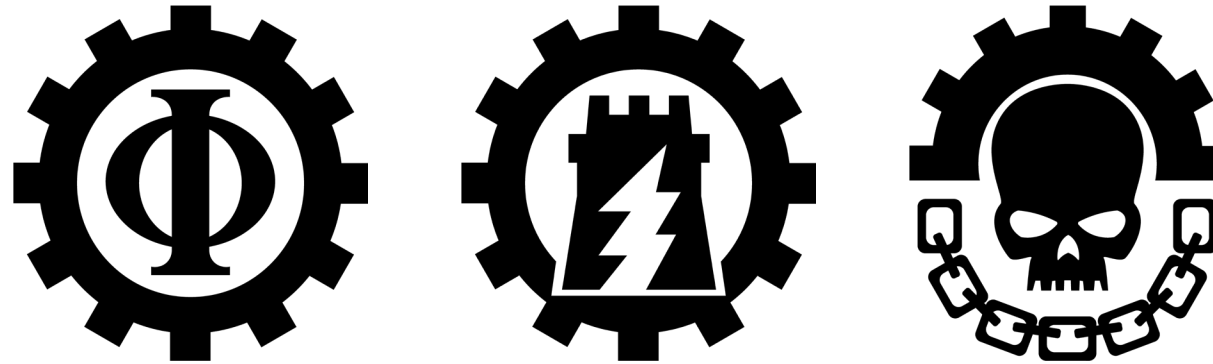


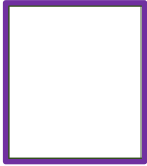
MECHANICUM



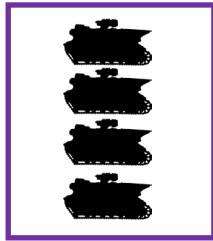
TRANSPORT CARDS

MKV

TRANSPORT CARD SYMBOLS



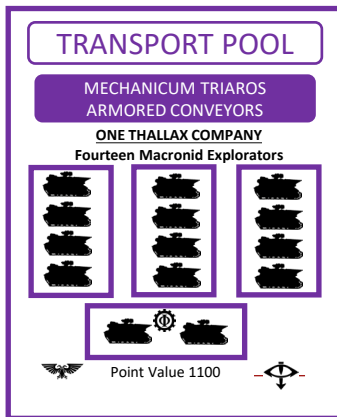
Transport Cards that are added to Company Cards will have their total number divided into as many formations (detachments/mobs/etc) as the Company Card possesses. To aid players in identifying how many elements and formations the transport card is divided into. They will be grouped into **boxes** signifying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



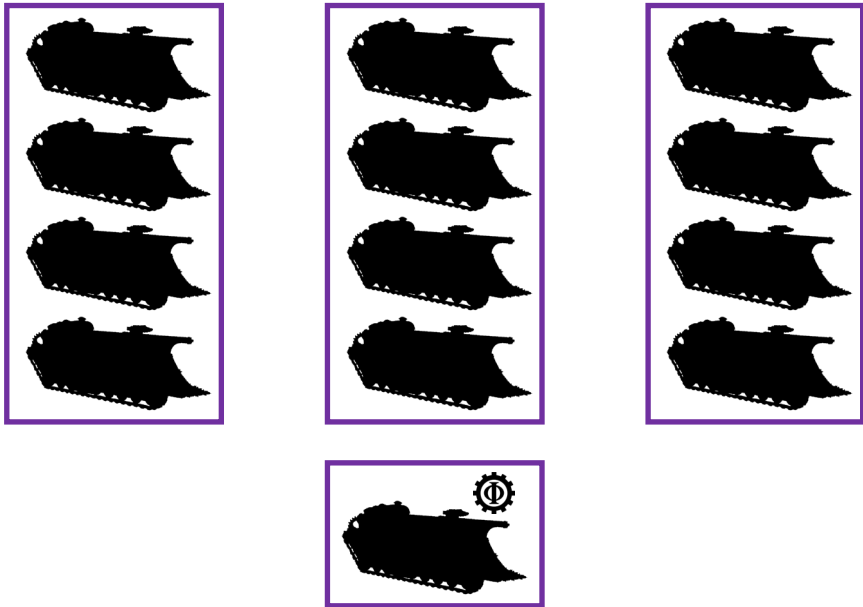
This Transport Card for a Thallax Company that consists of FOUR boxes which means there are a total of 4 formations to be attached as transport. One of the boxes has a symbol which means that one belongs to the command formation. In total there are 3 formations of 4 element that are attached to 3 detachments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

TRANSPORT CARDS
FOR USE WITH ADSECULARIS
FORMATIONS

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED
CONVEYORS

ONE ADSECULARIS COMPANY
Thirteen Triaros Armored Conveyor



Point Value 1550

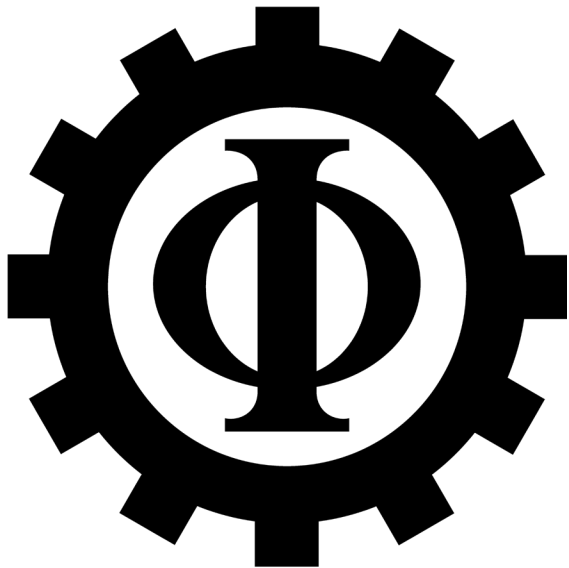


MECHANICUM TRIAROS ARMORED
CONVEYORS

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



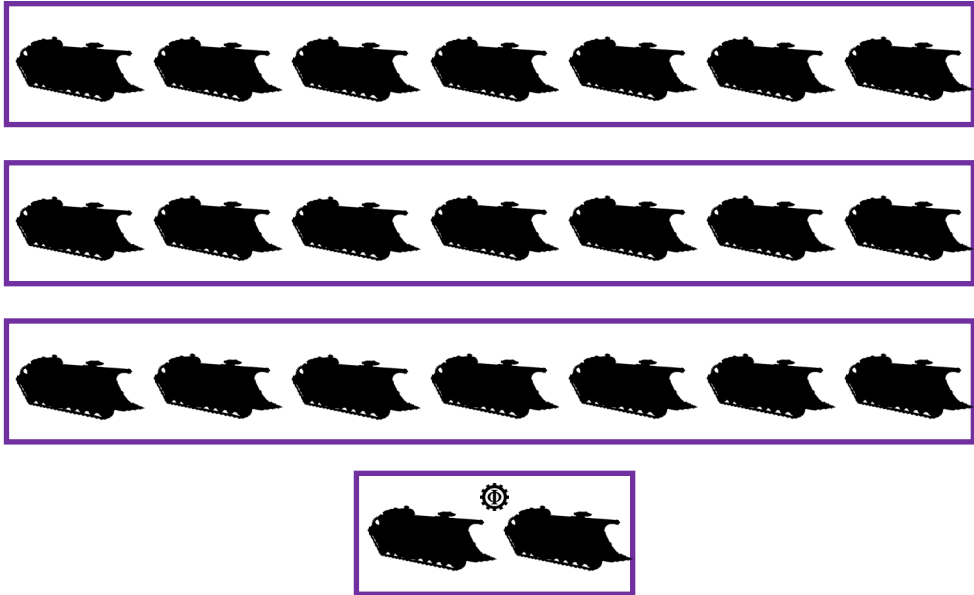
Victory Points +16

Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED
CONVEYORS

ONE ADSECLARIS GRAND COMPANY
Twenty-three Triaros Armored Conveyor



Point Value 2700

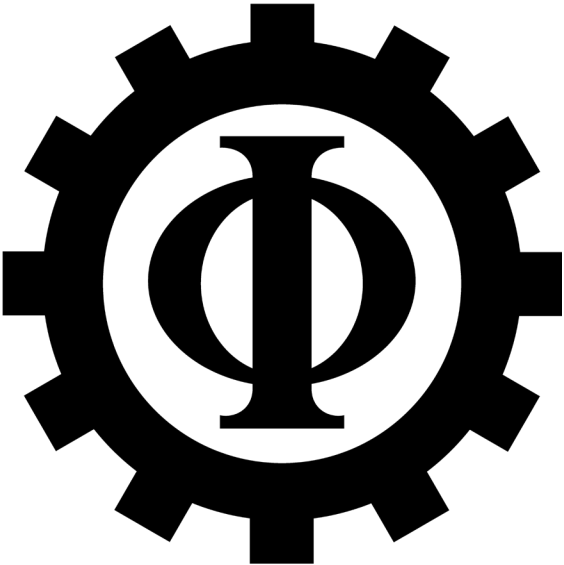


MECHANICUM TRIAROS ARMORED
CONVEYORS

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	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



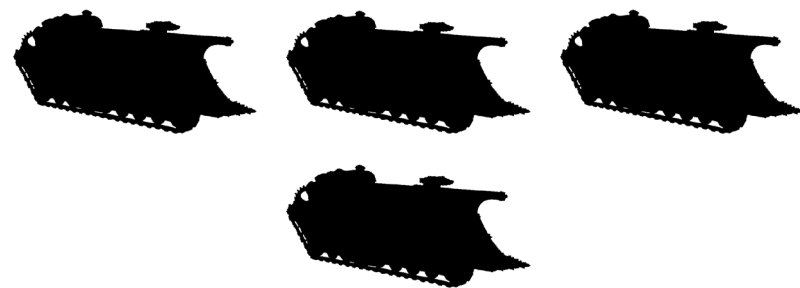
Victory Points +27

Your opponent gains +14 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED
CONVEYORS

ONE ADSECULARIS COVENANT
Four Triaros Armored Conveyor



Point Value 450

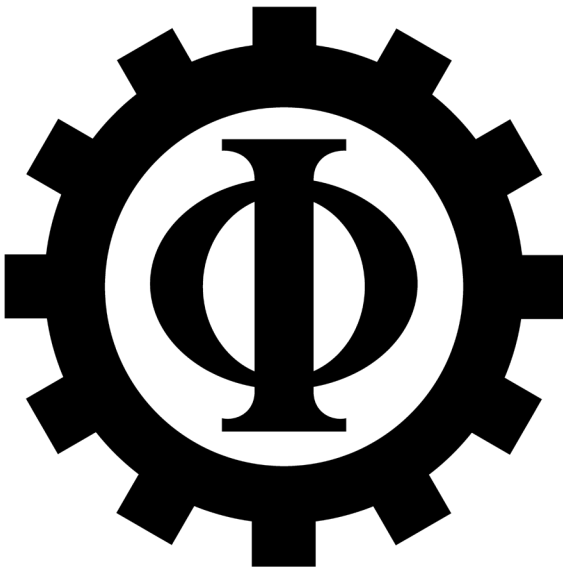


MECHANICUM TRIAROS ARMORED
CONVEYORS

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



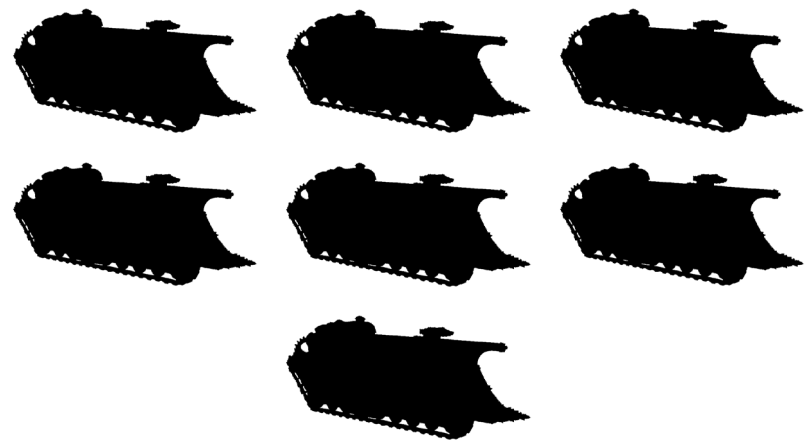
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED
CONVEYORS

ONE ADSECLARIS GRAND COVENANT
Seven Triaros Armored Conveyor



Point Value 850

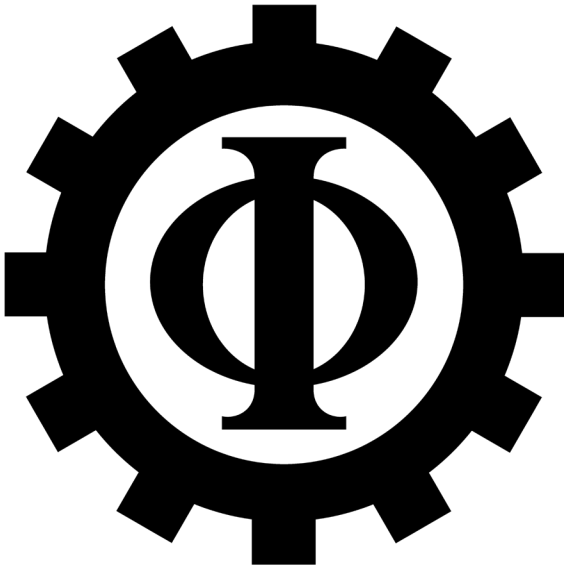


MECHANICUM TRIAROS ARMORED
CONVEYORS

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



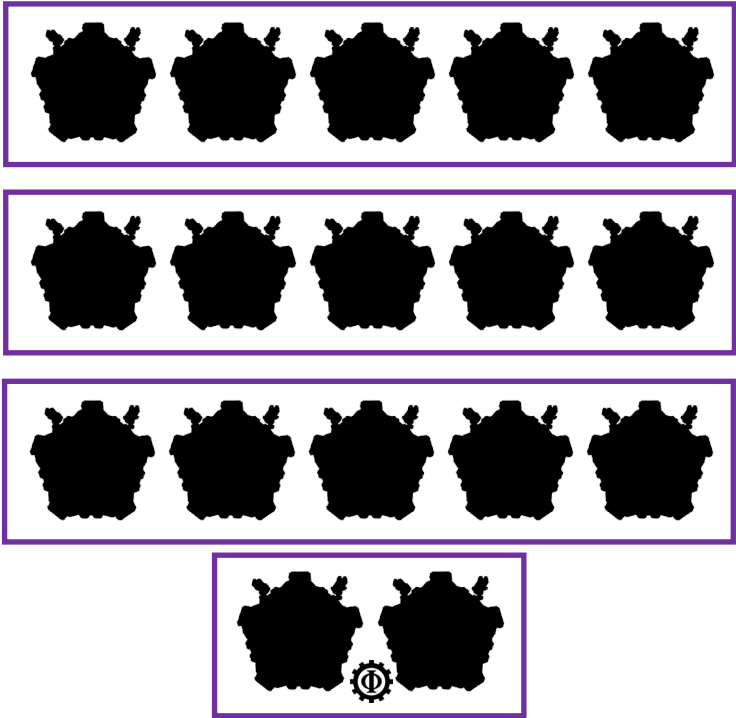
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE
ASSAULT DRILL

