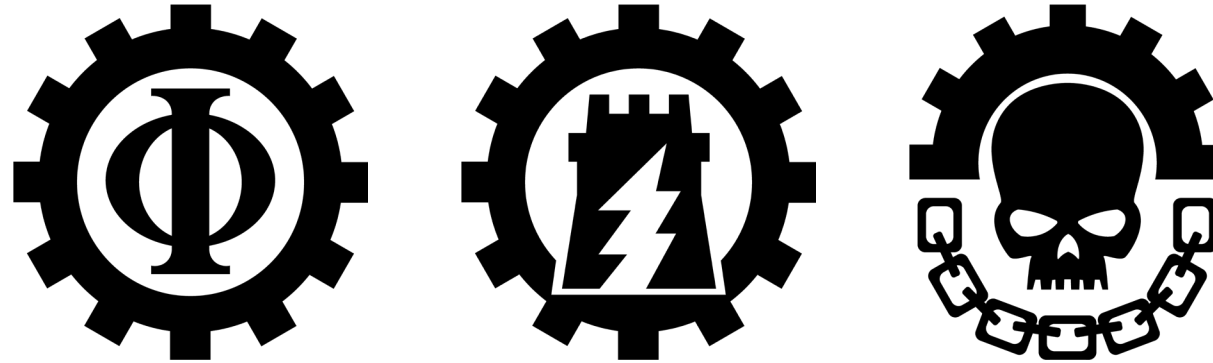


# MECHANICUM



COMPANY CARDS

MKV

# MECHANICUM TRAITS

## GENERAL TRAITS



The Mechanicum possess the following traits:

1. **A Ranged to-hit value of 6+.**
2. **A Close Combat to-hit value of 7+.**
3. **Mechanicum Command Elements and Indentured Knights have a Close Combat to-hit of 6+.**
4. **Archmagos:** This is the overall army commander. Select a company level Magos and replace it with an Archmagos of the appropriate type.
5. **Essential Cog in the Machine:** Mechanicum command elements are hard to replace during a battle with an equal replacement. The Mechanicum faction receives a -2 penalty to all leader replacement rolls.
6. **Indentured Knights:** Unlike the Questoris knight houses, there are knights that are directly subservient to the Mechanicum. All Indentured knights gain the following abilities:
  - a. **Fear [FR]**
  - b. **Agile [AG]**
  - c. **Night Vision [N]**
  - d. **Autosimulacra [AU]**
7. **Robotlike:** The mechanicum frequently uses partially organic elements. The elements are heavily augmented and therefore usually have the Robotic [RC] ability.



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



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

# ABILITIES



Mechanicum have access to these abilities.

1. **Autosimulacra [AU]**. Mechanicum elements with the Robotic [RC] ability gain the Mechanicum [MK] ability and may repair themselves on a roll of 10+. This ability only applies to itself unless otherwise stated. Allied Flier [F] elements DO NOT gain this ability unless otherwise specified.
2. **Cortex Controllers [CC]**. Elements with this ability can serve as command elements for formations composed of elements with the Robotic [RC] ability. Additionally, command elements may add a bonus TWO SUPPORT FORMATIONS to the command formation they form a part of. These bonus formations DO NOT count towards the standard allotment of support formations added to the company.
3. **Cybertheurgy [CY]** Fragments of knowledge and dark arcana that is rare, powerful, and often forbidden. This ability has the following:
  - a. These powers only work on formation and elements with the Robotic [RC] ability.
  - b. For each level of Cybertheurgy the element has the player may select one power to use during the game.
    - i. Example: If the element has [CY2] this means the player can select TWO cybertheurgy cards to use during the game
  - c. One power may be used per game turn by each element capable of using Cybertheurgy.
    - i. When a power is to be used roll 1d10 and on a roll of 5+ the Cybertheurgy [CY] ability is successful, and its effects applied.
    - ii. On a failed roll no effect is applied, however a mishap may occur. If the die roll is equal to or lower than the power rating of the power being used a mishap occurs.
      - I. Example: A player uses a level 2 power and fails. On a roll of 3 and 4 no effect is applied. On a roll of 1 or 2 a mishap occurs.
    - iii. Roll a d10 on the Cybertheurgy Mishap Table when a mishap occurs and apply the result.
  - d. Consult the Cybertheurgy Power Cards file for full description of available powers and effects.

| Cybertheurgy Mishap Table |                                                                                                                                                                                                                                                                                                                                                                                                      |
|---------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Roll                      | Effect                                                                                                                                                                                                                                                                                                                                                                                               |
| 1-4                       | Signal Corruption: Target formation or element receives no orders next game turn.                                                                                                                                                                                                                                                                                                                    |
| 5-8                       | Corrosive Paradox: Target formation or element receives 1d10 Hits at a -1 TSM                                                                                                                                                                                                                                                                                                                        |
| 9+                        | Malefica: The element or formation is no longer under the player's control. It will move towards the closest visible elements or formations and firing in the advance fire phase or engaging in close combat. Each end phase the player may reassert control on a roll of 8+ on a d10. Elements or formations not under control of the owning player at the games end count as destroyed (award VP). |

# STANDARD COMPANY CARDS

## INFANTRY [1]

# ADSECULARIS COVENANT COMPANY

The Adsecularis Covenant Company consists of one command detachment of 1 Magos Prime and 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 12 Tech-Thrall Adsecularis stands.

Command


Adsecularis Detachment


Adsecularis Detachment


Adsecularis Detachment




Point Value 1500



# ADSECULARIS COVENANT COMPANY

**Break Point 30:** The Adsecularis Company is broken if it has lost 30 stands.

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

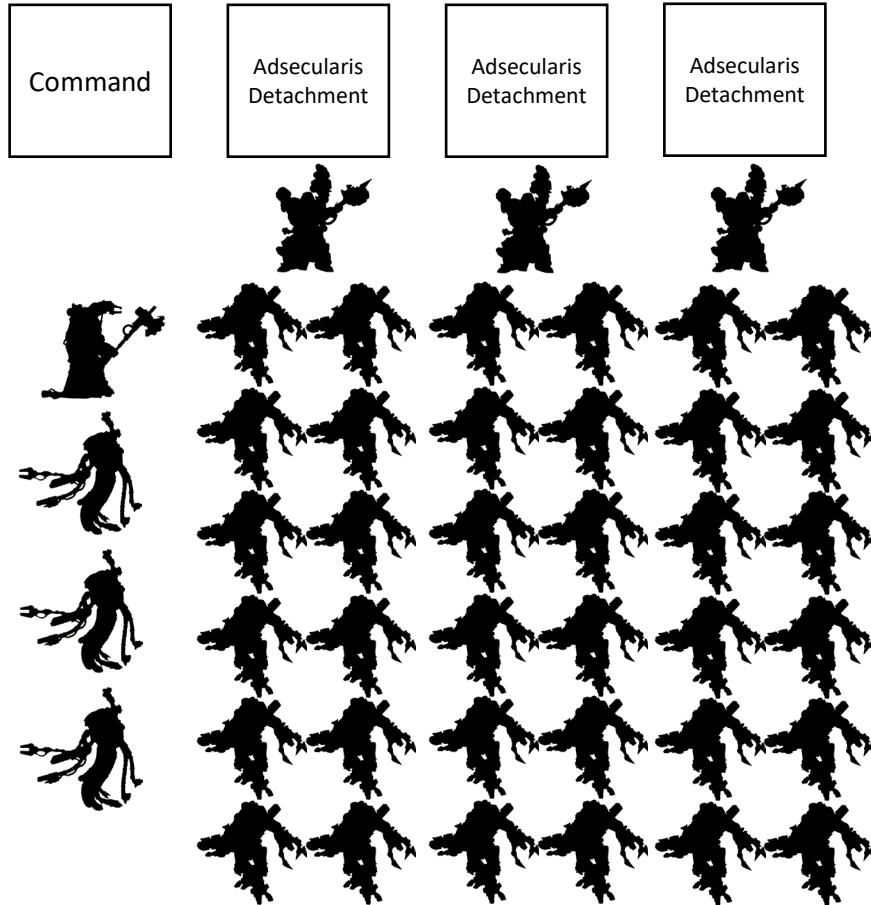
| Type                       | Move | AV    | CAF  | Weapons         | Range | AD | TSM | Notes                          |
|----------------------------|------|-------|------|-----------------|-------|----|-----|--------------------------------|
| Magos Prime                | 15   | 4[6]+ | 3/-1 | Support Weapons | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata  | 15   | 5+    | 3/-2 | Support Weapons | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta | 15   | 5+    | 2/-1 | Support Weapons | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Adsecularis Tech Thralls   | 10   | 9[9]+ | 1/0  | Las-lock [A]    | 20    | 2  | 0   | [RC].[N]                       |

Victory Points 15

Your opponent gains 8 VPs when this Company is broken

## ADSECULARIS ASSAULT COVENANT COMPANY

The Adsecularis Assault Covenant Company consists of one command detachment of 1 Magos Prime and 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 12 Tech-Thrall Adsecularis stands.



Point Value 1550

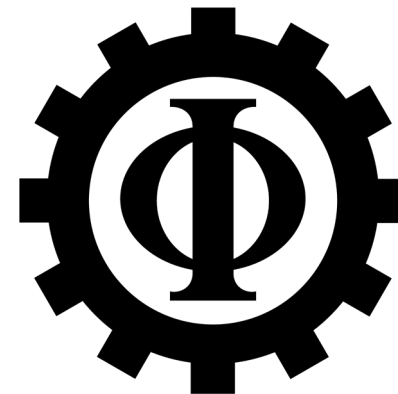


## ADSECULARIS ASSAULT COVENANT COMPANY

**Break Point 30:** The Adsecularis Assault Company is broken if it has lost 30 stands.

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

| Type                             | Move | AV    | CAF  | Weapons         | Range | AD | TSM | Notes                          |
|----------------------------------|------|-------|------|-----------------|-------|----|-----|--------------------------------|
| Magos Prime                      | 15   | 4[6]+ | 3/-1 | Support Weapons | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata        | 15   | 5+    | 3/-2 | Support Weapons | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta       | 15   | 5+    | 2/-1 | Support Weapons | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Adsecularis Assault Tech Thralls | 10   | 7[8]+ | 2/-1 | CC Weapons      | -     | -  | -   | [RC], [N]                      |



Victory Points 16

Your opponent gains 8 VPs when this Company is broken

## THALLAX FERROX COHORT COMPANY

The Thallax Ferrox Cohort Company consists of one command detachment of 1 Magos Prime and 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 6 Thallax Ferrox stands.

| Command                                                                             | Thallax Ferrox Detachment                                                           | Thallax Ferrox Detachment                                                           | Thallax Ferrox Detachment                                                            |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
|    |    |    |    |
|    |    |    |    |
|   |    |    |    |
|  |    |    |    |
|  |   |   |   |
|  |  |  |  |



Point Value 1350

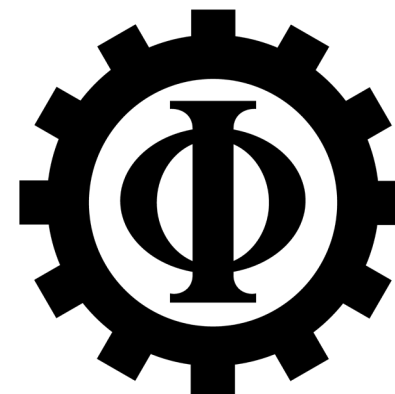


## THALLAX FERROX COHORT COMPANY

**Break Point 18:** The Thallax Ferrox Cohort Company is broken if it has lost 18 stands.

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

| Type                       | Move  | AV    | CAF  | Weapons            | Range | AD | TSM | Notes                          |
|----------------------------|-------|-------|------|--------------------|-------|----|-----|--------------------------------|
| Magos Prime                | 15    | 4[6]+ | 3/-1 | Support Weapons    | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata  | 15    | 5+    | 3/-2 | Support Weapons    | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta | 15    | 5+    | 2/-1 | Support Weapons    | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Thallax Ferrox             | 15[J] | 4+    | 2/-2 | Lightning Gun [IC] | 20    | 1  | -3  | [SU], [MB], [RC], [R], Special |



**Victory Points 14**

Your opponent gains 7 VPs when this Company is broken

# THALLAX DESTRUCTOR COHORT COMPANY

The Thallax Destructor Cohort Company consists of one command detachment of 1 Magos Prime and 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 6 Thallax Destructor stands.

