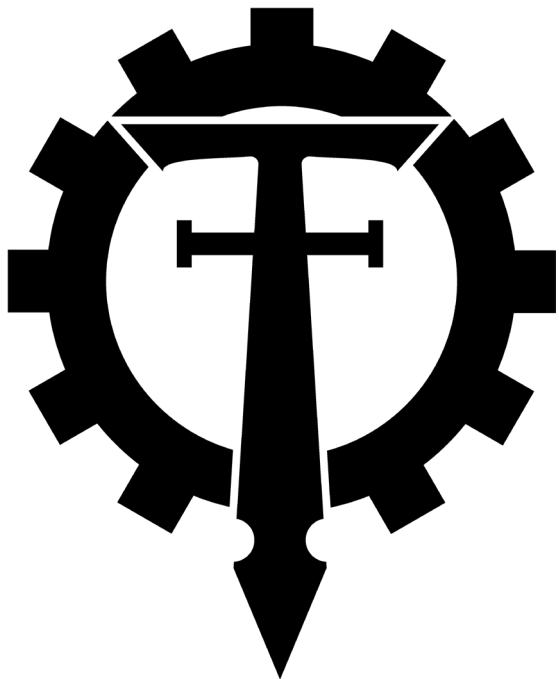


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

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	50[F]	5[7]+	1/0	Air defense	25	2	0	TR3



Victory Points +6

Your opponent gains +3 VP when attached formation is broken