ONE ADSECULARIS COMPANY
Seventeen Termite Assault Drills



Point Value 1350

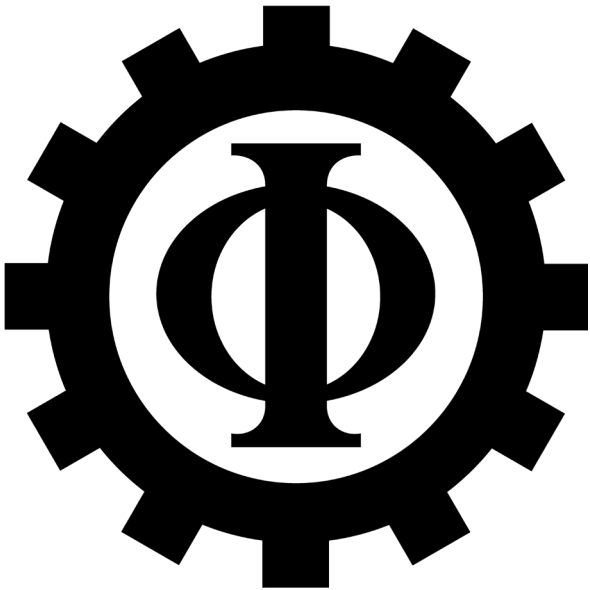


MECHANICUM PATTERN TERMITE
ASSAULT DRILL

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



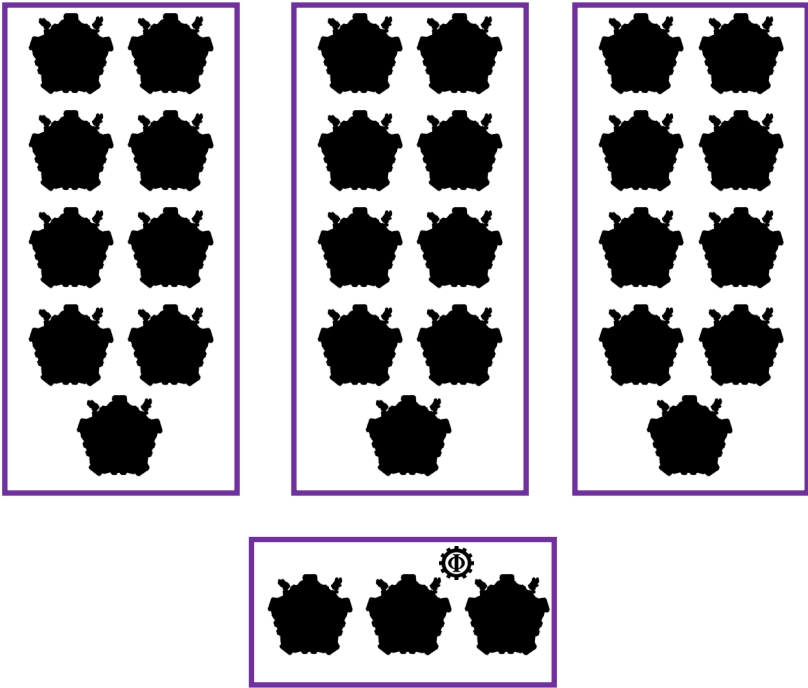
Victory Points +14

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE
ASSAULT DRILL

ONE ADSECLARIS GRAND COMPANY
Thirty Termite Assault Drills



Point Value 2400

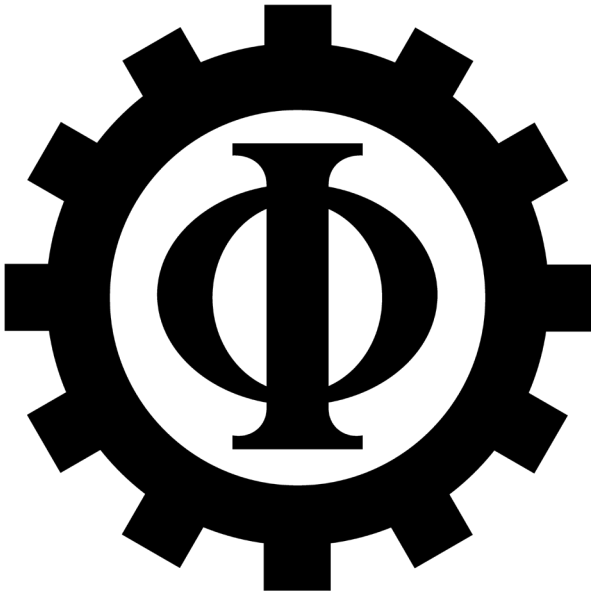


MECHANICUM PATTERN TERMITE
ASSAULT DRILL

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



Victory Points +24

Your opponent gains +12 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE
ASSAULT DRILL

ONE ADSECULARIS COVENANT
Five Termite Assault Drills



Point Value 400

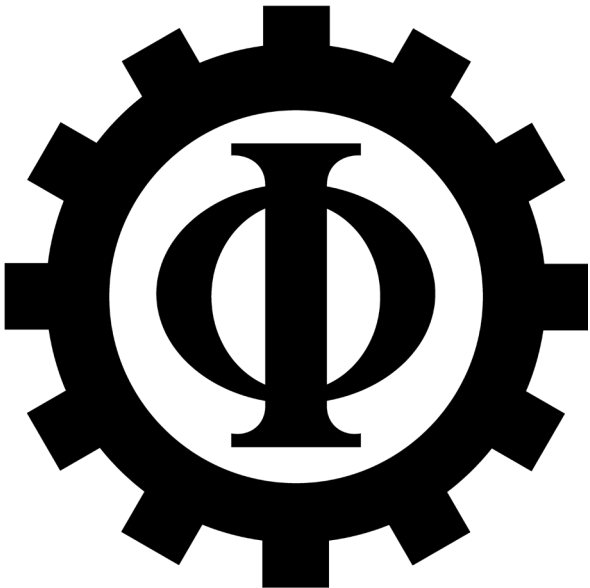


MECHANICUM PATTERN TERMITE
ASSAULT DRILL

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



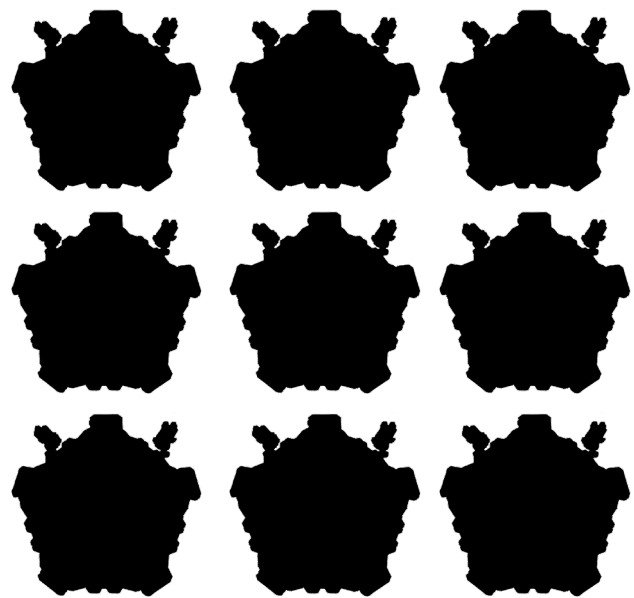
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE
ASSAULT DRILL

ONE ADSECULARIS GRAND COVENANT
Nine Termite Assault Drills



Point Value 700

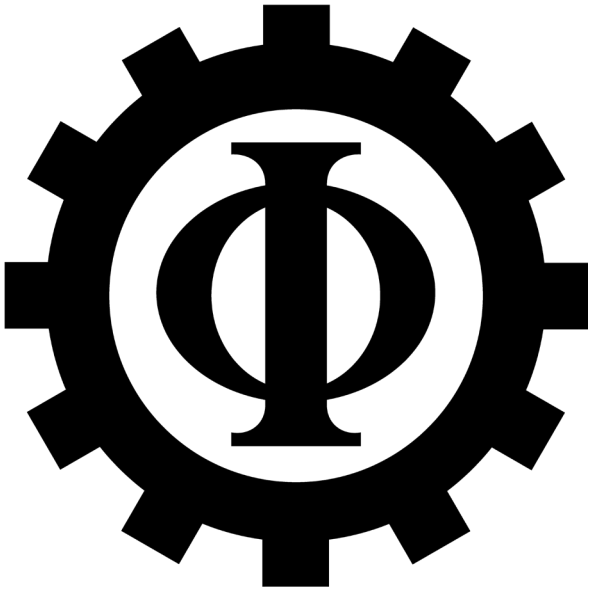


MECHANICUM PATTERN TERMITE
ASSAULT DRILL

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



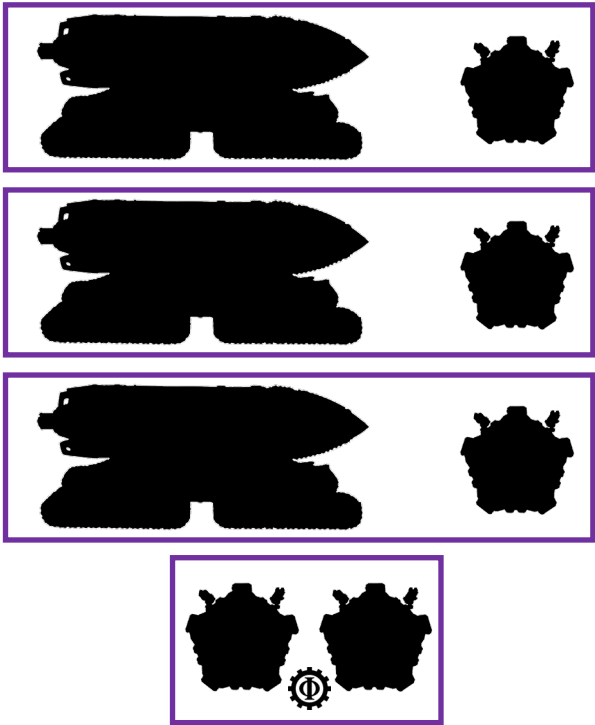
Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE ADSECULARIS COMPANY
Three Akteus Moles and 5 Termites



Point Value 950

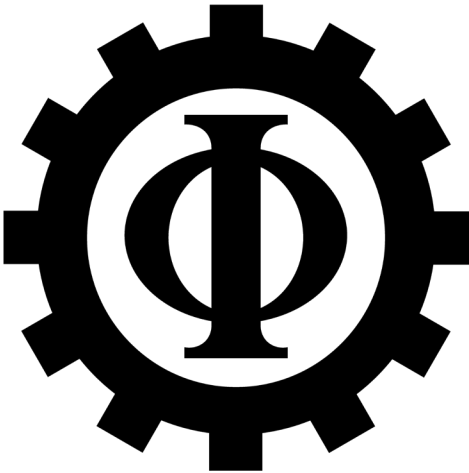


MECHANICUM ORDINATUS AKTEUS MOLE

Break Point +6: The Akteus Moles and Termites 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 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



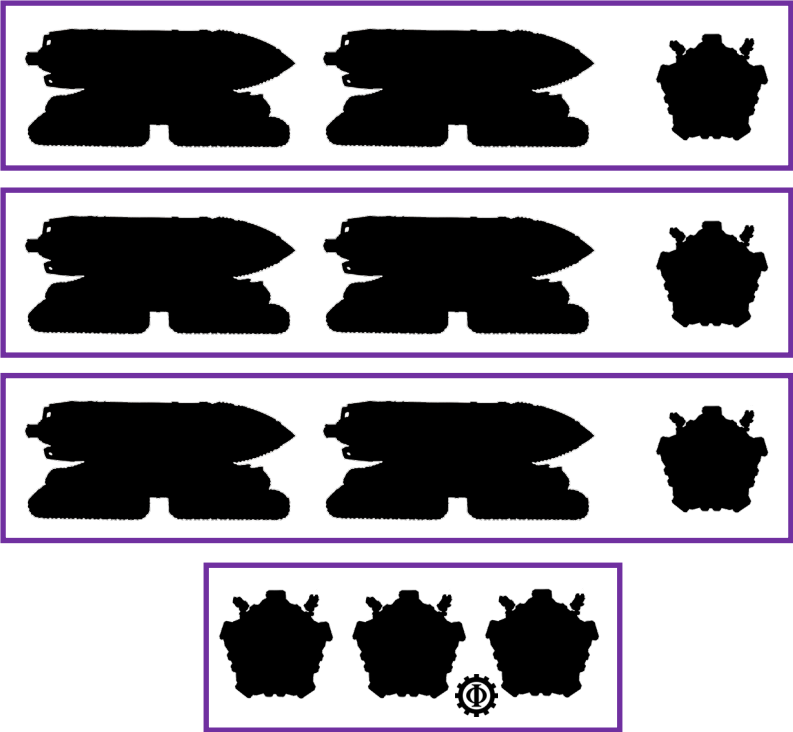
Victory Points +10

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 1600

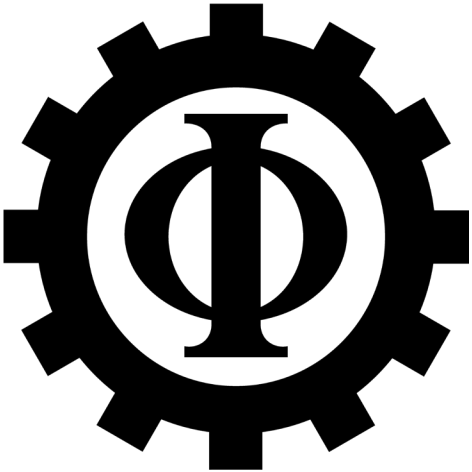


MECHANICUM ORDINATUS AKTEUS MOLE

Break Point +8: The Akteus Moles and Termites 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 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 +16

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

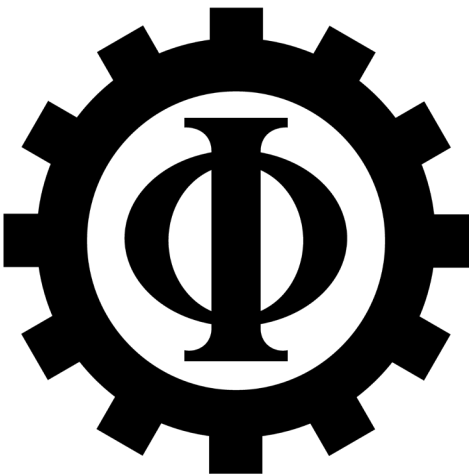


MECHANICUM ORDINATUS AKTEUS
MOLE

Break Point +1: The Akteus Moles and Termites 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 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 -	[TRI1], [RA] [DU], [DR4], Special