Command








Thallax Destructor Detachment









Point Value 1350

Thallax Destructor Detachment









Thallax Destructor Detachment









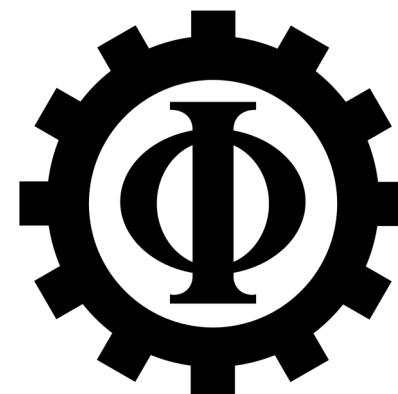


# THALLAX DESTRUCTOR COHORT COMPANY

**Break Point 18:** The Thallax Destructor Cohort Company is broken if it has lost 18 stands.

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

| Type                       | Move  | AV    | CAF  | Weapons         | Range | AD | TSM | Notes                          |
|----------------------------|-------|-------|------|-----------------|-------|----|-----|--------------------------------|
| Magos Prime                | 15    | 4[6]+ | 3/-1 | Support Weapons | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata  | 15    | 5+    | 3/-2 | Support Weapons | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta | 15    | 5+    | 2/-1 | Support Weapons | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Thallax Destructor         | 15[J] | 4+    | 1/0  | Photon Thruster | 25/50 | 2  | -2  | [SU], [MB], [RC], [R], Special |



Victory Points 14

Your opponent gains 7 VPs when this Company is broken

# THALLAX ICARIAN COHORT COMPANY

The Thallax Icarian Cohort Company consists of one command detachment of 1 Magos Prime and 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 6 Thallax Icarian stands.

Command



Thallax Icarian Detachment



Thallax Icarian Detachment



Thallax Icarian Detachment





Point Value 1450

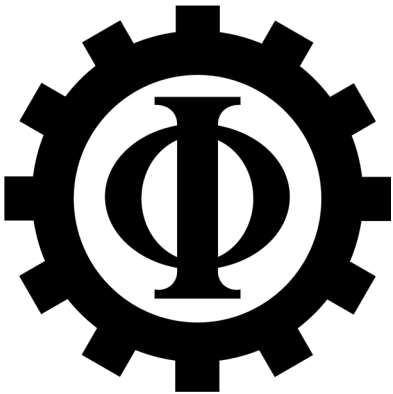


# THALLAX ICARIAN COHORT COMPANY

**Break Point 18:** The Thallax Icarian Cohort Company is broken if it has lost 18 stands.

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

| Type                       | Move  | AV    | CAF  | Weapons         | Range | AD | TSM | Notes                          |
|----------------------------|-------|-------|------|-----------------|-------|----|-----|--------------------------------|
| Magos Prime                | 15    | 4[6]+ | 3/-1 | Support Weapons | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata  | 15    | 5+    | 3/-2 | Support Weapons | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta | 15    | 5+    | 2/-1 | Support Weapons | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Thallax Icarian            | 15[J] | 4+    | 2/-1 | Multi Laser AA  | 20/35 | 3  | -1  | [SU], [MB], [RC], [R], Special |

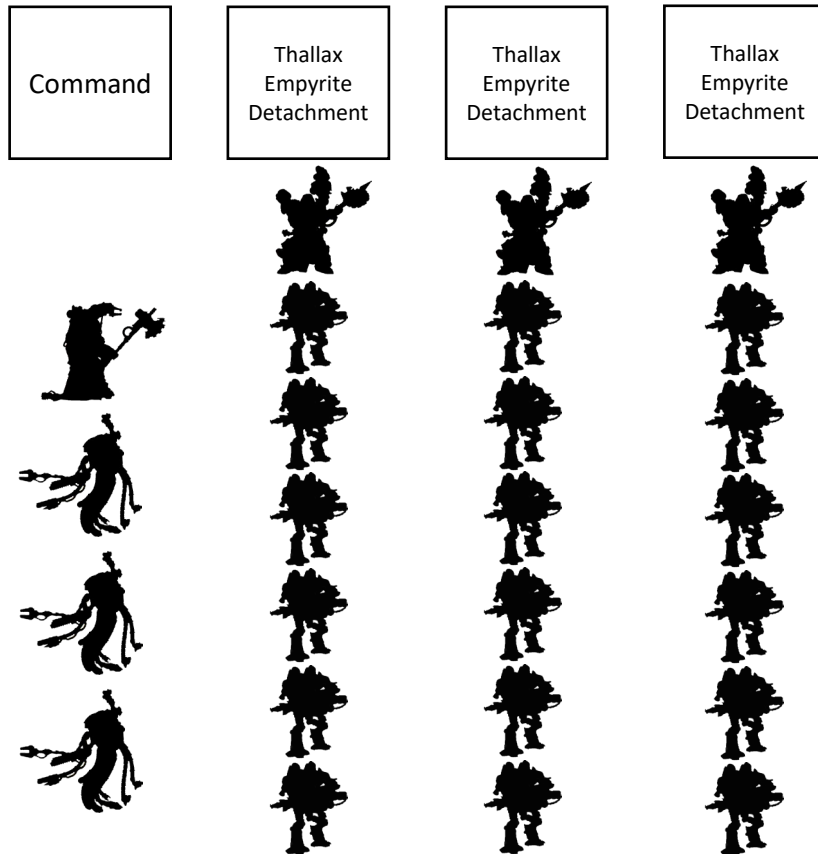


Victory Points 15

Your opponent gains 8 VPs when this Company is broken

## THALLAX EMPYRITE COHORT COMPANY

The Thallax Empyrite Cohort Company consists of one command detachment of 1 Magos Prime and 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 6 Thallax Empyrite stands.



Point Value 1600

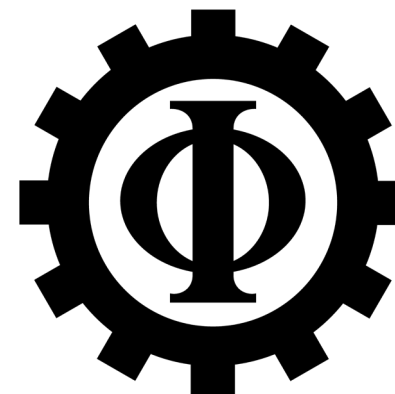


## THALLAX EMPYRITE COHORT COMPANY

**Break Point 18:** The Thallax Empyrite Cohort Company is broken if it has lost 18 stands.

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

| Type                       | Move    | AV    | CAF  | Weapons                | Range | AD | TSM | Notes                          |
|----------------------------|---------|-------|------|------------------------|-------|----|-----|--------------------------------|
| Magos Prime                | 15      | 4[6]+ | 3/-1 | Support Weapons        | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata  | 15      | 5+    | 3/-2 | Support Weapons        | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta | 15      | 5+    | 2/-1 | Support Weapons        | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Thallax Empyrite           | 15[T,J] | 4+    | 2/-1 | I-rad Cleanser [A,RAD] | 10cm  | 4  | 0   | [SU], [MB], [RC], [R], Special |



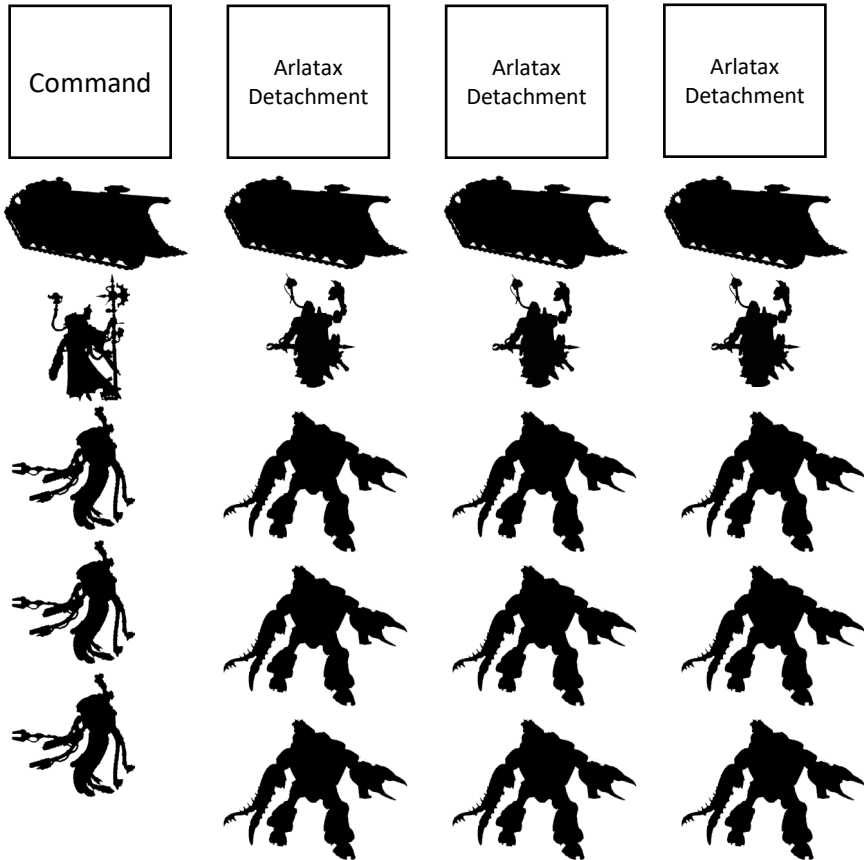
Victory Points 16

Your opponent gains 8 VPs when this Company is broken

# STANDARD COMPANY CARDS WALKERS [2]

## ARLATAX CLASS BATTLE AUTOMATA MANIPLE

The Arlatax Battle Automata Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 3 Arlatax Automata.



Point Value 1800



## ARLATAX CLASS BATTLE AUTOMATA MANIPLE

**Break Point 13:** The Arlatax Battle Automata Maniple is broken if it has lost 13 stands.

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

| Type                      | Move | AV    | CAF  | Weapons                                              | Range    | AD     | TSM      | Notes                                        |
|---------------------------|------|-------|------|------------------------------------------------------|----------|--------|----------|----------------------------------------------|
| Magos Dominus             | 15   | 4[6]+ | 3/-1 | Support Weapons                                      | 25       | 2      | -2       | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2 | Support Weapons                                      | 25       | 3      | -2       | [N], [AG], [RC], Special                     |
| Tech Priest - Engineer    | 15   | 5+    | 2/-1 | Support Weapons [VK]                                 | 25       | 1      | -2       | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP] | 25<br>20 | 3<br>4 | -1<br>0  | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Arlatax Battle Automata   | 15[] | 4+    | 3/-3 | Arlatax Cannon [A]<br>Plasma Blaster [A,Fire]        | 25<br>20 | 4<br>1 | -1<br>-1 | [IWD], [RC], [N], [RA], Special              |



Victory Points 18

Your opponent gains 9 VPs when this Company is broken

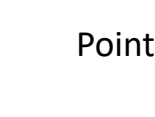
# CASTELLAX CLASS BATTLE AUTOMATA MANIPLE (TYPE 1)

The Castellax Battle Automata Maniple (Type 1) consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 3 Castellax (Type 1) Automata.