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS
MOLE

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



Point Value 450

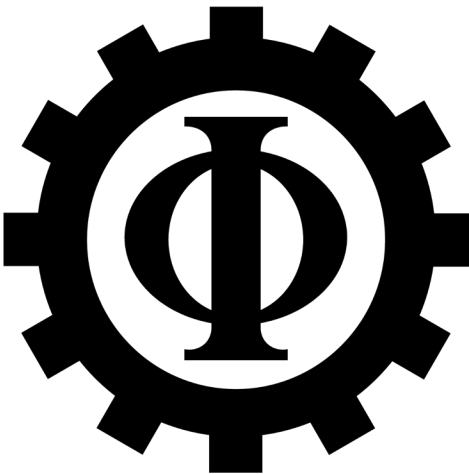


MECHANICUM ORDINATUS AKTEUS
MOLE

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



Victory Points +5

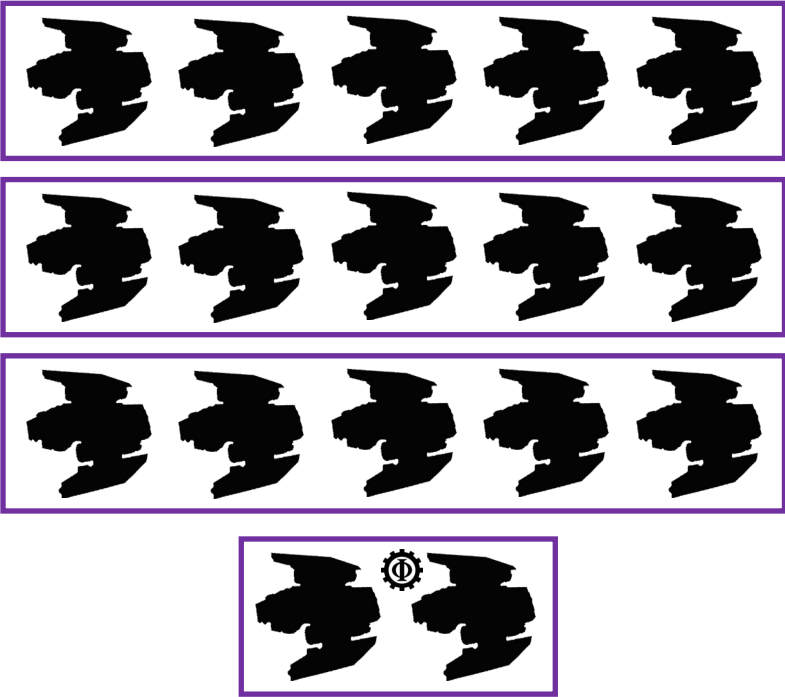
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

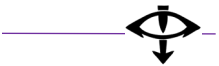
MECHANICUM ARVUS LIGHTER
ORBITAL SHUTTLE

ONE ADSECULARIS COMPANY

Seventeen Mechanicum Arvus Lighter Orbital Shuttles



Point Value 1050

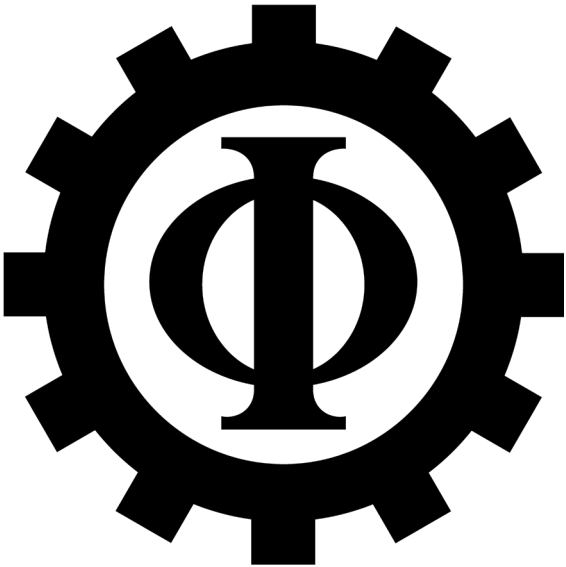


MECHANICUM ARVUS LIGHTER
ORBITAL SHUTTLE

Break Point +8: The Arvus Lighter Orbital Shuttles 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
Arvus Lighter	50[F]	5[7]+	1/0	Air defense	25	2	0	TR3



Victory Points +11

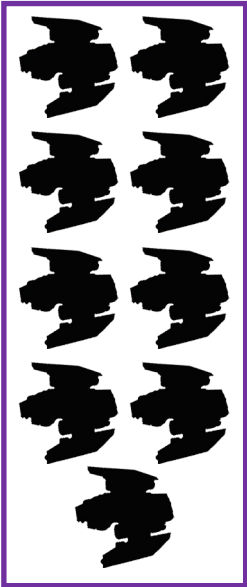
Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ARVUS LIGHTER
ORBITAL SHUTTLE

ONE ADSECLARIS GRAND COMPANY

Thirty Mechanicum Arvus Lighter Orbital Shuttles



Point Value 1850

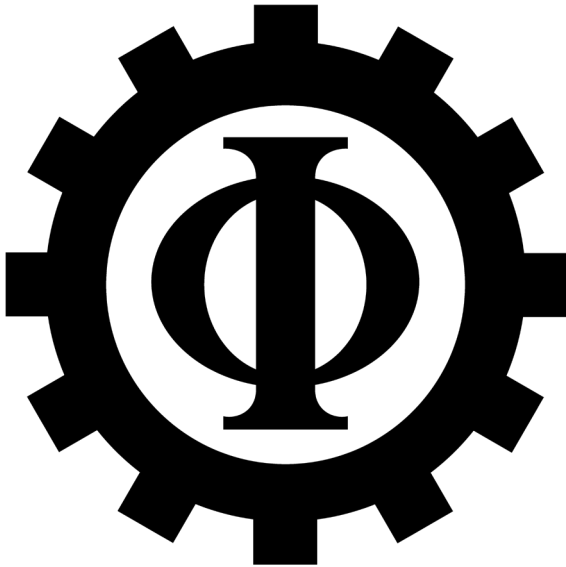


MECHANICUM ARVUS LIGHTER
ORBITAL SHUTTLE

Break Point +15: The Arvus Lighter Orbital Shuttles adds +15 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	50[F]	5[7]+	1/0	Air defense	25	2	0	TR3



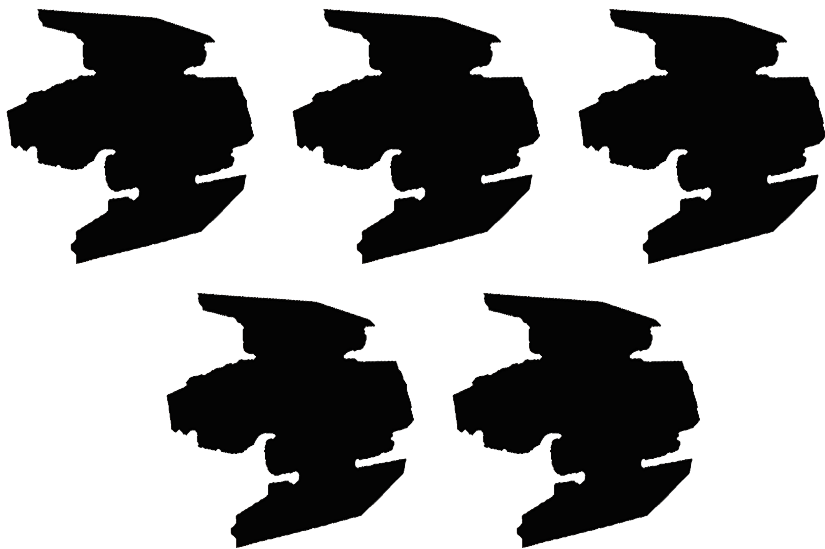
Victory Points +19

Your opponent gains +10 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ARVUS LIGHTER
ORBITAL SHUTTLE

ONE ADSECULARIS COVENANT
Five Mechanicum Arvus Lighter Orbital Shuttles



Point Value 300

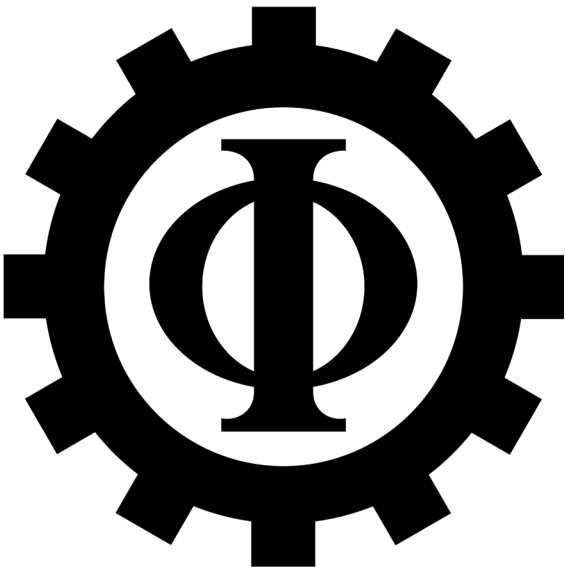


MECHANICUM ARVUS LIGHTER
ORBITAL SHUTTLE

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	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

MECHANICUM ARVUS LIGHTER
ORBITAL SHUTTLE

ONE ADSECULARIS GRAND COHORT
Nine Mechanicum Arvus Lighter Orbital Shuttles



Point Value 550

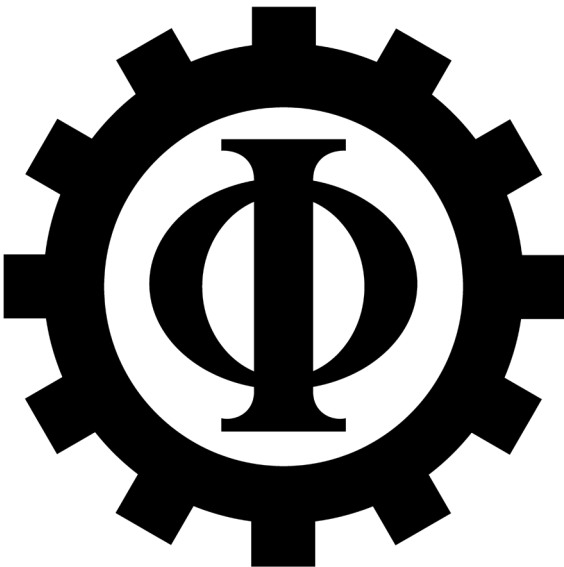


MECHANICUM ARVUS LIGHTER
ORBITAL SHUTTLE

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



Victory Points +6

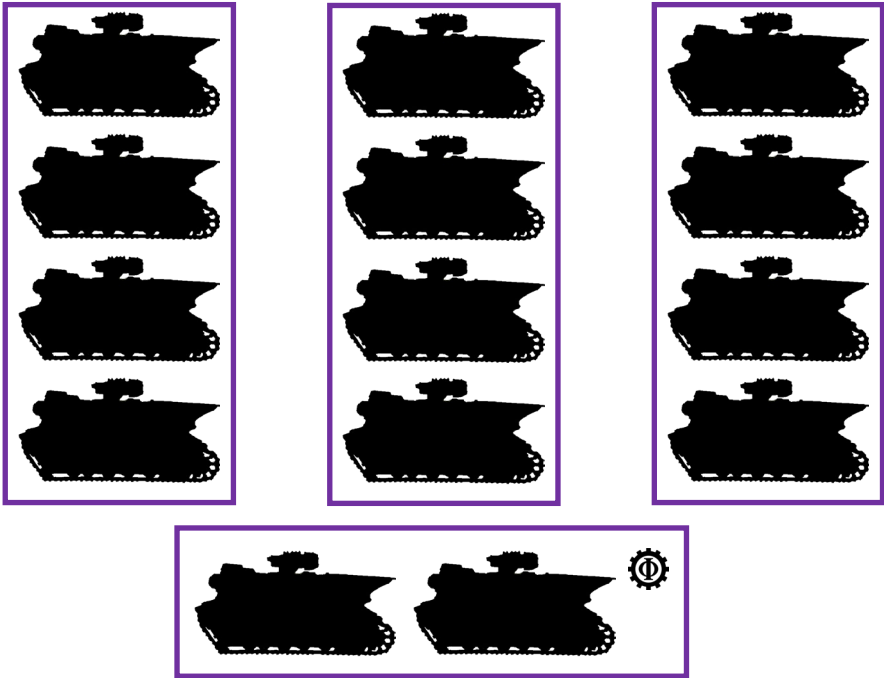
Your opponent gains +3 VP when attached formation is broken

TRANSPORT CARDS
FOR USE WITH THALLAX
FORMATIONS

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE THALLAX COMPANY
Fourteen Macronid Explorators Type 1



Point Value 1450

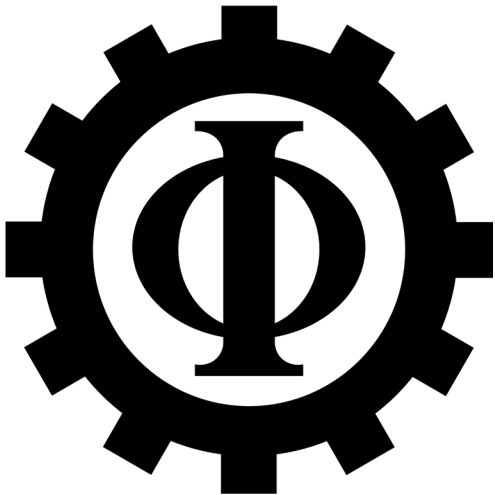


MECHANICUM MACRONID
EXPLORATOR

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 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]



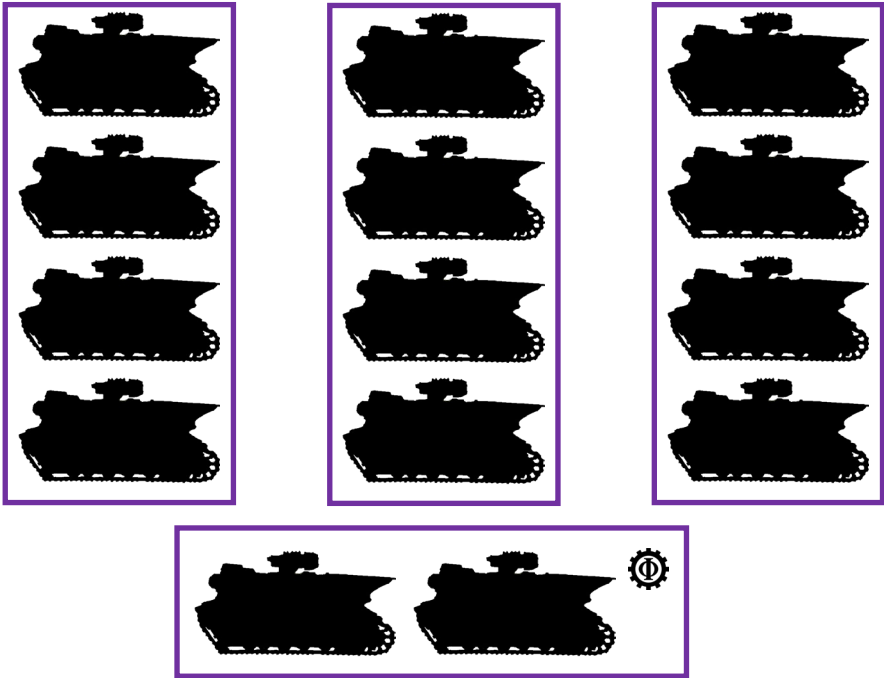
Victory Points +15

Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE THALLAX COMPANY
Fourteen Macronid Explorators Type 2



Point Value 1700

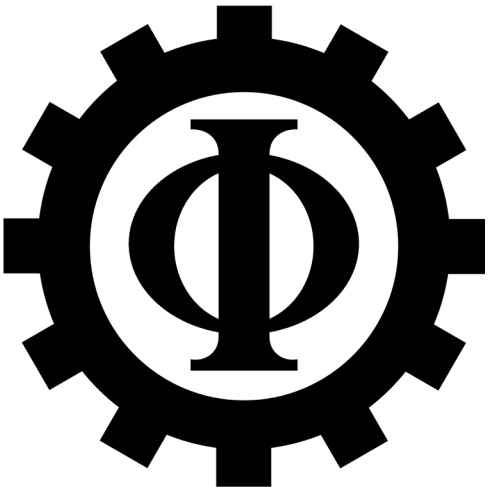


MECHANICUM MACRONID
EXPLORATOR

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 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]



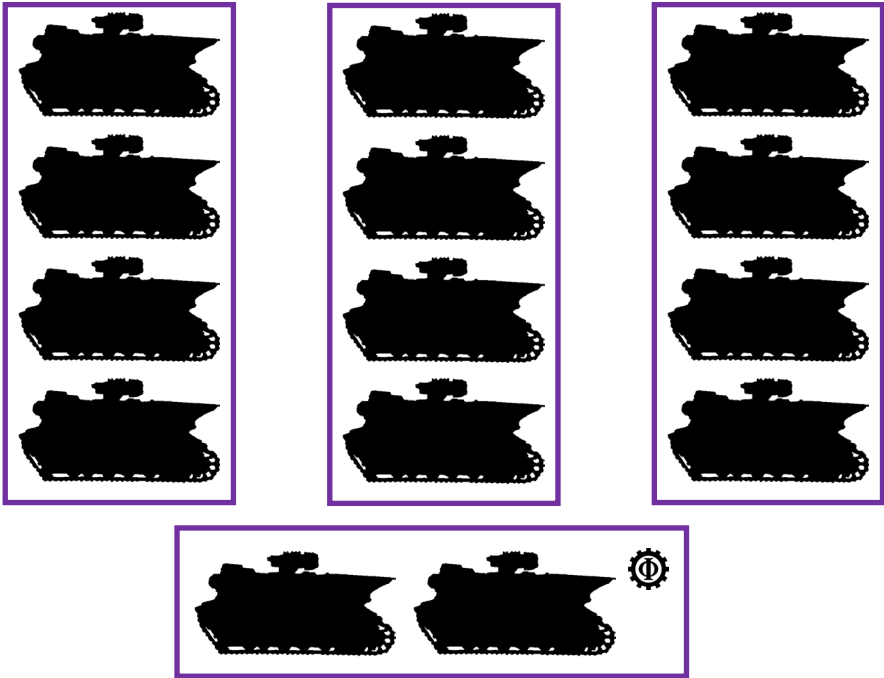
Victory Points +17

Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE THALLAX COMPANY
Fourteen Macronid Explorators Type 3



Point Value 1800

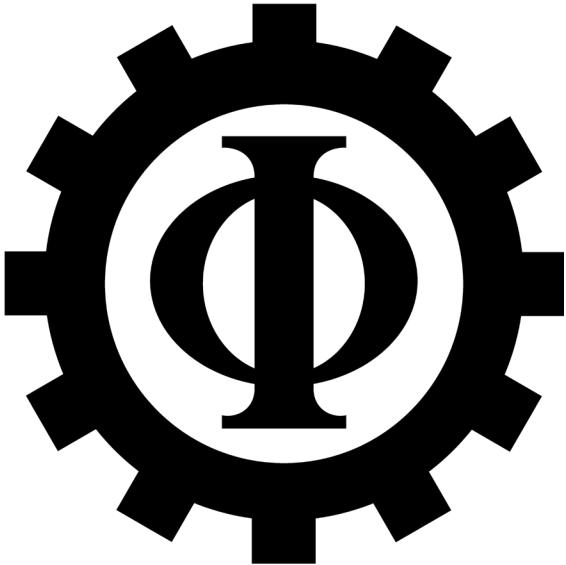


MECHANICUM MACRONID
EXPLORATOR

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 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]



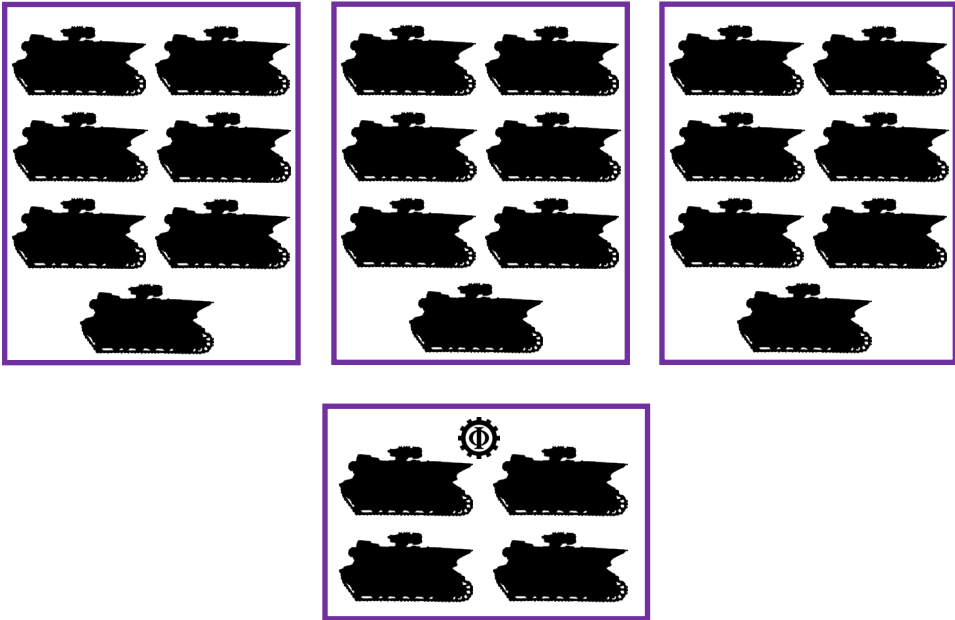
Victory Points +18

Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID EXPLORATOR

ONE THALLAX GRAND COMPANY
Twenty-five Macronid Explorators Type 1



Point Value 2500

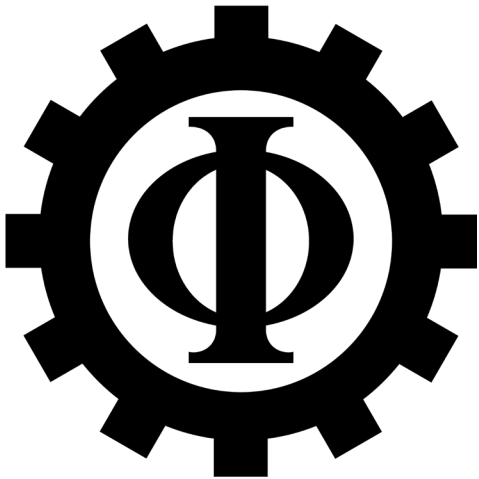


MECHANICUM MACRONID EXPLORATOR

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
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]



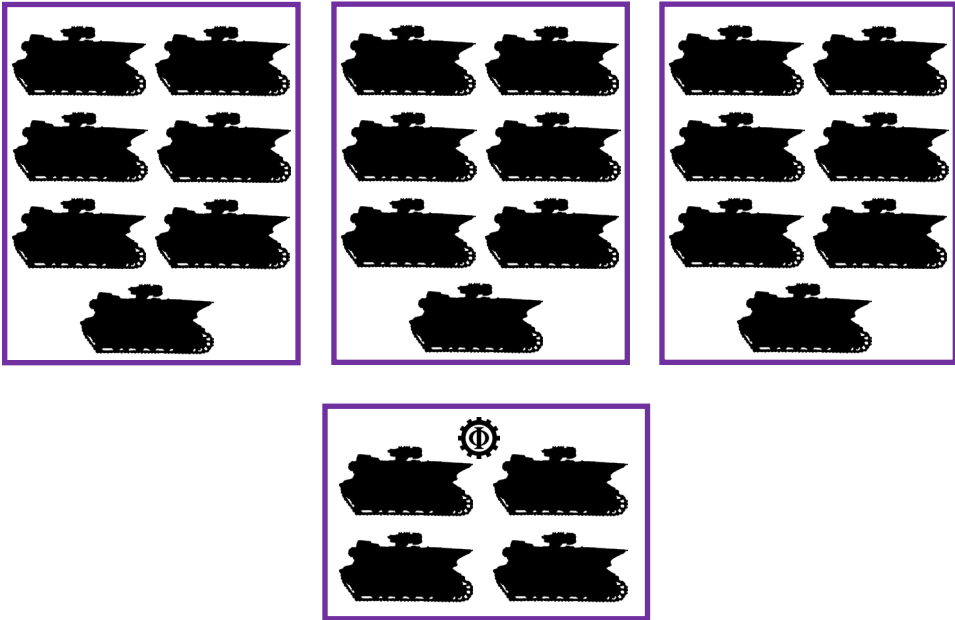
Victory Points +25

Your opponent gains +13 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID EXPLORATOR

ONE THALLAX GRAND COMPANY
Twenty-five Macronid Explorators Type 2



Point Value 3000

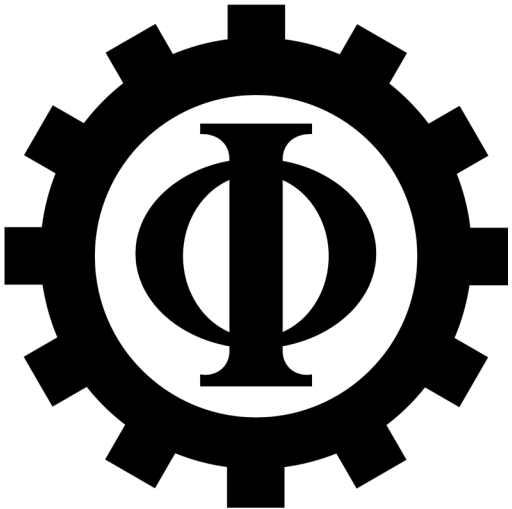


MECHANICUM MACRONID EXPLORATOR

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
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]



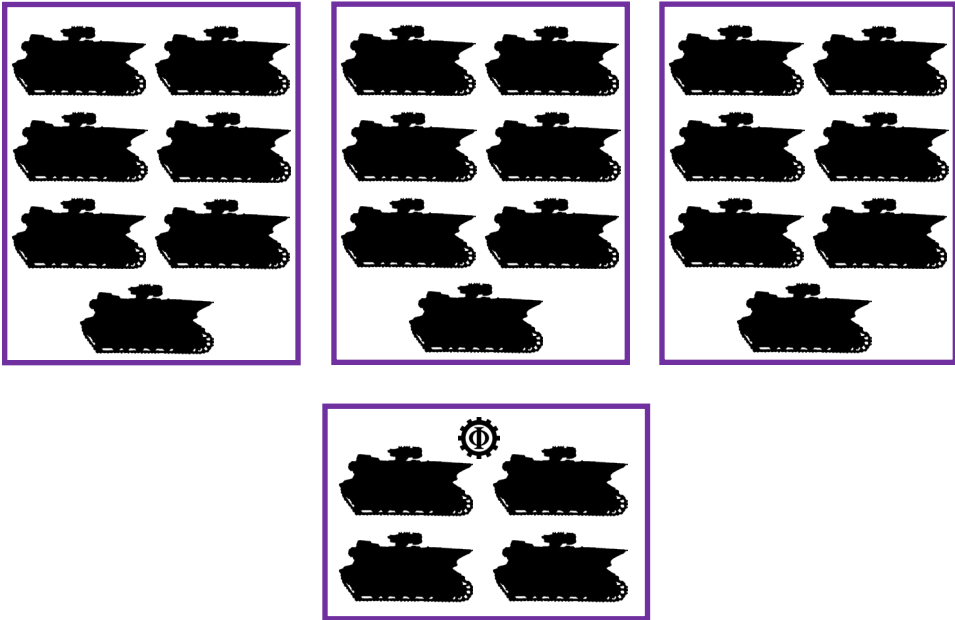
Victory Points +30

Your opponent gains +15 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE THALLAX GRAND COMPANY
Twenty-five Macronid Explorators Type 3



Point Value 3150

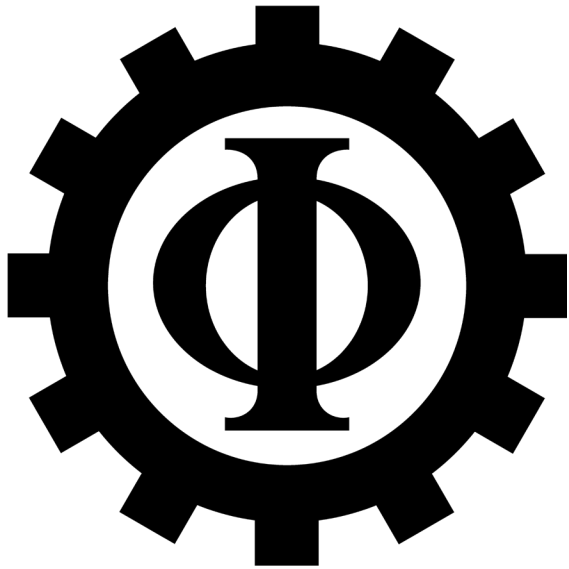


MECHANICUM MACRONID
EXPLORATOR

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
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 +32

Your opponent gains +16 VP when attached formation is broken

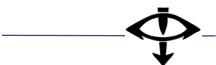
TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE THALLAX, MYRMIDON OR URSARAX COHORT
Four Macronid Explorators Type 1