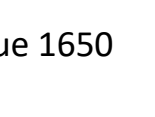
Command



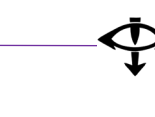
Castellax (Type 1) Detachment



Castellax (Type 1) Detachment



Castellax (Type 1) Detachment





Point Value 1650



# CASTELLAX CLASS BATTLE AUTOMATA MANIPLE (TYPE 1)

**Break Point 13:** The Castellax Battle Automata Maniple is broken if it has lost 13 stands.

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

| Type                             | Move | AV    | CAF  | Weapons                                                        | Range         | AD          | TSM          | Notes                                        |
|----------------------------------|------|-------|------|----------------------------------------------------------------|---------------|-------------|--------------|----------------------------------------------|
| Magos Dominus                    | 15   | 4[6]+ | 3/-1 | Support Weapons                                                | 25            | 2           | -2           | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata        | 15   | 5+    | 3/-2 | Support Weapons                                                | 25            | 3           | -2           | [N], [AG], [RC], Special                     |
| Tech Priest - Engineer           | 15   | 5+    | 2/-1 | Support Weapons [VK]                                           | 25            | 1           | -2           | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor         | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP]           | 25<br>20      | 3<br>4      | -1<br>0      | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Castellax Battle Automata Type I | 10   | 4+    | 3/-3 | Mauler Bolt Cannon [AP]<br>Flamers [FW]<br>Siege Wrecker [B,W] | 25<br>10<br>- | 3<br>2<br>- | -1<br>0<br>- | [RC], [N], [RA], Special                     |

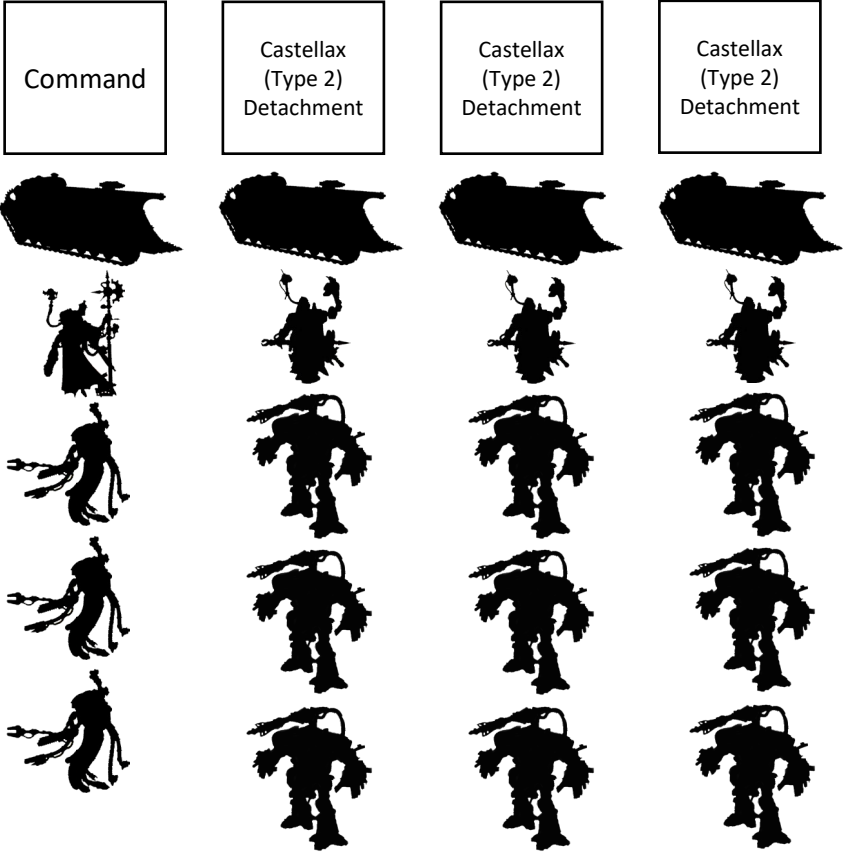


Victory Points 17

Your opponent gains 8 VPs when this Company is broken

# CASTELLAX CLASS BATTLE AUTOMATA MANIPLE (TYPE 2)

The Castellax Battle Automata Maniple (Type 2) consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 3 Castellax (Type 2) Automata.



 Point Value 1700 

# CASTELLAX CLASS BATTLE AUTOMATA MANIPLE (TYPE 2)

**Break Point 13:** The Castellax Battle Automata Maniple is broken if it has lost 13 stands.

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

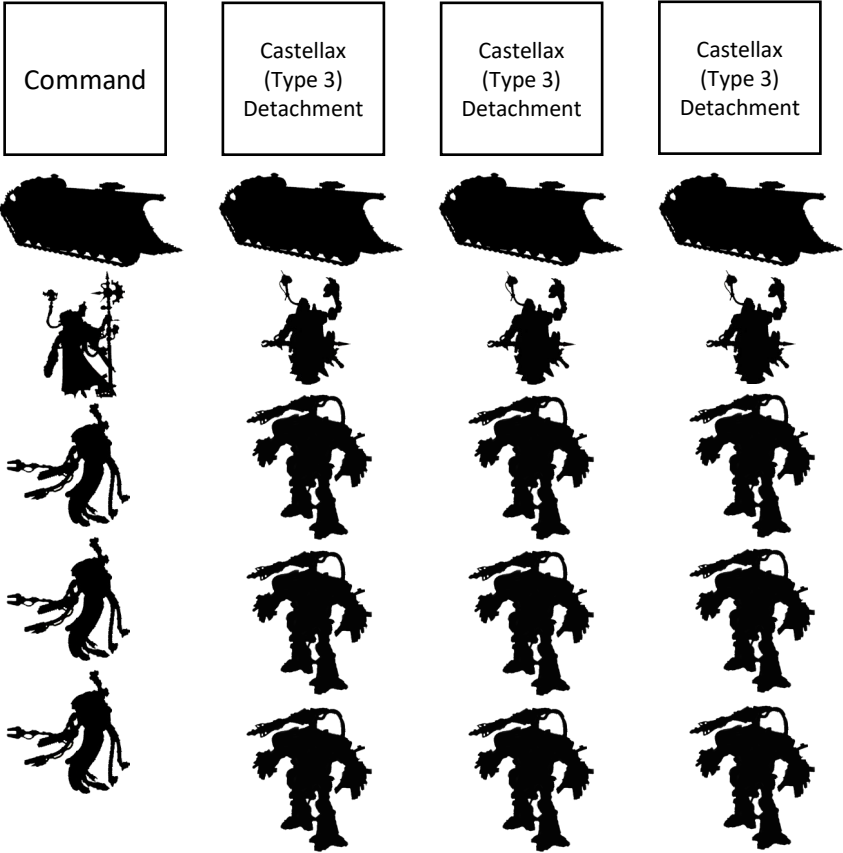
| Type                             | Move | AV    | CAF  | Weapons                                                | Range       | AD     | TSM     | Notes                                        |
|----------------------------------|------|-------|------|--------------------------------------------------------|-------------|--------|---------|----------------------------------------------|
| Magos Dominus                    | 15   | 4[6]+ | 3/-1 | Support Weapons                                        | 25          | 2      | -2      | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata        | 15   | 5+    | 3/-2 | Support Weapons                                        | 25          | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Engineer           | 15   | 5+    | 2/-1 | Support Weapons [VK]                                   | 25          | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor         | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK, A, AP] | 25<br>20    | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Castellax Battle Automata Type 2 | 10   | 4+    | 3/-2 | Darkfire Cannon Anti-Personnel                         | 30/60<br>25 | 2<br>2 | -3<br>0 | [RC], [N], [RA], Special                     |



Victory Points 17  
Your opponent gains 9 VPs when this Company is broken

# CASTELLAX CLASS BATTLE AUTOMATA MANIPLE (TYPE 3)

The Castellax Battle Automata Maniple (Type 3) consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 3 Castellax (Type 3) Automata.



Point Value 1550



# CASTELLAX CLASS BATTLE AUTOMATA MANIPLE (TYPE 3)

**Break Point 13:** The Castellax Battle Automata Maniple is broken if it has lost 13 stands.

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

| Type                             | Move | AV    | CAF  | Weapons                                                | Range         | AD          | TSM          | Notes                                        |
|----------------------------------|------|-------|------|--------------------------------------------------------|---------------|-------------|--------------|----------------------------------------------|
| Magos Dominus                    | 15   | 4[6]+ | 3/-1 | Support Weapons                                        | 25            | 2           | -2           | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata        | 15   | 5+    | 3/-2 | Support Weapons                                        | 25            | 3           | -2           | [N], [AG], [RC], Special                     |
| Tech Priest - Engineer           | 15   | 5+    | 2/-1 | Support Weapons [VK]                                   | 25            | 1           | -2           | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor         | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK, A, AP] | 25<br>20      | 3<br>4      | -1<br>0      | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Castellax Battle Automata Type 3 | 10   | 4+    | 4/-2 | Multi Melta Anti-Personnel [AP]<br>Power blades        | 25<br>25<br>- | 1<br>2<br>- | -3<br>0<br>- | [RC], [N], [RA], Special                     |

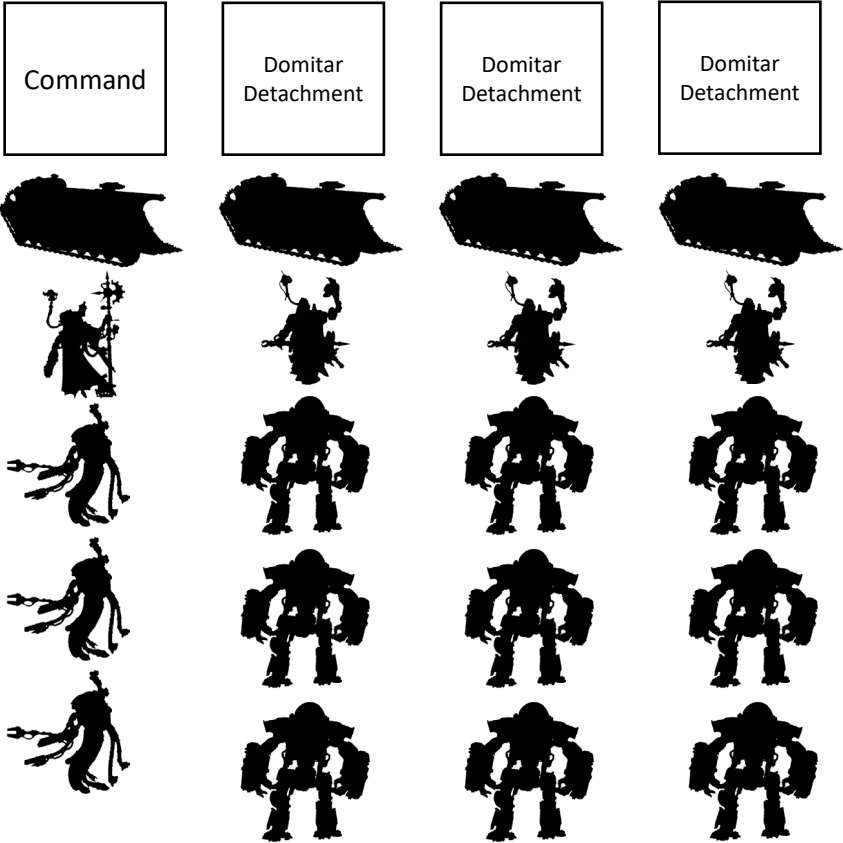


Victory Points 16

Your opponent gains 8 VPs when this Company is broken

# DOMITAR CLASS BATTLE AUTOMATA MANIPLE

The Domitar Battle Automata Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Enginseer, 1 Triaros Armored Conveyor and 3 Domitar Automata.



Point Value 1600



# DOMITAR CLASS BATTLE AUTOMATA MANIPLE

**Break Point 13:** The Domitar Battle Automata Maniple is broken if it has lost 13 stands.

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

| Type                      | Move | AV    | CAF  | Weapons                                                                            | Range                        | AD               | TSM                | Notes                                        |
|---------------------------|------|-------|------|------------------------------------------------------------------------------------|------------------------------|------------------|--------------------|----------------------------------------------|
| Magos Dominus             | 15   | 4[6]+ | 3/-1 | Support Weapons                                                                    | 25                           | 2                | -2                 | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2 | Support Weapons                                                                    | 25                           | 3                | -2                 | [N], [AG], [RC], Special                     |
| Tech Priest - Enginseer   | 15   | 5+    | 2/-1 | Support Weapons [VK]                                                               | 25                           | 1                | -2                 | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK, A, AP]                             | 25<br>20                     | 3<br>4           | -1<br>0            | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Domitar Battle Automata   | 15   | 4+    | 3/-3 | Missile Launcher<br>Krak [IC]<br>Ignus [Fire]<br>Flak [AA]<br>Graviton Hammers [B] | 25/50<br>25/50<br>25/50<br>- | 1<br>1<br>1<br>- | -2<br>0<br>-1<br>- | [N], [RC], [RA]                              |

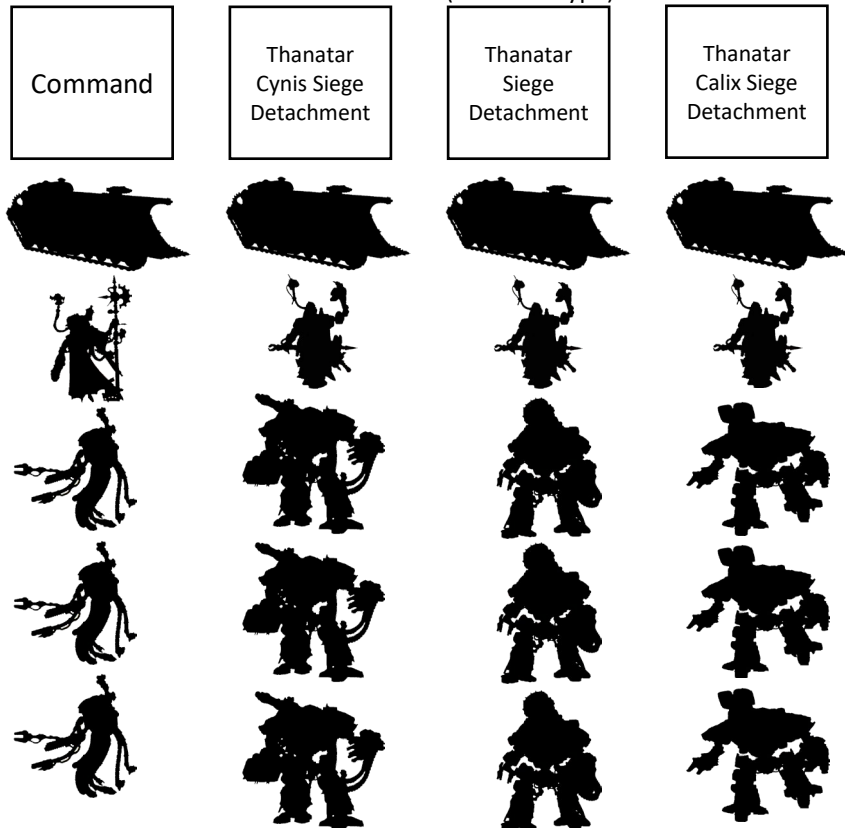


Victory Points 16

Your opponent gains 8 VPs when this Company is broken

## THANATAR CLASS BATTLE AUTOMATA MANIPLE

The Thanatar Battle Automata Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Enginseer, 1 Triaros Armored Conveyor and 3 Thanatar Automata (1 of each type).



Point Value 1950



## THANATAR CALIX CLASS BATTLE AUTOMATA MANIPLE

**Break Point 13:** The Thanatar Calix Battle Automata Maniple is broken if it has lost 13 stands.

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

| Type                          | Move | AV    | CAF  | Weapons                                                                | Range             | AD          | TSM            | Notes                                        |
|-------------------------------|------|-------|------|------------------------------------------------------------------------|-------------------|-------------|----------------|----------------------------------------------|
| Magos Dominus                 | 15   | 4[6]+ | 3/-1 | Support Weapons                                                        | 25                | 2           | -2             | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata     | 15   | 5+    | 3/-2 | Support Weapons                                                        | 25                | 3           | -2             | [N], [AG], [RC], Special                     |
| Tech Priest - Enginseer       | 15   | 5+    | 2/-1 | Support Weapons [VK]                                                   | 25                | 1           | -2             | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor      | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP]                   | 25<br>20          | 3<br>4      | -1<br>0        | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Thanatar-Cynis Siege Automata | 10   | 3+    | 2/-2 | Plasma Ejector [B,IC,Fire]<br>Mauler Bolt Cannon [AP]                  | 20<br>25          | 4<br>3      | -2<br>-1       | [N], [RC], [RA], Special                     |
| Thanatar Siege Automata       | 10   | 3+    | 2/-2 | Hellex Plasma Mortar [B,IC,M,AY,Fire]<br>Mauler Bolt Cannon [AP]       | 25/50<br>25       | 2<br>6      | -2<br>-1       | [N], [RC], [RA], Special                     |
| Thanatar-Calix Siege Automata | 10   | 3+    | 2/-3 | Sollex Heavy Lascannon<br>Mauler Bolt Cannons [AP]<br>Graviton Ram [B] | 30/60<br>25<br>10 | 1<br>6<br>2 | -3<br>-1<br>-2 | [N], [RC], [RA], Special                     |

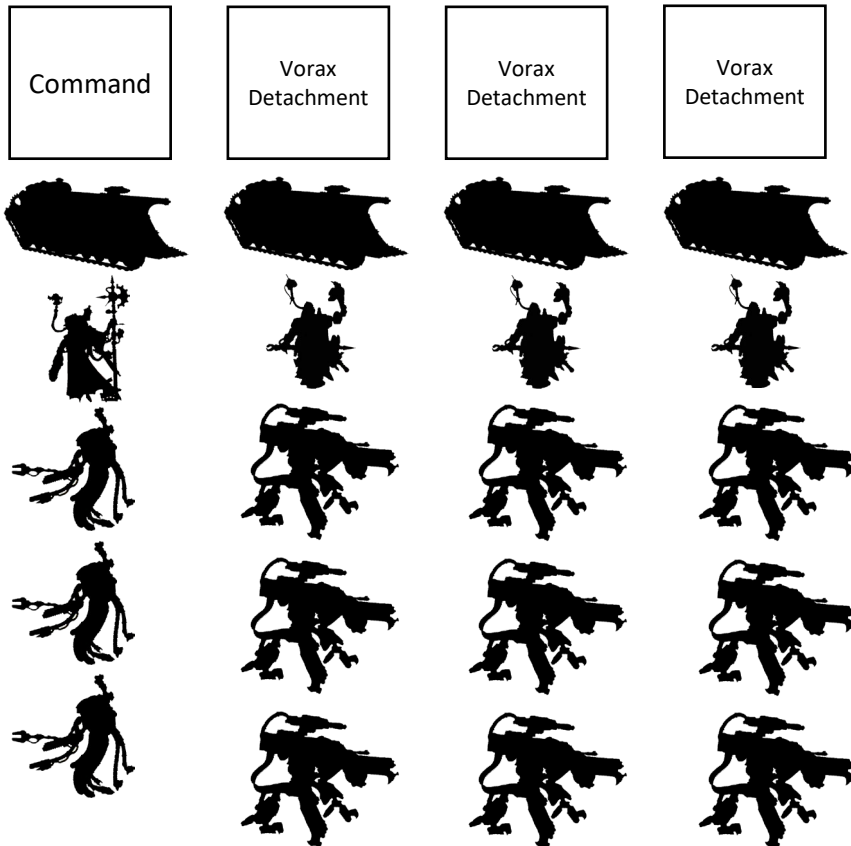


Victory Points 20

Your opponent gains 10 VPs when this Company is broken

## VORAX CLASS BATTLE AUTOMATA MANIPLE

The Vorax Battle Automata Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 3 Vorax Automata.



Point Value 1600



## VORAX CLASS BATTLE AUTOMATA MANIPLE

**Break Point 13:** The Vorax Battle Automata Maniple is broken if it has lost 13 stands.

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

| Type                      | Move | AV    | CAF  | Weapons                                              | Range       | AD     | TSM     | Notes                                        |
|---------------------------|------|-------|------|------------------------------------------------------|-------------|--------|---------|----------------------------------------------|
| Magos Dominus             | 15   | 4[6]+ | 3/-1 | Support Weapons                                      | 25          | 2      | -2      | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2 | Support Weapons                                      | 25          | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Engineer    | 15   | 5+    | 2/-1 | Support Weapons [VK]                                 | 25          | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP] | 25<br>20    | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Vorax Battle Automata     | 20   | 4+    | 3/-1 | Lightning Gun[IC]<br>Rotor Cannon                    | 25/50<br>30 | 1<br>4 | -3<br>0 | [R], [N], [RC],                              |

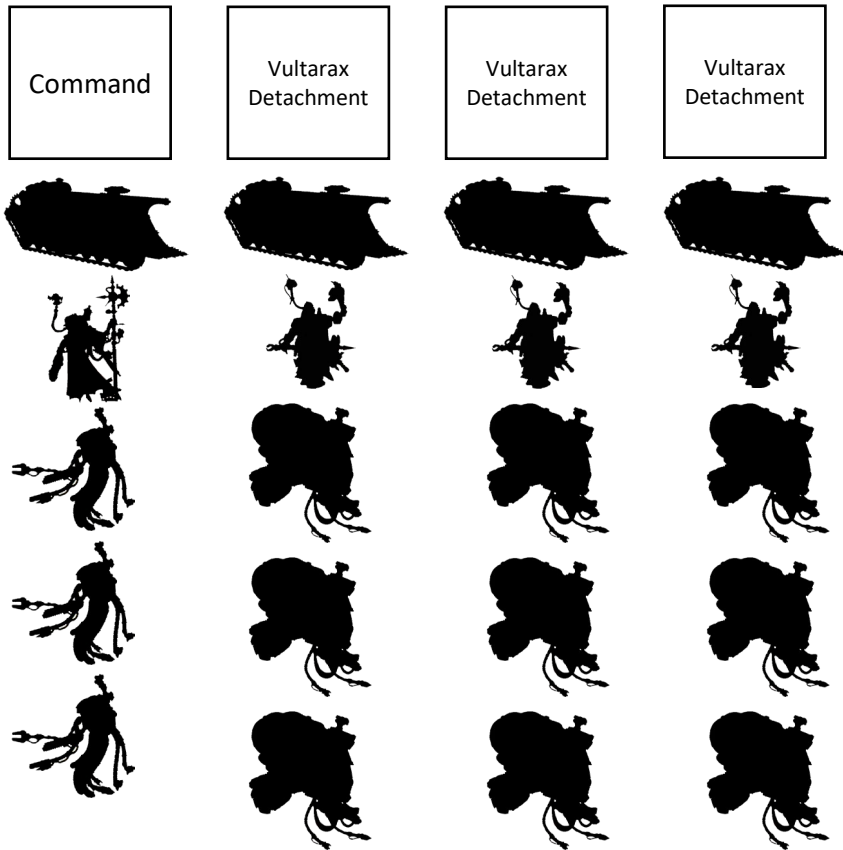


Victory Points 16

Your opponent gains 8 VPs when this Company is broken

## VULTARAX STRATOS AUTOMATA MANIPLE

The Vultarax Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 3 Vultarax Automata.



Point Value 1750



## VULTARAX STRATOS AUTOMATA MANIPLE

**Break Point 13:** The Vultarax Automata Maniple is broken if it has lost 13 stands.

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

| Type                      | Move  | AV    | CAF  | Weapons                                              | Range       | AD     | TSM     | Notes                                        |
|---------------------------|-------|-------|------|------------------------------------------------------|-------------|--------|---------|----------------------------------------------|
| Magos Dominus             | 15    | 4[6]+ | 3/-1 | Support Weapons                                      | 25          | 2      | -2      | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata | 15    | 5+    | 3/-2 | Support Weapons                                      | 25          | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Engineer    | 15    | 5+    | 2/-1 | Support Weapons [VK]                                 | 25          | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20    | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP] | 25<br>20    | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Vultarax Stratos Automata | 20[K] | 4+    | 2/-1 | Arc Blaster [HW]<br>Setheno Havoc Launcher[B,IC]     | 25<br>25/50 | 2<br>2 | -1<br>0 | [N], [RC], [R], [RA]                         |



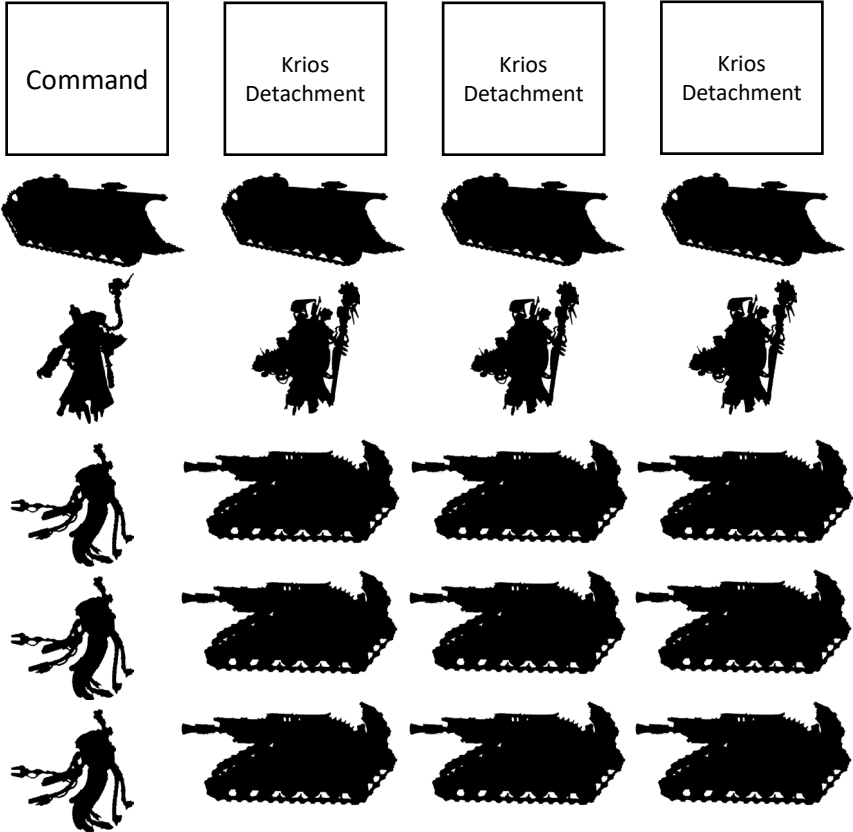
Victory Points 18

Your opponent gains 9 VPs when this Company is broken

STANDARD COMPANY CARDS  
VEHICLES [3]

# KRIOS BATTLE TANK COMPANY

The Krios Battle Tank Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Krios Tanks.