Point Value 450

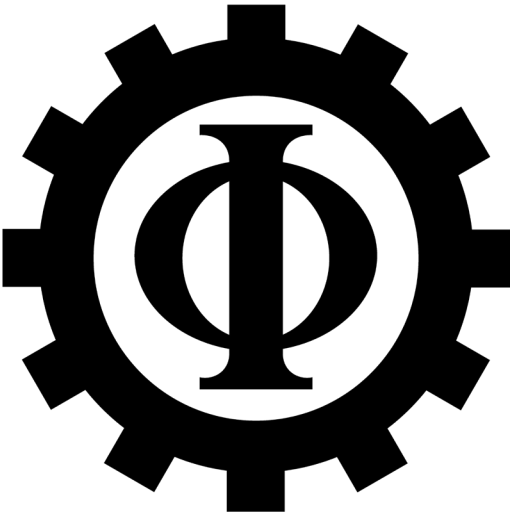


MECHANICUM MACRONID
EXPLORATOR

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
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 +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE THALLAX, MYRMIDON OR URSARAX COHORT
Four Macronid Explorators Type 2



Point Value 550

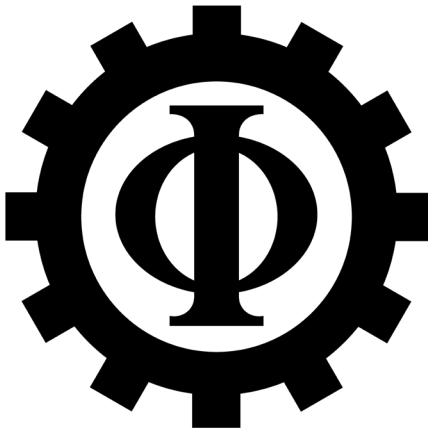


MECHANICUM MACRONID
EXPLORATOR

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
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 +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID EXPLORATOR

ONE THALLAX, MYRMIDON OR URSARAX COHORT
Four Macronid Explorators Type 3



Point Value 550

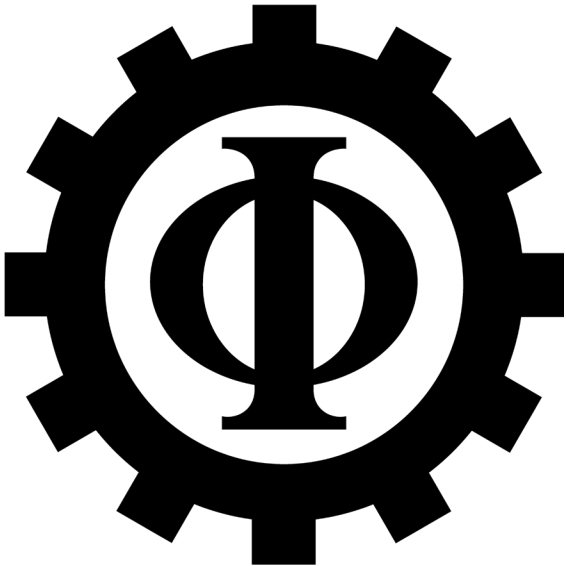


MECHANICUM MACRONID EXPLORATOR

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
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]



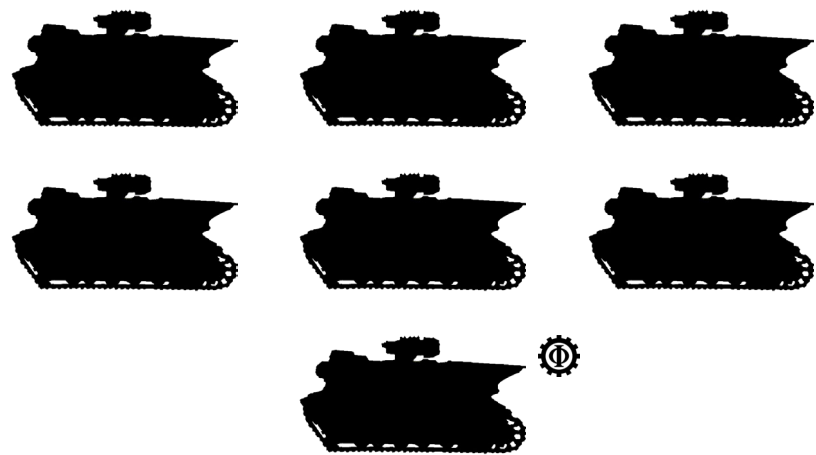
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE THALLAX, MYRMIDON OR URSARAX GRAND COHORT
Seven Macronid Explorators Type 1



Point Value 750

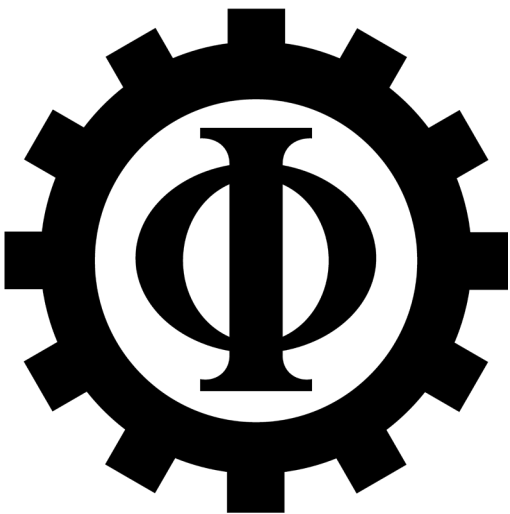


MECHANICUM MACRONID
EXPLORATOR

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
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]



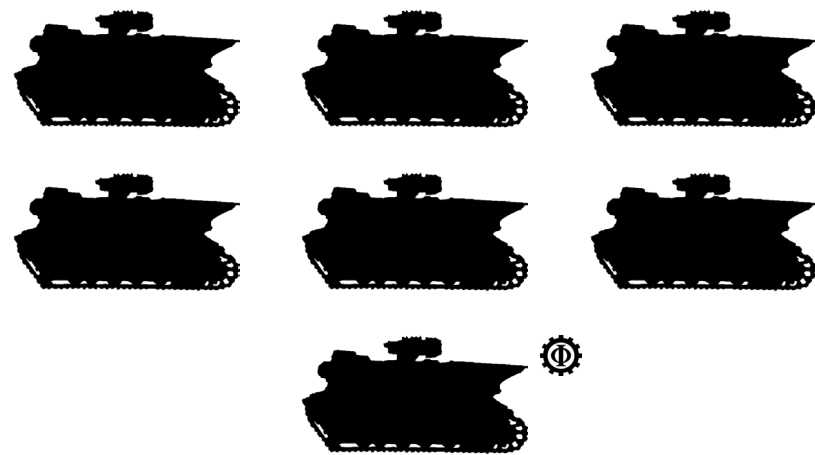
Victory Points +8

Your opponent gains +4 VP when attached formation is broken

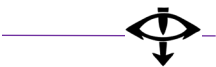
TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE THALLAX, MYRMIDON OR URSARAX GRAND COHORT
Seven Macronid Explorators Type 2



Point Value 900

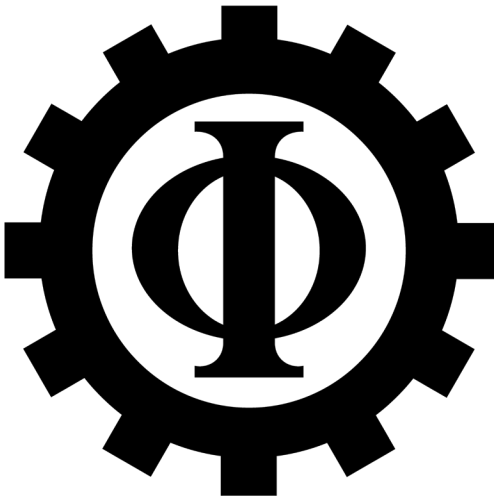


MECHANICUM MACRONID
EXPLORATOR

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
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]



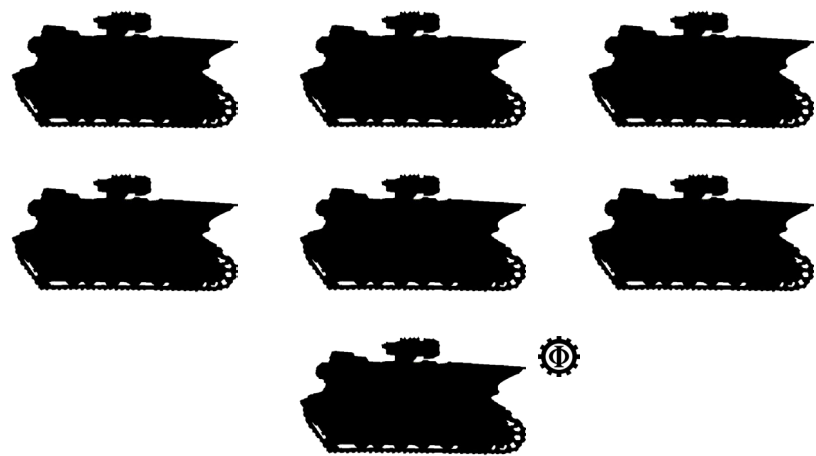
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE THALLAX, MYRMIDON OR URSARAX GRAND COHORT
Seven Macronid Explorators Type 3



Point Value 950

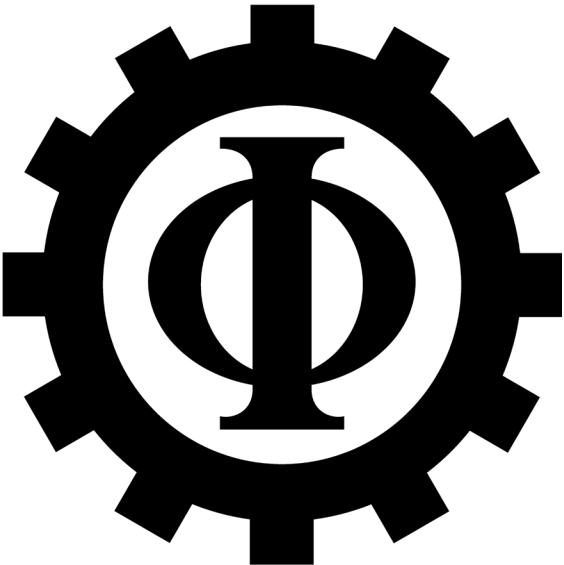


MECHANICUM MACRONID
EXPLORATOR

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
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]



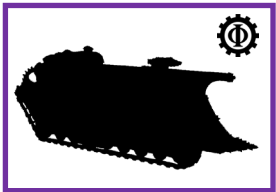
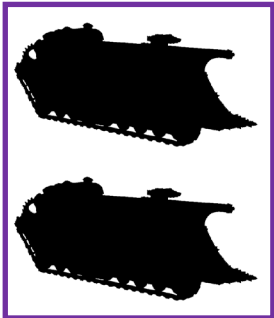
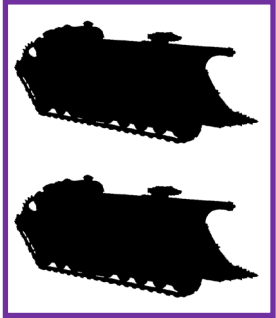
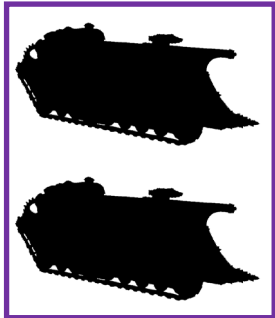
Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED
CONVEYORS

ONE THALLAX COMPANY
Seven Triaros Armored Conveyor



Point Value 850

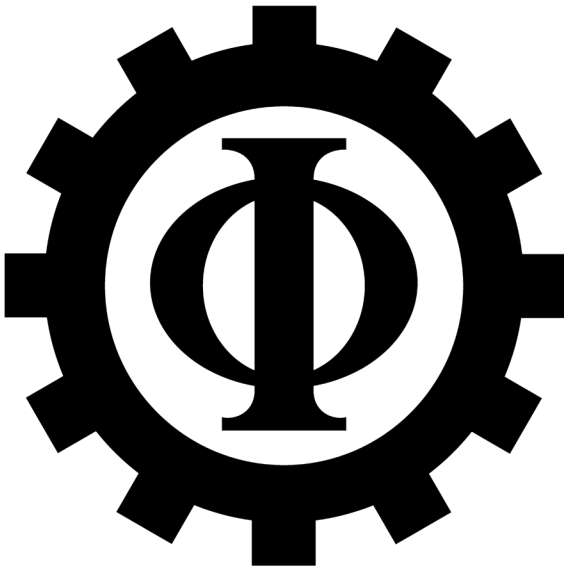


MECHANICUM TRIAROS ARMORED
CONVEYORS

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



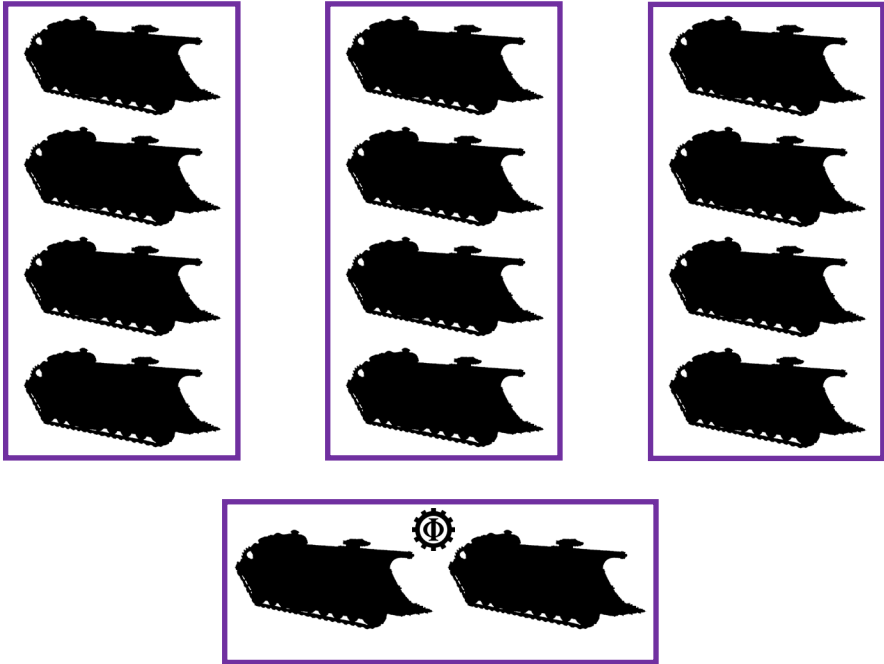
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED
CONVEYORS

ONE THALLAX GRAND COMPANY
Fourteen Triaros Armored Conveyor



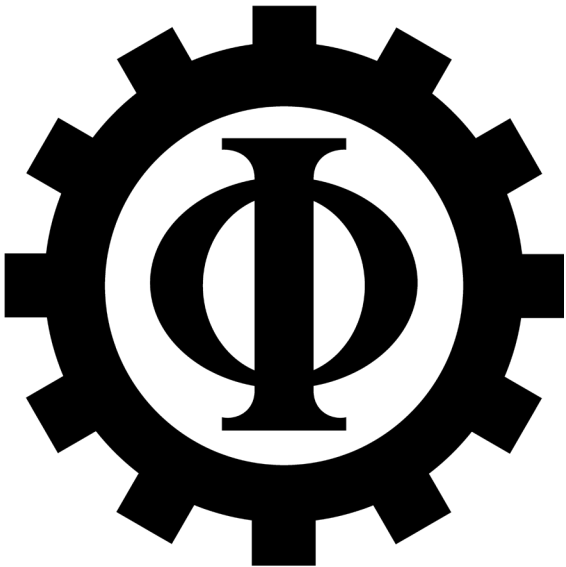
 Point Value 1650 

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



Victory Points +17
Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED
CONVEYORS