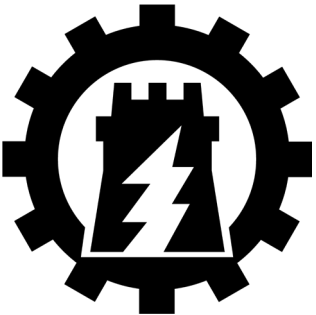
 Point Value 2050 

# KRIOS BATTLE TANK COMPANY

**Break Point 13:** The Krios Battle Tank Company is broken if it has lost 13 stands.

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

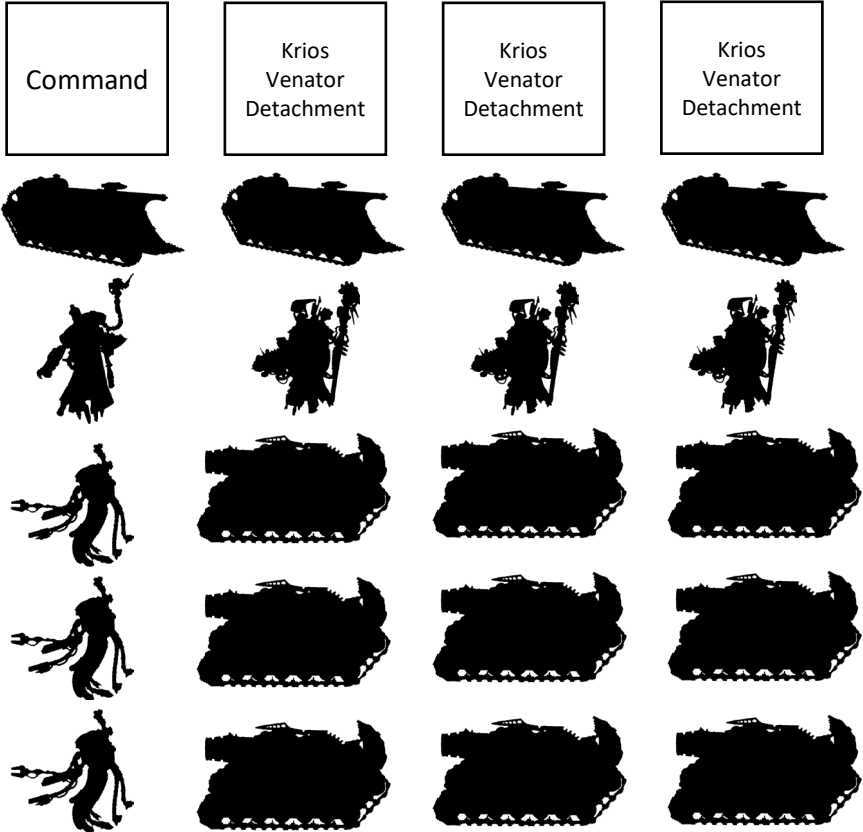
| Type                      | Move | AV    | CAF   | Weapons                                              | Range    | AD     | TSM     | Notes                                        |
|---------------------------|------|-------|-------|------------------------------------------------------|----------|--------|---------|----------------------------------------------|
| Magos Reductor            | 15   | 4[5]+ | 4/-2  | Support Weapons                                      | 25       | 3      | -2      | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2  | Support Weapons                                      | 25       | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor    | 15   | 5+    | 2/-1B | Support Weapons                                      | 25       | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP] | 25<br>20 | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Krios Battle Tank         | 25   | 3+    | 2/-1  | Lightning Cannon [B,VK,D]                            | 25/50    | 2      | -3      | [AG], [RC], [N], [RA]                        |
|                           |      |       |       | Mauler Bolt Cannon [AP]                              | 25       | 3      | -1      |                                              |



**Victory Points 21**  
Your opponent gains 11 VPs when this Company is broken

# KRIOS VENATOR TANK COMPANY

The Krios Venator Tank Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Krios Venator Tanks.



Point Value 1950

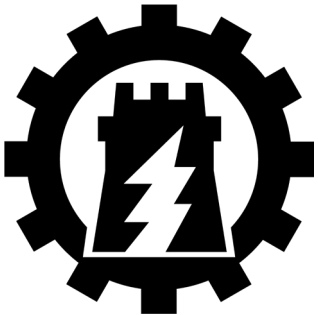


# KRIOS VENATOR TANK COMPANY

**Break Point 13:** The Krios Venator Tank Company is broken if it has lost 13 stands.

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

| Type                      | Move | AV    | CAF   | Weapons                                              | Range       | AD     | TSM       | Notes                                        |
|---------------------------|------|-------|-------|------------------------------------------------------|-------------|--------|-----------|----------------------------------------------|
| Magos Reductor            | 15   | 4[5]+ | 4/-2  | Support Weapons                                      | 25          | 3      | -2        | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2  | Support Weapons                                      | 25          | 3      | -2        | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor    | 15   | 5+    | 2/-1B | Support Weapons                                      | 25          | 1      | -2        | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK.A.AP] | 25<br>20    | 3<br>4 | -1<br>0   | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Krios Venator             | 25   | 3+    | 2/-1  | Pulsar-Fusil [HW]<br>Mauler Bolt Cannon [AP]         | 20/35<br>25 | 4<br>3 | --2<br>-1 | [AG], [RC], [N], [RA]                        |

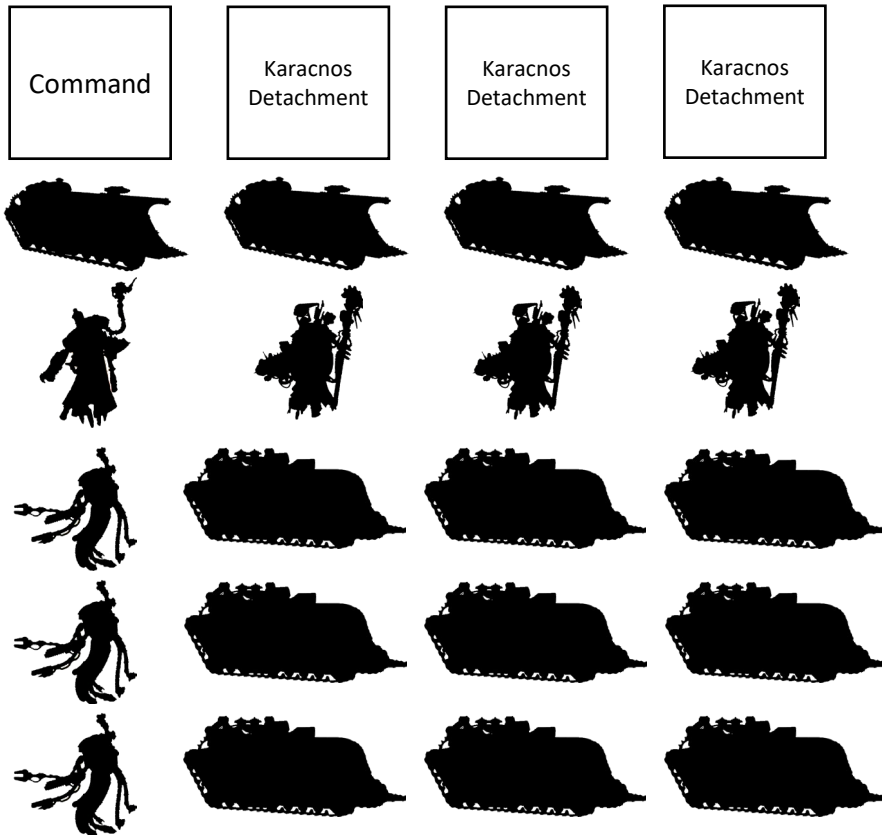


Victory Points 20

Your opponent gains 10 VPs when this Company is broken

## KARACNOS ASSAULT TANK COMPANY

The Karacnos Assault Tank Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Karacnos Assault Tanks.



Point Value 2450

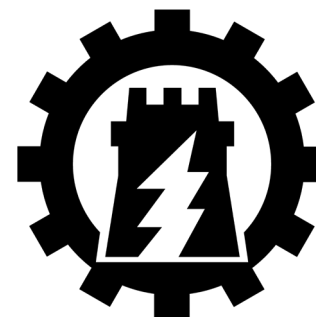


## KARACNOS ASSAULT TANK COMPANY

**Break Point 13:** The Karacnos Assault Tank Company is broken if it has lost 13.

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

| Type                      | Move | AV    | CAF   | Weapons                                                                | Range       | AD     | TSM     | Notes                                        |
|---------------------------|------|-------|-------|------------------------------------------------------------------------|-------------|--------|---------|----------------------------------------------|
| Magos Reductor            | 15   | 4[5]+ | 4/-2  | Support Weapons                                                        | 25          | 3      | -2      | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2  | Support Weapons                                                        | 25          | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor    | 15   | 5+    | 2/-1B | Support Weapons                                                        | 25          | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP]                   | 25<br>20    | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Karacnos Assault Tank     | 20   | 2+    | 4/-2  | Karacnos Mortar Battery [RAD,B,AY]<br>Lightning Blaster Sentinels [VK] | 30/60<br>20 | 3<br>6 | 0<br>-1 | [DR2], [AG], [RA], [RC], [N], Special        |



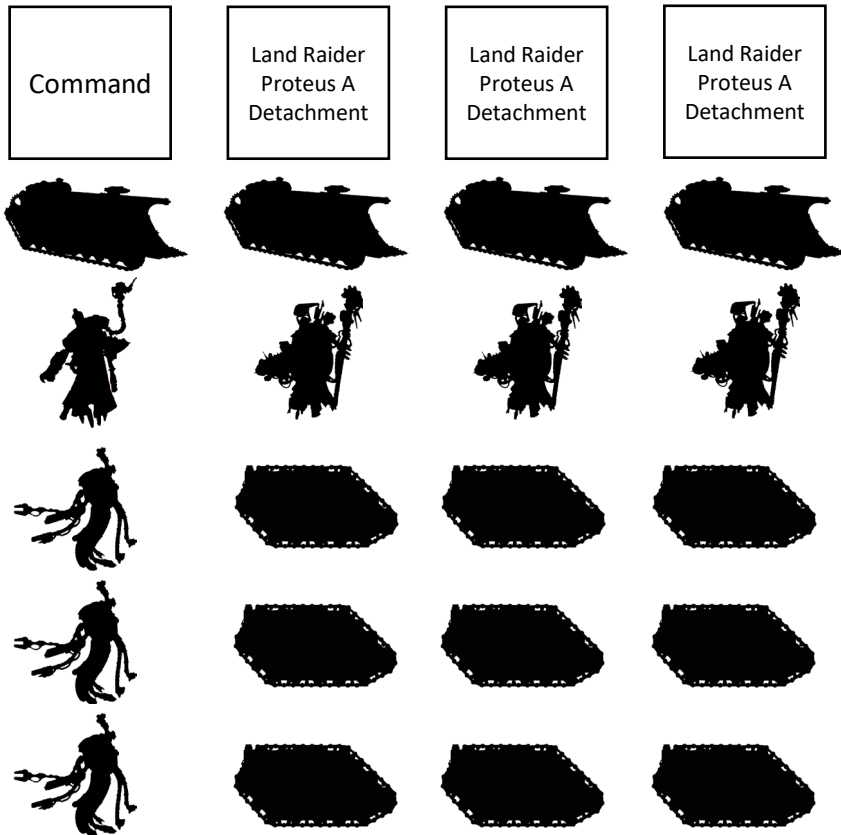
Victory Points 25

Your opponent gains 13 VPs when this Company is broken

## MECHANICUM LAND RAIDER PROTEUS A COMPANY

The Mechanicum Land Raider Proteus A Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3

Mechanicum Land raider Proteus A tanks.



Point Value 2050

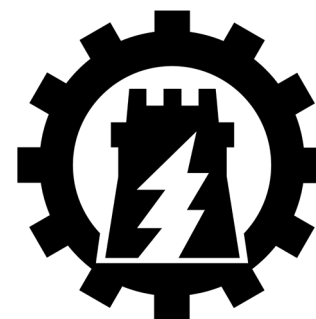


## MECHANICUM LAND RAIDER PROTEUS A COMPANY

**Break Point 13:** The Karacnos Assault Tank Company is broken if it has lost 13.

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

| Type                             | Move | AV    | CAF   | Weapons                                              | Range    | AD     | TSM     | Notes                                        |
|----------------------------------|------|-------|-------|------------------------------------------------------|----------|--------|---------|----------------------------------------------|
| Magos Reductor                   | 15   | 4[5]+ | 4/-2  | Support Weapons                                      | 25       | 3      | -2      | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata        | 15   | 5+    | 3/-2  | Support Weapons                                      | 25       | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor           | 15   | 5+    | 2/-1B | Support Weapons                                      | 25       | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor         | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK.A.AP] | 25<br>20 | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Mechanicum Land Raider Proteus A | 25   | 2+    | 3/-2  | Multimeltas [TL2]<br>Bolters [AP]                    | 25<br>25 | 2<br>4 | -3<br>0 | [DR2], [TR2], [AG], [RC], [N], [R]           |



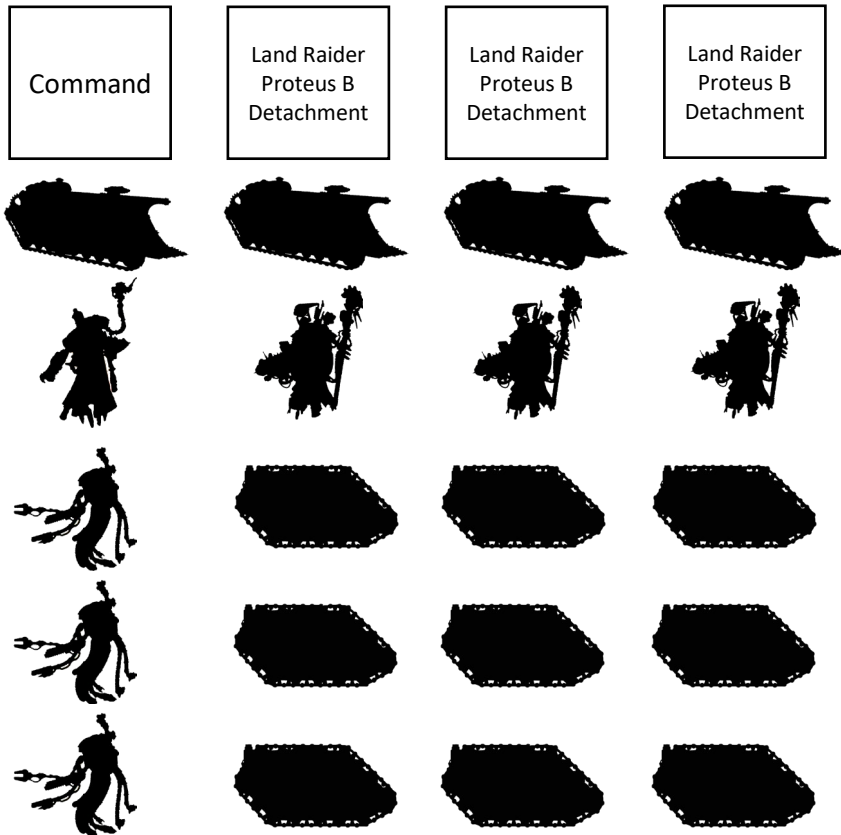
Victory Points 21

Your opponent gains 11 VPs when this Company is broken

## MECHANICUM LAND RAIDER PROTEUS B COMPANY

The Mechanicum Land Raider Proteus B Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3

Mechanicum Land raider Proteus B tanks.



Point Value 2050

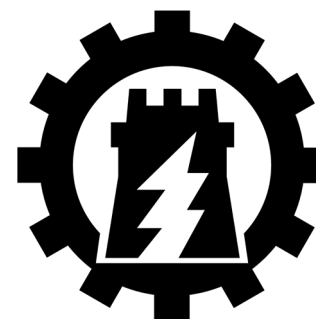


## MECHANICUM LAND RAIDER PROTEUS B COMPANY

**Break Point 13:** The Karacnos Assault Tank Company is broken if it has lost 13.

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

| Type                             | Move | AV    | CAF   | Weapons                                              | Range       | AD     | TSM     | Notes                                        |
|----------------------------------|------|-------|-------|------------------------------------------------------|-------------|--------|---------|----------------------------------------------|
| Magos Reductor                   | 15   | 4[5]+ | 4/-2  | Support Weapons                                      | 25          | 3      | -2      | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata        | 15   | 5+    | 3/-2  | Support Weapons                                      | 25          | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor           | 15   | 5+    | 2/-1B | Support Weapons                                      | 25          | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor         | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK.A.AP] | 25<br>20    | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Mechanicum Land Raider Proteus B | 25   | 2+    | 3/-2  | Lascannons [TL2]<br>Bolters [AP]                     | 25/50<br>25 | 2<br>4 | -2<br>0 | [DR2], [TR2], [AG], [RC], [N], [R]           |



Victory Points 21

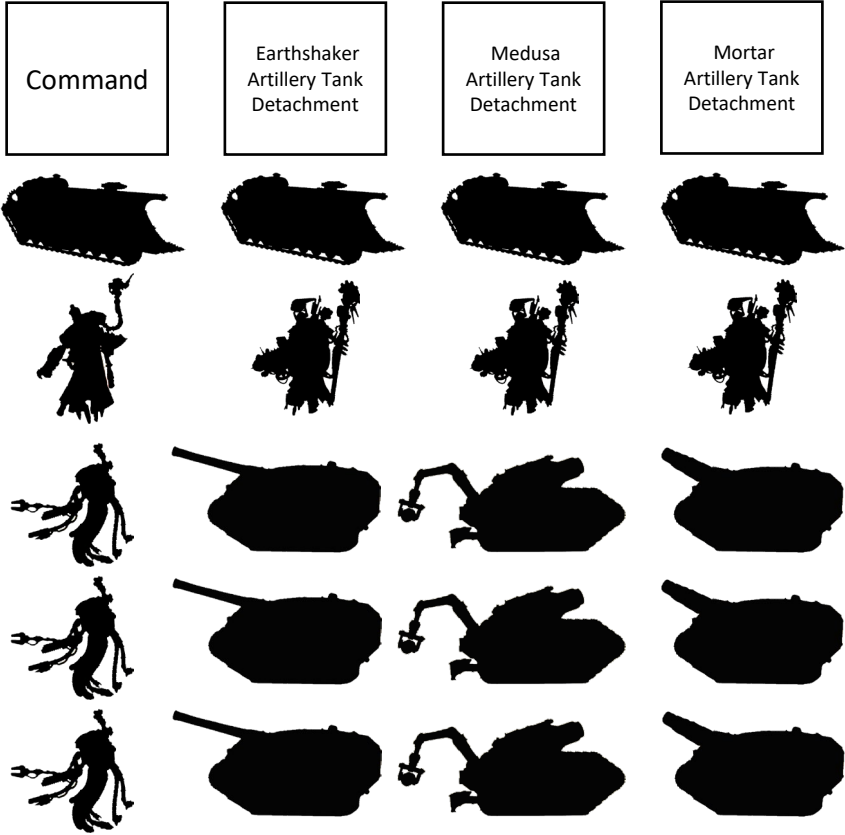
Your opponent gains 11 VPs when this Company is broken

# STANDARD COMPANY CARDS

## ARTILLERY [3]

# ARTILLERY TANK COMPANY (TYPE 1)

The Artillery Tank Company (Type 1) consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Artillery Tanks (3 Types).



Point Value 2000



# ARTILLERY TANK COMPANY (TYPE 1)

**Break Point 13:** The Artillery Company is broken if it has lost 13 stands.

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

| Type                                     | Move | AV    | CAF   | Weapons                                              | Range         | AD     | TSM     | Notes                                        |
|------------------------------------------|------|-------|-------|------------------------------------------------------|---------------|--------|---------|----------------------------------------------|
| Magos Reductor                           | 15   | 4[5]+ | 4/-2  | Support Weapons                                      | 25            | 3      | -2      | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata                | 15   | 5+    | 3/-2  | Support Weapons                                      | 25            | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor                   | 15   | 5+    | 2/-1B | Support Weapons                                      | 25            | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor                 | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP] | 25<br>20      | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Ordo Reductor Earthshaker Artillery Tank | 15   | 3+    | 2/0   | Earthshaker Cannon [AY,HM]<br>Bolters[AP]            | 120/240<br>25 | 2<br>2 | -2<br>0 | [RC], [N]                                    |
| Ordo Reductor Medusa Artillery Tank      | 15   | 3+    | 2/0   | Medusa Siege Gun [AY,HM,W]<br>Bolters[AP]            | 60/120<br>25  | 2<br>2 | -3<br>0 | [RC], [N]                                    |
| Ordo Reductor Mortar Artillery Tank      | 15   | 3+    | 2/0   | Colossus Mortar [IC, AY,HM]<br>Bolters[AP]           | 50/100<br>25  | 2<br>2 | -1<br>0 | [RC], [N]                                    |

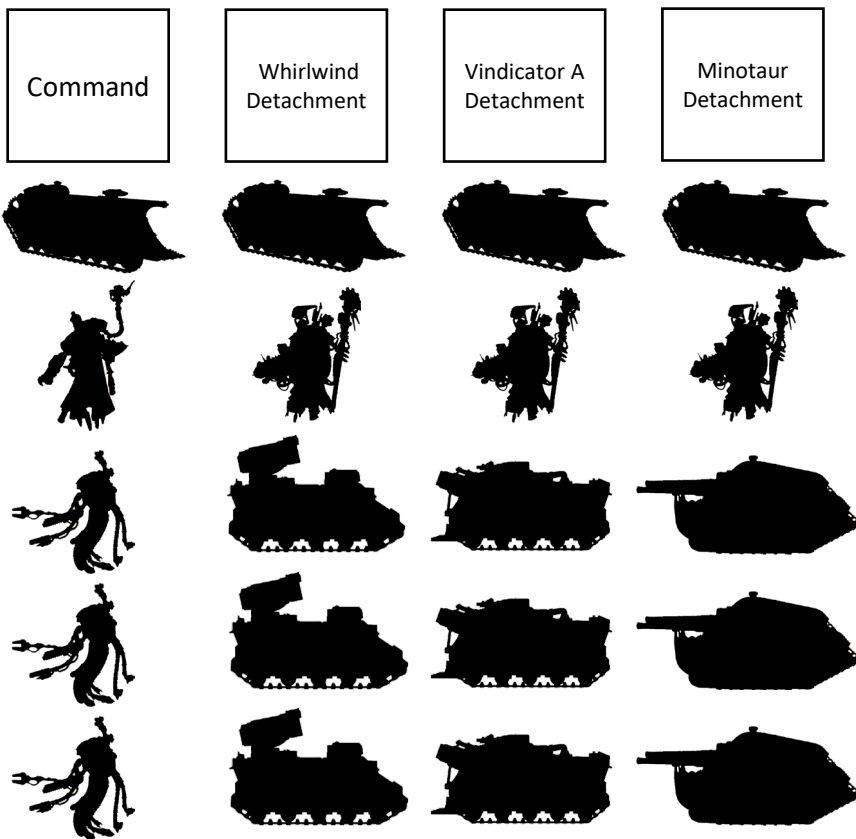


Victory Points 20

Your opponent gains 10 VPs when this Company is broken

## ARTILLERY TANK COMPANY (TYPE 2)

The Artillery Tank Company (Type 2) consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 3 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 3 Artillery Tanks (3 Types).