ONE THALLAX, MYRMIDON OR URSARAX COHORT
Two Triaros Armored Conveyor



Point Value 250

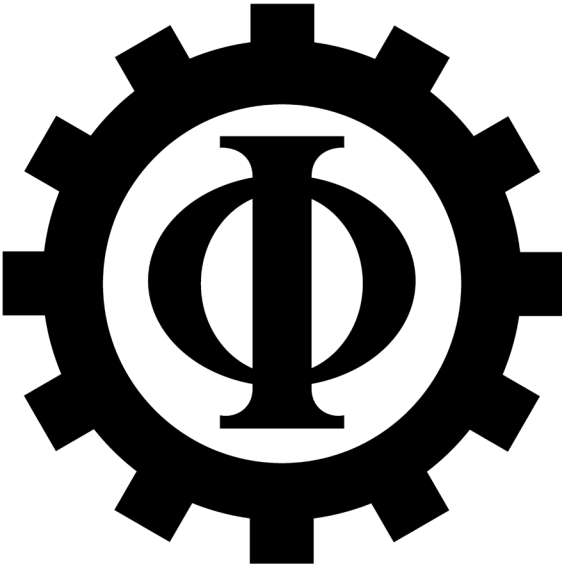


MECHANICUM TRIAROS ARMORED
CONVEYORS

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



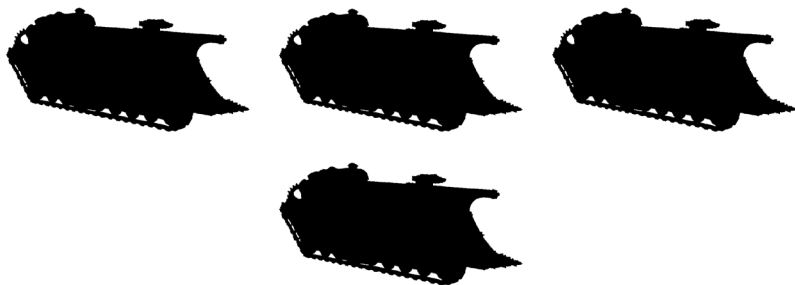
Victory Points +3

Your opponent gains +2 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 450

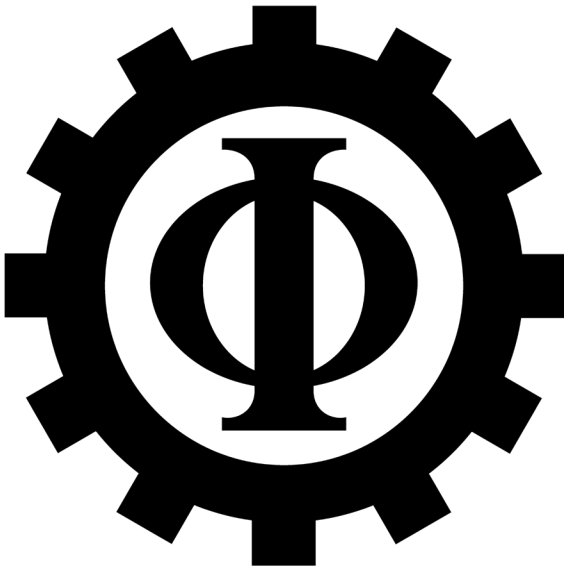


MECHANICUM TRIAROS ARMORED
CONVEYORS

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	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



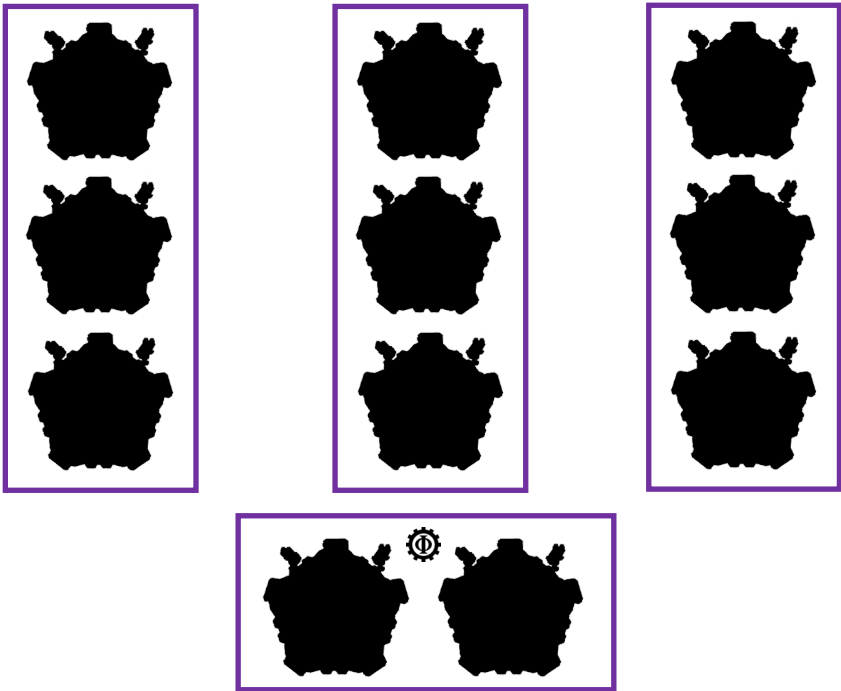
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE
ASSAULT DRILL

ONE THALLAX COMPANY
Eleven Termite Assault Drills



Point Value 850

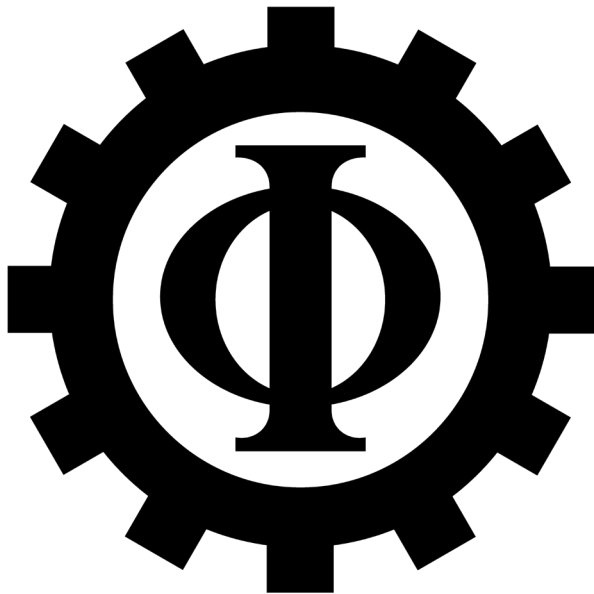


MECHANICUM PATTERN TERMITE
ASSAULT DRILL

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



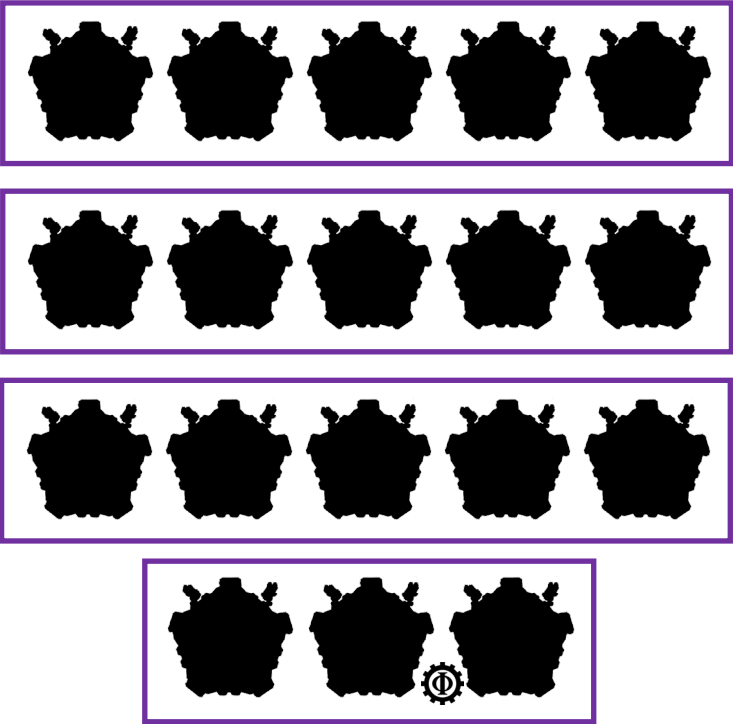
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE
ASSAULT DRILL

ONE THALLAX GRAND COMPANY
Eighteen Termite Assault Drills



Point Value 1300

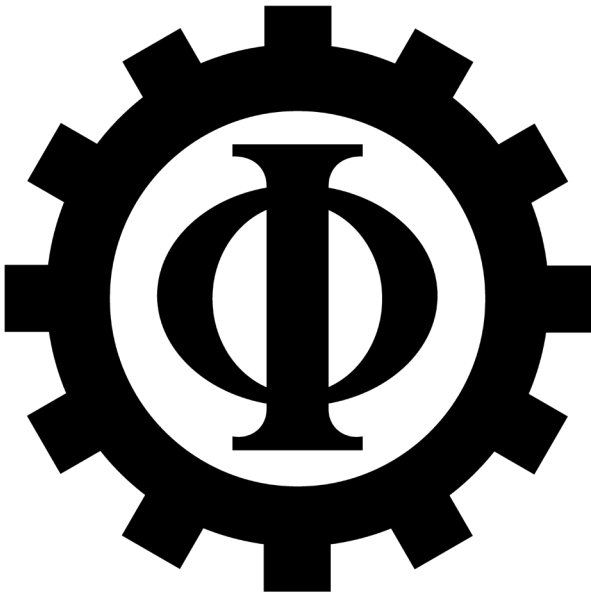


MECHANICUM PATTERN TERMITE
ASSAULT DRILL

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 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

MECHANICUM PATTERN TERMITE
ASSAULT DRILL

ONE THALLAX, MYRMIDON OR URSARAX COHORT
Three Termite Assault Drills



Point Value 250

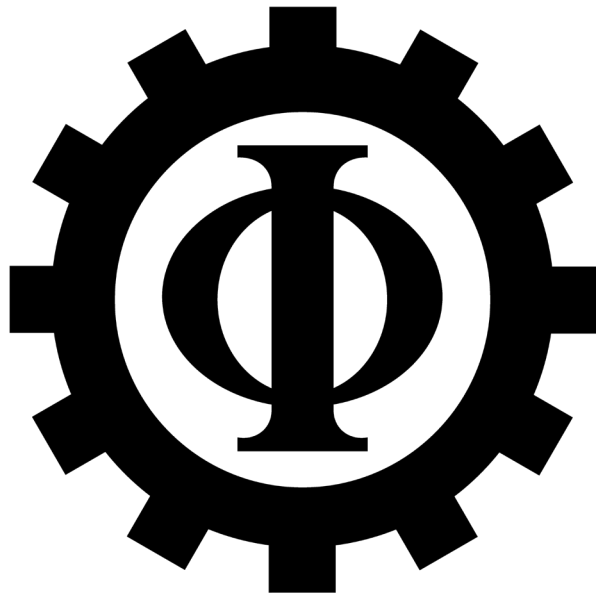


MECHANICUM PATTERN TERMITE
ASSAULT DRILL

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



Victory Points +3

Your opponent gains +2 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 400

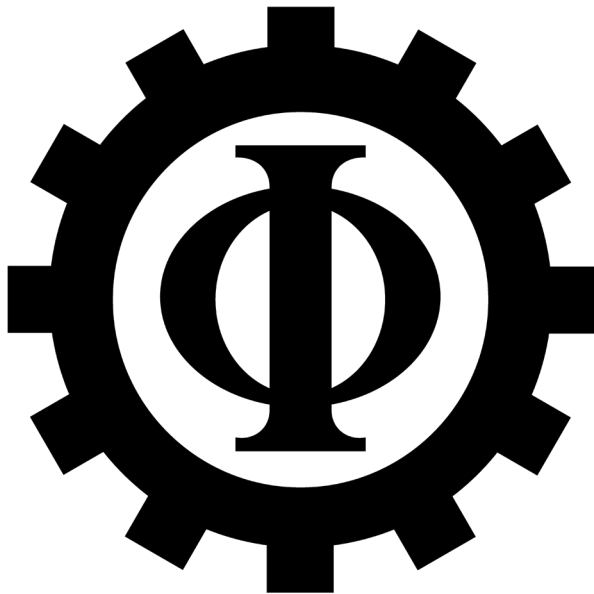


MECHANICUM PATTERN TERMITE
ASSAULT DRILL

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 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

MECHANICUM ORDINATUS AKTEUS MOLE

ONE THALLAX COMPANY

Three Akteus Moles and Two Termite Assault Drills



Point Value 700

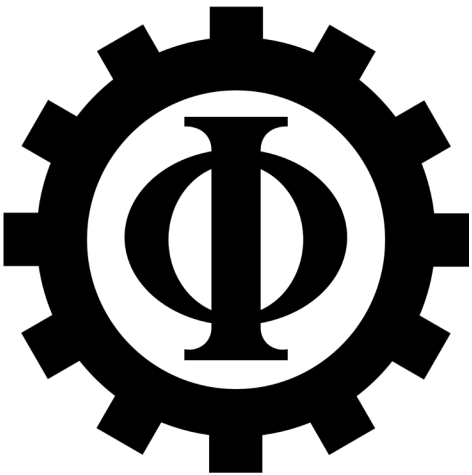


MECHANICUM ORDINATUS AKTEUS MOLE

Break Point +4: The Akteus Moles and Termites 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 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 +7

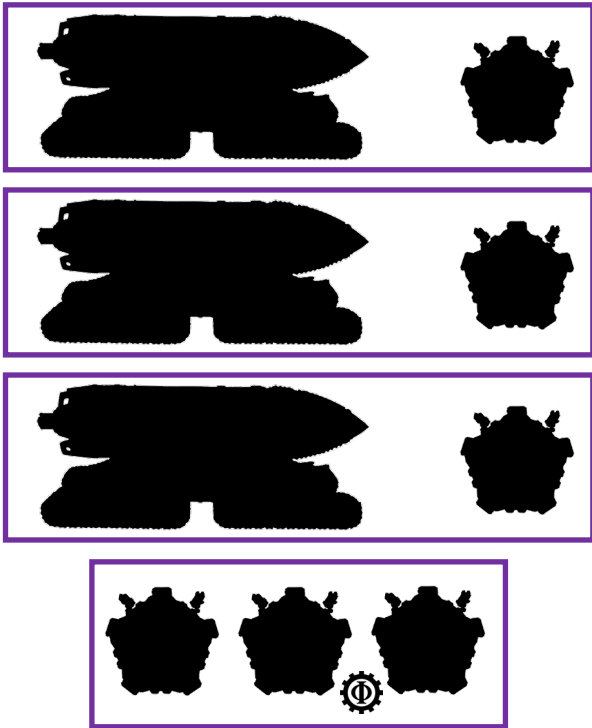
Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE THALLAX GRAND COMPANY