Point Value 2150

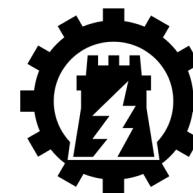


## ARTILLERY TANK COMPANY (TYPE 2)

**Break Point 13:** The Artillery Company is broken if it has lost 13 stands.

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

| Type                       | Move | AV    | CAF   | Weapons                                                                                        | Range         | AD     | TSM          | Notes                                        |
|----------------------------|------|-------|-------|------------------------------------------------------------------------------------------------|---------------|--------|--------------|----------------------------------------------|
| Magos Reductor             | 15   | 4[5]+ | 4/-2  | Support Weapons                                                                                | 25            | 3      | -2           | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata  | 15   | 5+    | 3/-2  | Support Weapons                                                                                | 25            | 3      | -2           | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor     | 15   | 5+    | 2/-1B | Support Weapons                                                                                | 25            | 1      | -2           | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor   | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP]                                           | 25<br>20      | 3<br>4 | -1<br>0      | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Ordo Reductor Whirlwind    | 25   | 5+    | 2/0   | Whirlwind Launcher<br>Vengeance Warhead [AY]<br>Castellan Warhead [IC, Fire,AY]<br>Bolters[AP] | 25/50<br>25   | 2<br>2 | -2<br>0<br>0 | [RC], [N]                                    |
| Ordo Reductor Vindicator A | 20   | 3+    | 2/-1  | Demolisher Cannon [B2,W,M,]<br>Bolters[AP]                                                     | 25/50<br>25   | 1<br>2 | -3<br>0      | [RA],[RC], [N]                               |
| Ordo Reductor Minotaurs    | 15   | 2+    | 3/0   | Dual earthshaker [AY,HM]<br>Bolters[AP]                                                        | 120/240<br>25 | 4<br>2 | -2<br>0      | [DR2], [RC], [N], Special                    |



Victory Points 22

Your opponent gains 11 VPs when this Company is broken

# GRAND COMPANY CARDS INFANTRY [1]

## ADSECULARIS COVENANT GRAND COMPANY

The Adsecularis Covenant Grand Company consists of one command detachment of 1 Magos Prime and 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 24 Tech-Thrall Adsecularis stands.

| Command                                                                             | Adsecularis Detachment                                                              | Adsecularis Detachment                                                              | Adsecularis Detachment                                                               |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
|    |    |    |   |
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|   |    |    |    |
|  |   |   |   |
|  |  |  |  |
|  |  |  |  |

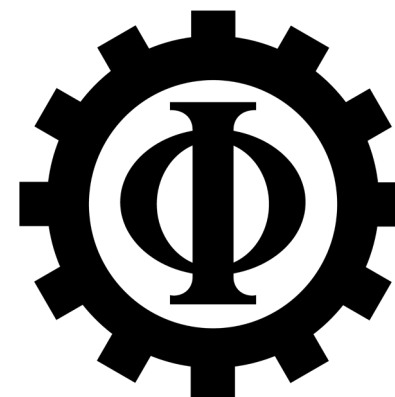
 Point Value 2600 

## ADSECULARIS COVENANT GRAND COMPANY

**Break Point 57:** The Adsecularis Company is broken if it has lost 57 stands.

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

| Type                       | Move | AV    | CAF  | Weapons         | Range | AD | TSM | Notes                          |
|----------------------------|------|-------|------|-----------------|-------|----|-----|--------------------------------|
| Magos Prime                | 15   | 4[6]+ | 3/-1 | Support Weapons | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata  | 15   | 5+    | 3/-2 | Support Weapons | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta | 15   | 5+    | 2/-1 | Support Weapons | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Adsecularis Tech Thralls   | 10   | 9[9]+ | 1/0  | Las-lock [A]    | 20    | 2  | 0   | [RC].[N]                       |

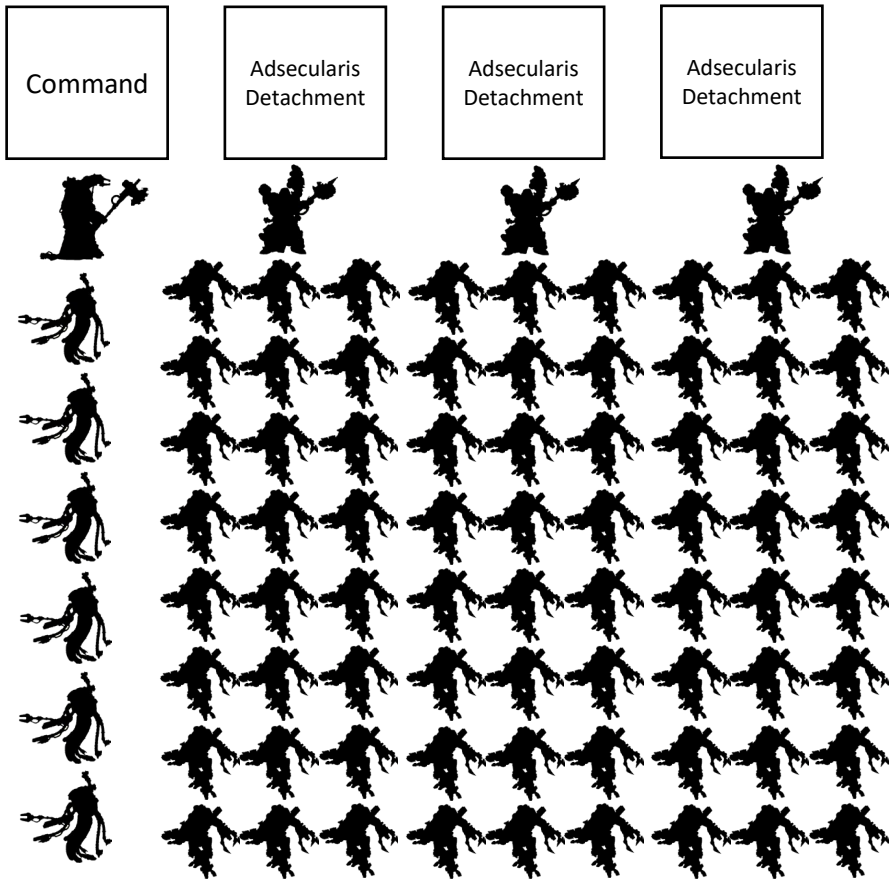


Victory Points 26

Your opponent gains 13 VPs when this Company is broken

# ADSECULARIS ASSAULT COVENANT GRAND COMPANY

The Adsecularis Assault Covenant Grand Company consists of one command detachment of 1 Magos Prime and 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 24 Tech-Thrall Adsecularis stands.



Point Value 2650

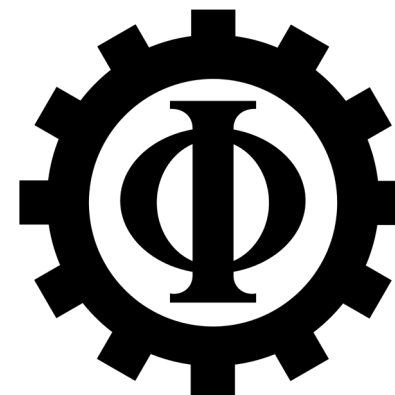


# ADSECULARIS ASSAULT COVENANT GRAND COMPANY

**Break Point 57:** The Adsecularis Assault Company is broken if it has lost 57 stands.

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

| Type                             | Move | AV    | CAF  | Weapons         | Range | AD | TSM | Notes                          |
|----------------------------------|------|-------|------|-----------------|-------|----|-----|--------------------------------|
| Magos Prime                      | 15   | 4[6]+ | 3/-1 | Support Weapons | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata        | 15   | 5+    | 3/-2 | Support Weapons | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta       | 15   | 5+    | 2/-1 | Support Weapons | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Adsecularis Assault Tech Thralls | 10   | 7[8]+ | 2/-1 | CC Weapons      | -     | -  | -   | [RC], [N]                      |

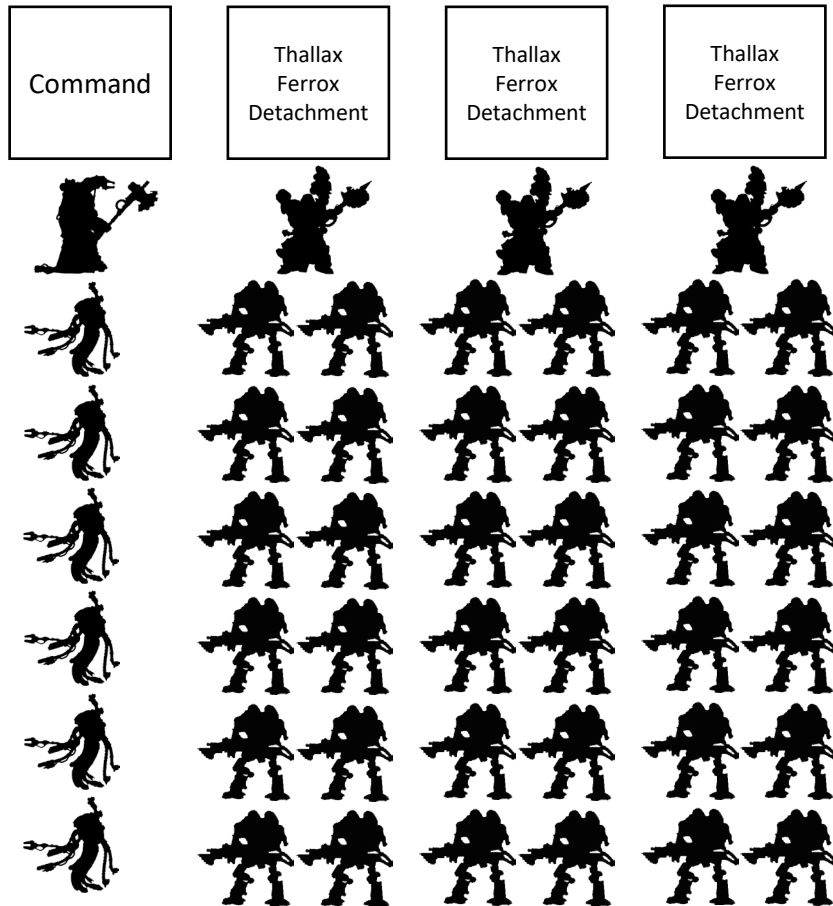


Victory Points 27

Your opponent gains 14 VPs when this Company is broken

# THALLAX FERROX COHORT GRAND COMPANY

The Thallax Ferrox Cohort Grand Company consists of one command detachment of 1 Magos Prime and 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 12 Thallax Ferrox stands.