Three Akteus Moles and Six Termite Assault Drills



Point Value 1050

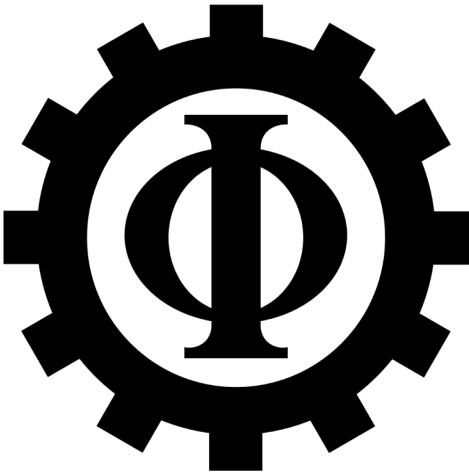


MECHANICUM ORDINATUS AKTEUS MOLE

Break Point +6: The Akteus Moles and Termites 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 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 +11

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS
MOLE

ONE THALLAX, MYRMIDON OR URSARAX COHORT
One Akteus Mole



Point Value 200

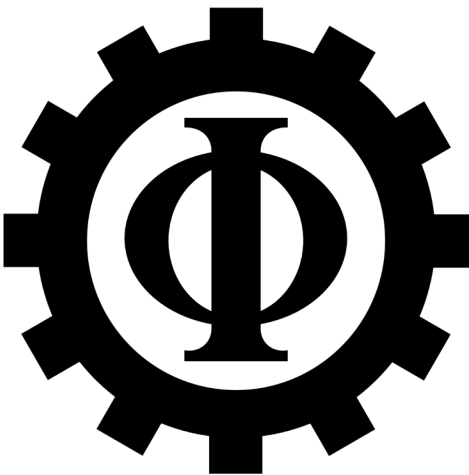


MECHANICUM ORDINATUS AKTEUS
MOLE

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 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 +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

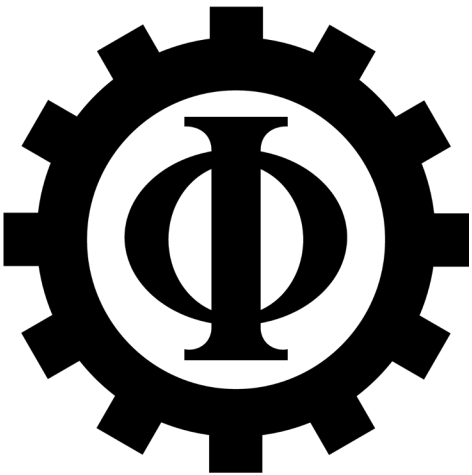


MECHANICUM ORDINATUS AKTEUS
MOLE

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



Victory Points +3

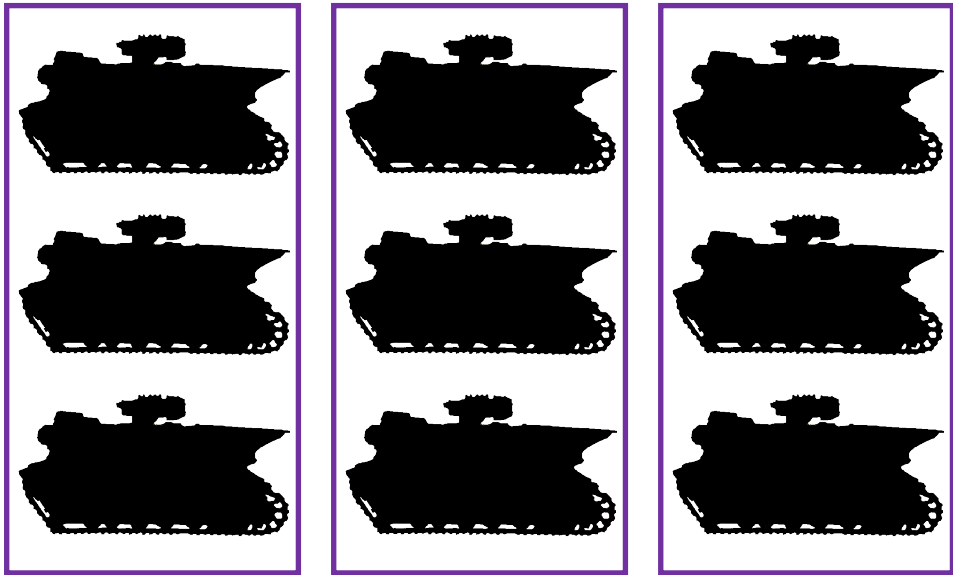
Your opponent gains +2 VP when attached formation is broken

TRANSPORT CARDS
FOR USE WITH DARK MECHANICUM
HARPAX FORMATIONS

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE HARPAX SWARM
Fifteen Macronid Explorators Type 1



Point Value 900

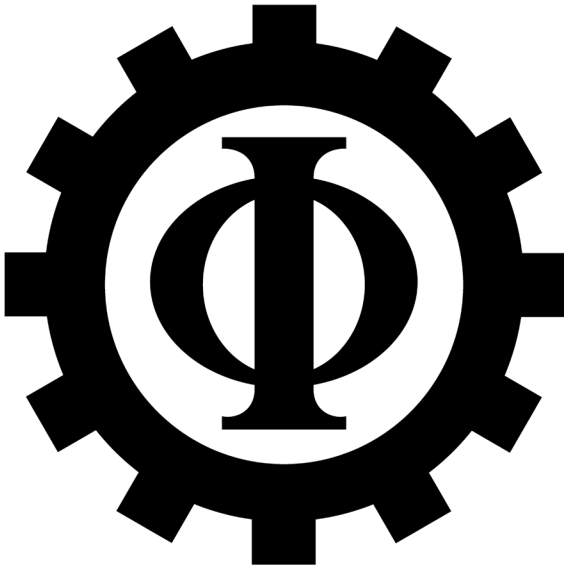


MECHANICUM MACRONID
EXPLORATOR

Break Point +6: The Macronid Explorators 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
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]



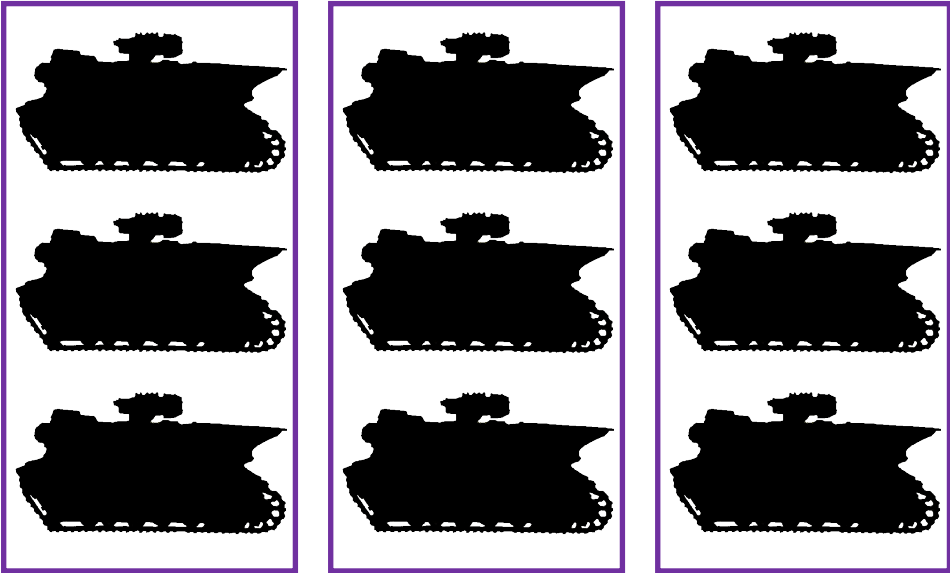
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE HARPAX SWARM
Fifteen Macronid Explorators Type 2



Point Value 1050

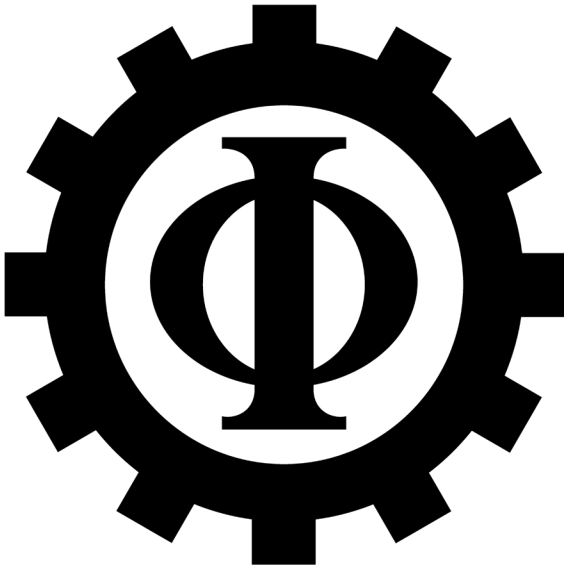


MECHANICUM MACRONID
EXPLORATOR

Break Point +6: The Macronid Explorators 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
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



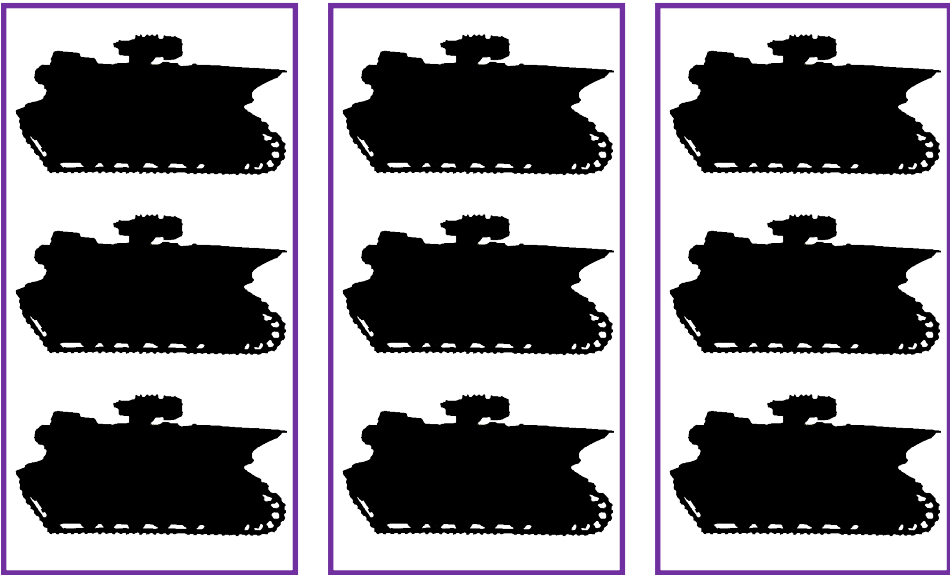
Victory Points +11

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE HARPAX SWARM
Fifteen Macronid Explorators Type 3



Point Value 1100

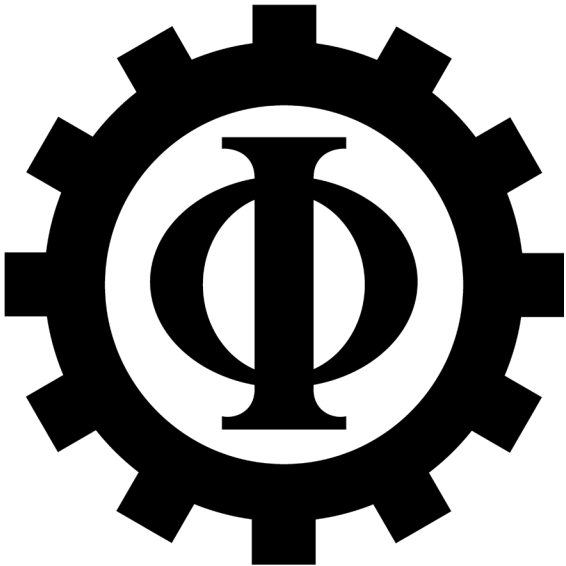


MECHANICUM MACRONID
EXPLORATOR

Break Point +6: The Macronid Explorators 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
Macrocarid Explorator Type III	25	2+	3/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC]



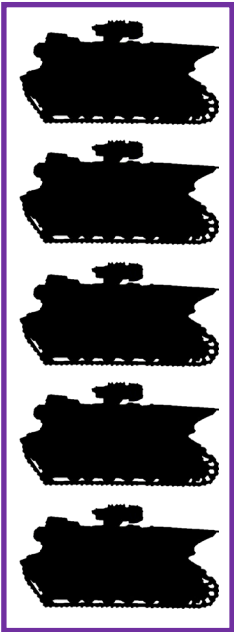
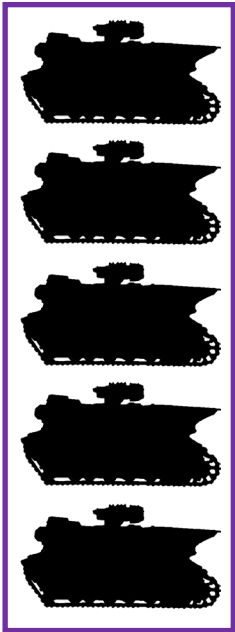
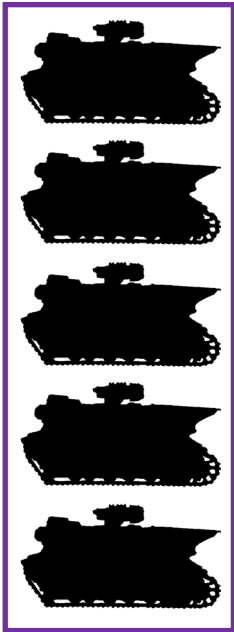
Victory Points +11

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE HARPAX GRAND SWARM
Fifteen Macronid Explorators Type 1



Point Value 1450

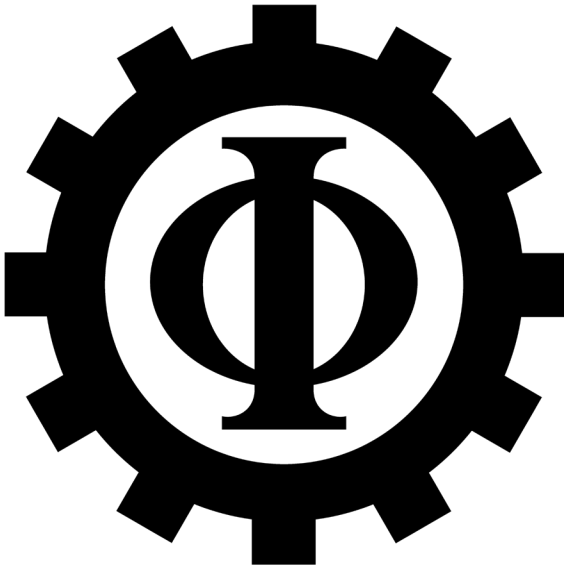


MECHANICUM MACRONID
EXPLORATOR

Break Point +11: The Macronid Explorators adds +11 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 Type I	25	2+	3/-2	Lascannons [TL2] Mauler Bolt Cannon [AP]	25/50 25	2 4	-2 -1	[DR2], [TR2], [N], [RA], [RC]



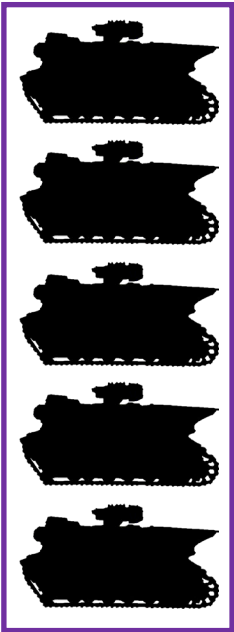
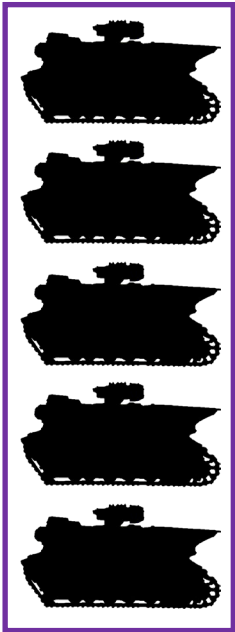
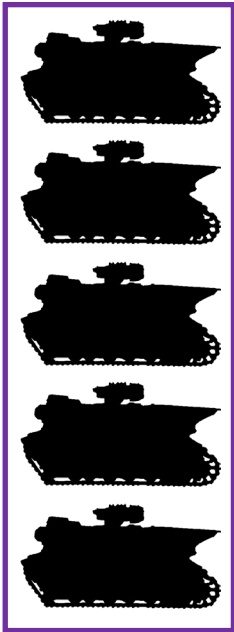
Victory Points +15

Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID EXPLORATOR

ONE HARPAX GRAND SWARM
Fifteen Macronid Explorators Type 2



Point Value 1750

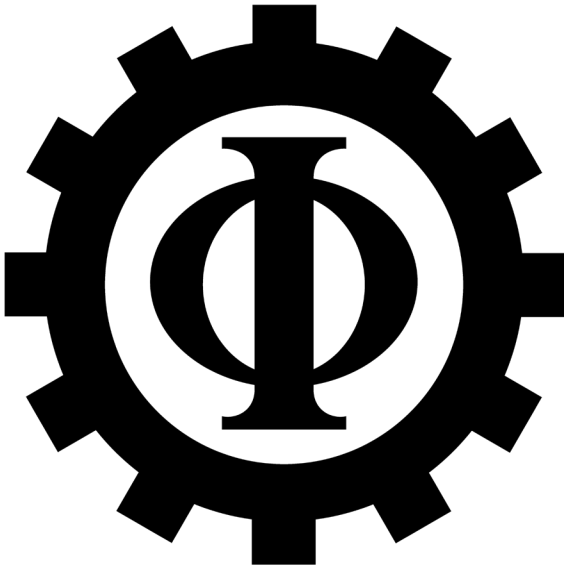


MECHANICUM MACRONID EXPLORATOR

Break Point +11: The Macronid Explorators adds +11 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 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



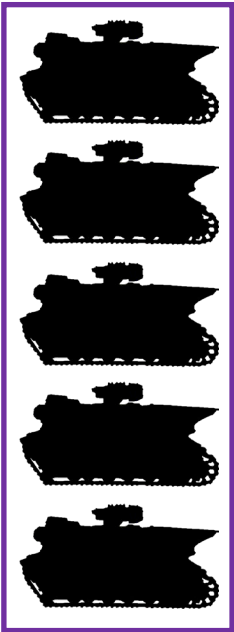
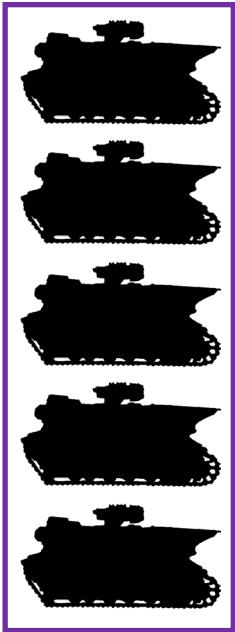
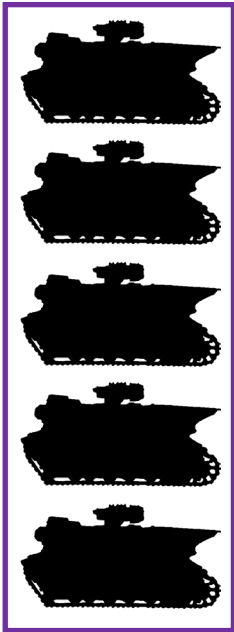
Victory Points +18

Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE HARPAX GRAND SWARM
Fifteen Macronid Explorators Type 3



Point Value 1850

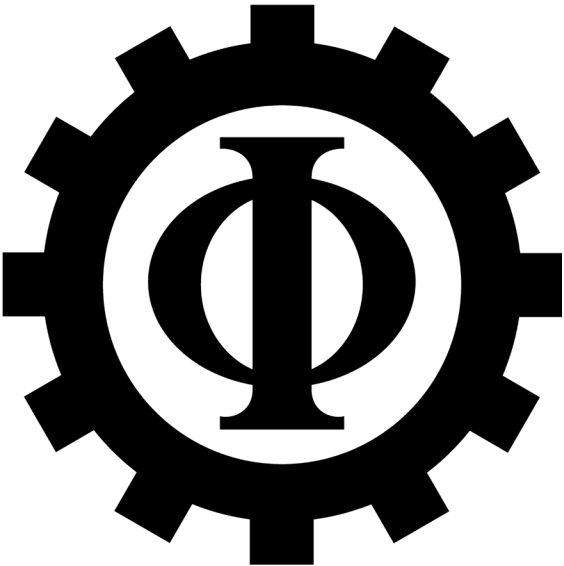


MECHANICUM MACRONID
EXPLORATOR

Break Point +11: The Macronid Explorators adds +11 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 Type III	25	2+	3/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC]



Victory Points +19

Your opponent gains +10 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE HARPAX SCOUT DETACHMENT
Three Macronid Explorators Type 1



Point Value 300

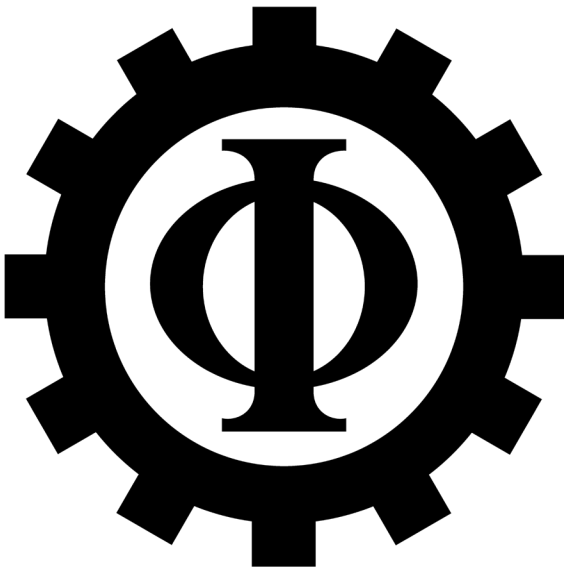


MECHANICUM MACRONID
EXPLORATOR

Break Point +2: The Macronid Explorators 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
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 +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE HARPAX SCOUT DETACHMENT
Three Macronid Explorators Type 2



Point Value 350

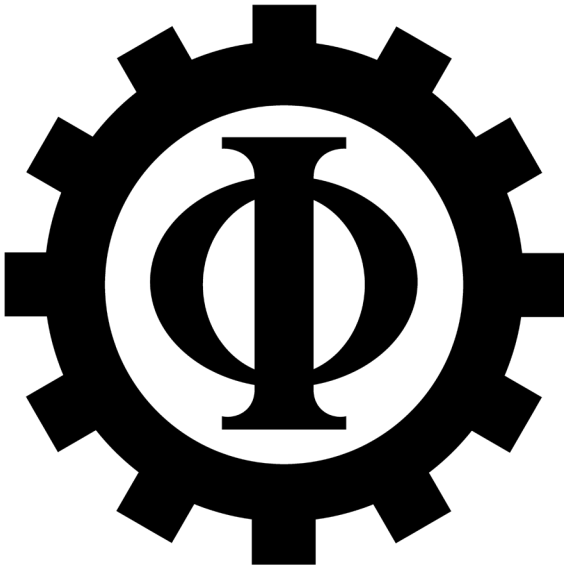


MECHANICUM MACRONID
EXPLORATOR

Break Point +2: The Macronid Explorators 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
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 +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE HARPAX SCOUT DETACHMENT
Three Macronid Explorators Type 3



Point Value 400

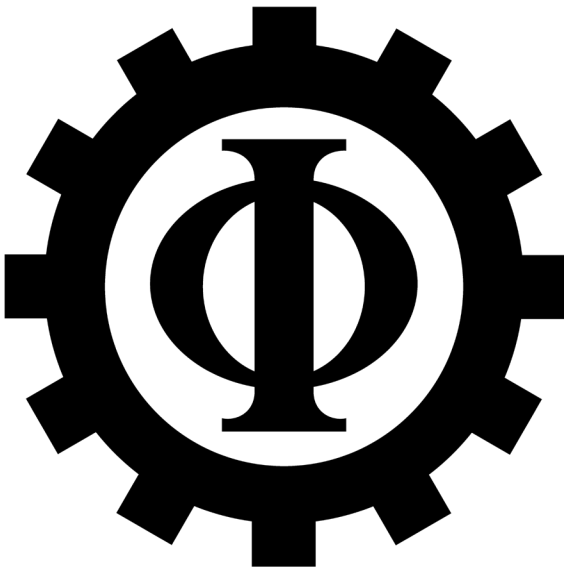


MECHANICUM MACRONID
EXPLORATOR

Break Point +2: The Macronid Explorators 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
Macrocarid Explorator Type III	25	2+	3/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC]



Victory Points +4

Your opponent gains +2 VP when attached formation is broken

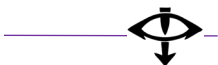
TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE HARPAX SCOUT GRAND DETACHMENT
Five Macronid Explorators Type 1



Point Value 500

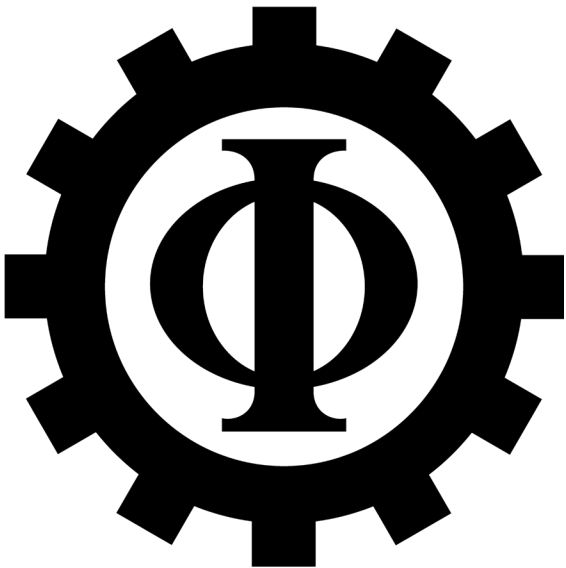


MECHANICUM MACRONID
EXPLORATOR

Break Point +4: The Macronid Explorators 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
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 +5

Your opponent gains +3 VP when attached formation is broken

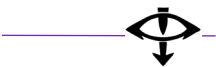
TRANSPORT POOL

MECHANICUM MACRONID EXPLORATOR

ONE HARPAX SCOUT GRAND DETACHMENT
Five Macronid Explorators Type 2



Point Value 600

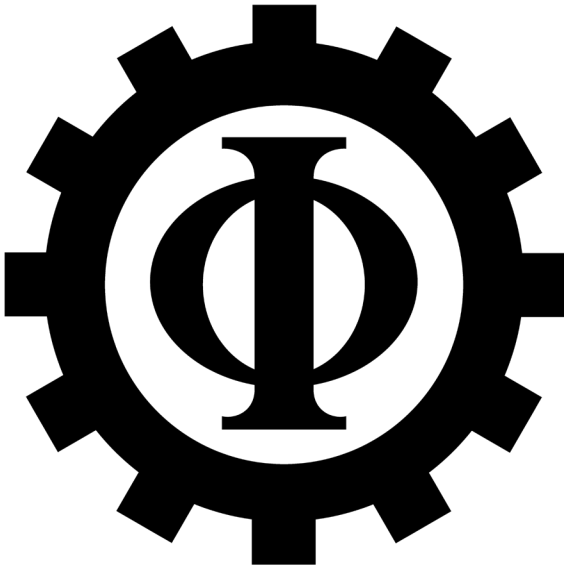


MECHANICUM MACRONID EXPLORATOR

Break Point +4: The Macronid Explorators 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
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 +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID
EXPLORATOR

ONE HARPAX SCOUT GRAND DETACHMENT
Five Macronid Explorators Type 3



Point Value 650

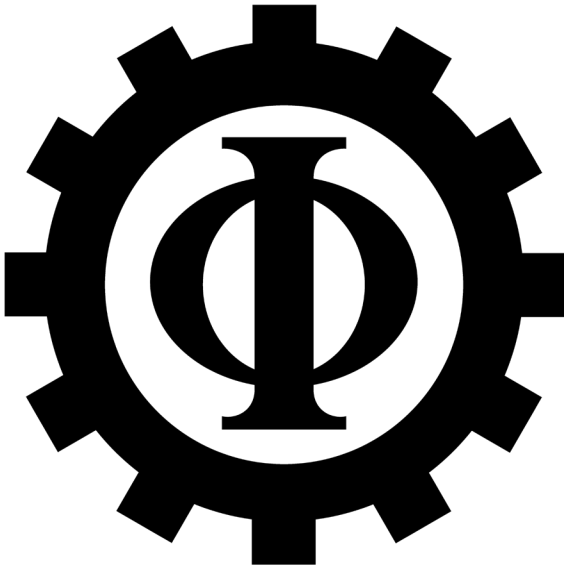


MECHANICUM MACRONID
EXPLORATOR

Break Point +4: The Macronid Explorators 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
Macrocarid Explorator Type III	25	2+	3/-2	Mauler Bolt Cannon [AP]	25	10	-1	[DR2], [TR2], [R], [N], [RA], [RC]



Victory Points +7

Your opponent gains +4 VP when attached formation is broken