Point Value 2250

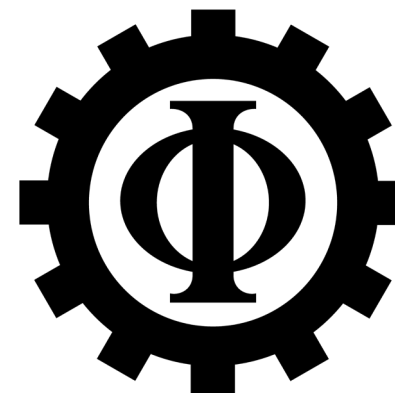


# THALLAX FERROX COHORT GRAND COMPANY

**Break Point 32:** The Thallax Ferrox Cohort Company is broken if it has lost 32 stands.

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

| Type                       | Move  | AV    | CAF  | Weapons            | Range | AD | TSM | Notes                          |
|----------------------------|-------|-------|------|--------------------|-------|----|-----|--------------------------------|
| Magos Prime                | 15    | 4[6]+ | 3/-1 | Support Weapons    | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata  | 15    | 5+    | 3/-2 | Support Weapons    | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta | 15    | 5+    | 2/-1 | Support Weapons    | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Thallax Ferrox             | 15[J] | 4+    | 2/-2 | Lightning Gun [IC] | 20    | 1  | -3  | [SU], [MB], [RC], [R], Special |

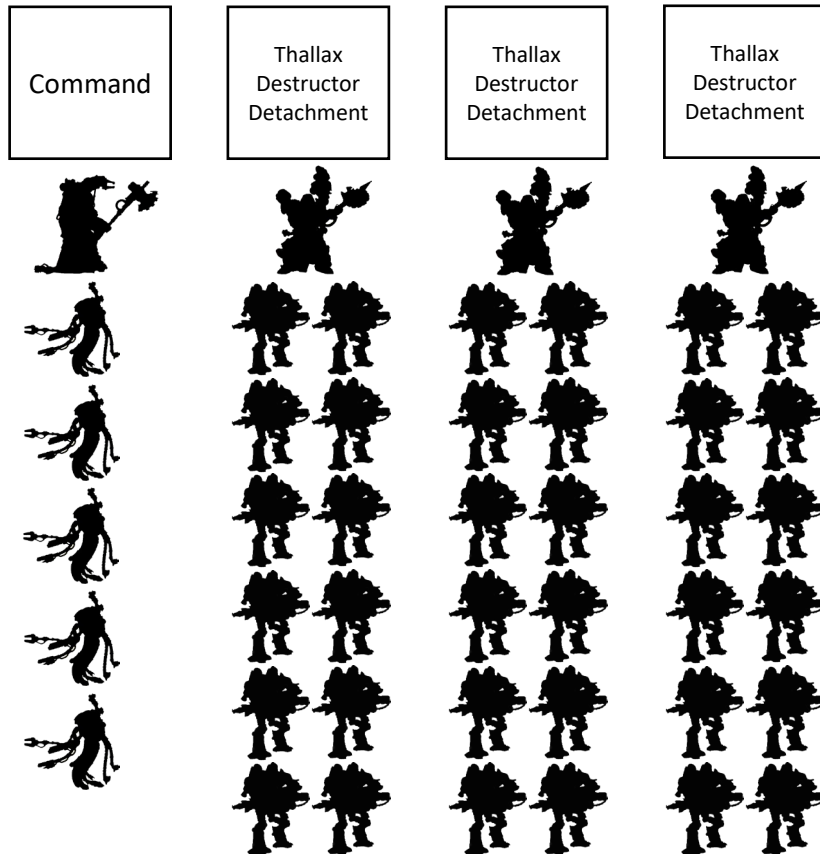


**Victory Points 23**

Your opponent gains 12 VPs when this Company is broken

# THALLAX DESTRUCTOR COHORT GRAND COMPANY

The Thallax Destructor Cohort Grand Company consists of one command detachment of 1 Magos Prime and 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 12 Thallax Destructor stands.



Point Value 2250

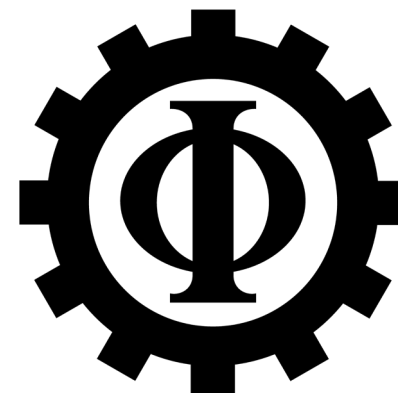


# THALLAX DESTRUCTOR COHORT GRAND COMPANY

**Break Point 32:** The Thallax Destructor Cohort Company is broken if it has lost 32 stands.

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

| Type                       | Move  | AV    | CAF  | Weapons         | Range | AD | TSM | Notes                          |
|----------------------------|-------|-------|------|-----------------|-------|----|-----|--------------------------------|
| Magos Prime                | 15    | 4[6]+ | 3/-1 | Support Weapons | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata  | 15    | 5+    | 3/-2 | Support Weapons | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta | 15    | 5+    | 2/-1 | Support Weapons | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Thallax Destructor         | 15[J] | 4+    | 1/0  | Photon Thruster | 25/50 | 2  | -2  | [SU], [MB], [RC], [R], Special |



Victory Points 23

Your opponent gains 12 VPs when this Company is broken

# THALLAX ICARIAN COHORT GRAND COMPANY

The Thallax Icarian Cohort Grand Company consists of one command detachment of 1 Magos Prime and 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 12 Thallax Icarian stands.

Command









Thallax Icarian Detachment









Thallax Icarian Detachment









Thallax Icarian Detachment











Point Value 2500

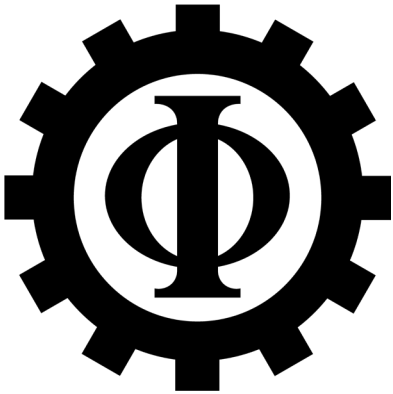


# THALLAX ICARIAN COHORT GRAND COMPANY

**Break Point 32:** The Thallax Icarian Cohort Company is broken if it has lost 32 stands.

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

| Type                       | Move  | AV    | CAF  | Weapons         | Range | AD | TSM | Notes                          |
|----------------------------|-------|-------|------|-----------------|-------|----|-----|--------------------------------|
| Magos Prime                | 15    | 4[6]+ | 3/-1 | Support Weapons | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata  | 15    | 5+    | 3/-2 | Support Weapons | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta | 15    | 5+    | 2/-1 | Support Weapons | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Thallax Icarian            | 15[J] | 4+    | 2/-1 | Multi Laser AA  | 20/35 | 3  | -1  | [SU], [MB], [RC], [R], Special |

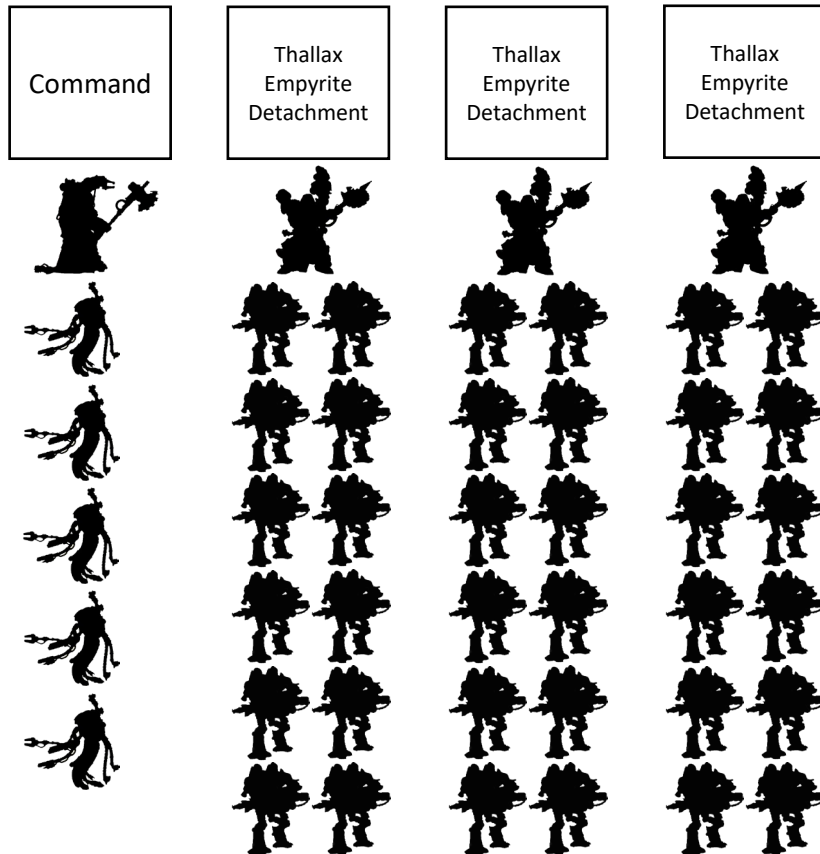


Victory Points 25

Your opponent gains 13 VPs when this Company is broken

## THALLAX EMPYRITE COHORT GRAND COMPANY

The Thallax Empyrite Cohort Grand Company consists of one command detachment of 1 Magos Prime and 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Lacyraemarta and 12 Thallax Empyrite stands.



Point Value 2750

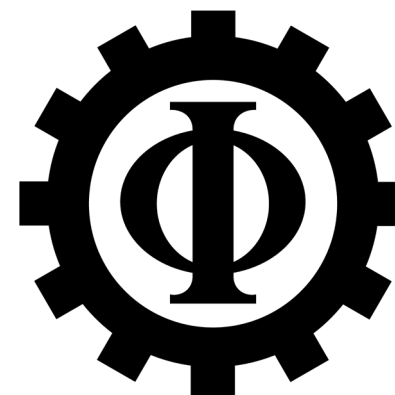


## THALLAX EMPYRITE COHORT GRAND COMPANY

**Break Point 32:** The Thallax Empyrite Cohort Company is broken if it has lost 32 stands.

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

| Type                       | Move    | AV    | CAF  | Weapons                | Range | AD | TSM | Notes                          |
|----------------------------|---------|-------|------|------------------------|-------|----|-----|--------------------------------|
| Magos Prime                | 15      | 4[6]+ | 3/-1 | Support Weapons        | 25    | 2  | -2  | [HQ2], [MB], [MK], [CY2], [CC] |
| Scyllax Guardian Automata  | 15      | 5+    | 3/-2 | Support Weapons        | 25    | 3  | -2  | [N], [AG], [RC], Special       |
| Tech Priest - Lacyraemarta | 15      | 5+    | 2/-1 | Support Weapons        | 25    | 1  | -2  | [HQ1], [MB], [MK], Special     |
| Thallax Empyrite           | 15[T,J] | 4+    | 2/-1 | I-rad Cleanser [A,RAD] | 10cm  | 4  | 0   | [SU], [MB], [RC], [R], Special |



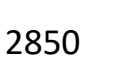
Victory Points 28

Your opponent gains 14 VPs when this Company is broken

# GRAND COMPANY CARDS WALKERS [2]

## ARLATAX CLASS BATTLE AUTOMATA GRAND MANIPLE

The Arlatax Battle Automata Grand Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Enginseer, 1 Triaros Armored Conveyor and 6 Arlatax Automata.

| Command                                                                             | Arlatax Detachment                                                                  | Arlatax Detachment                                                                  | Arlatax Detachment                                                                    |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|   |    |    |    |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  | Point Value 2850                                                                    |                                                                                     |  |

## ARLATAX CLASS BATTLE AUTOMATA GRAND MANIPLE

**Break Point 22:** The Arlatax Battle Automata Grand Maniple is broken if it has lost 22 stands.

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

| Type                      | Move | AV    | CAF  | Weapons                                              | Range    | AD     | TSM      | Notes                                        |
|---------------------------|------|-------|------|------------------------------------------------------|----------|--------|----------|----------------------------------------------|
| Magos Dominus             | 15   | 4[6]+ | 3/-1 | Support Weapons                                      | 25       | 2      | -2       | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2 | Support Weapons                                      | 25       | 3      | -2       | [N], [AG], [RC], Special                     |
| Tech Priest - Enginseer   | 15   | 5+    | 2/-1 | Support Weapons [VK]                                 | 25       | 1      | -2       | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP] | 25<br>20 | 3<br>4 | -1<br>0  | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Arlatax Battle Automata   | 15[] | 4+    | 3/-3 | Arlatax Cannon [A]<br>Plasma Blaster [A,Fire]        | 25<br>20 | 4<br>1 | -1<br>-1 | [IWD], [RC], [N], [RA], Special              |

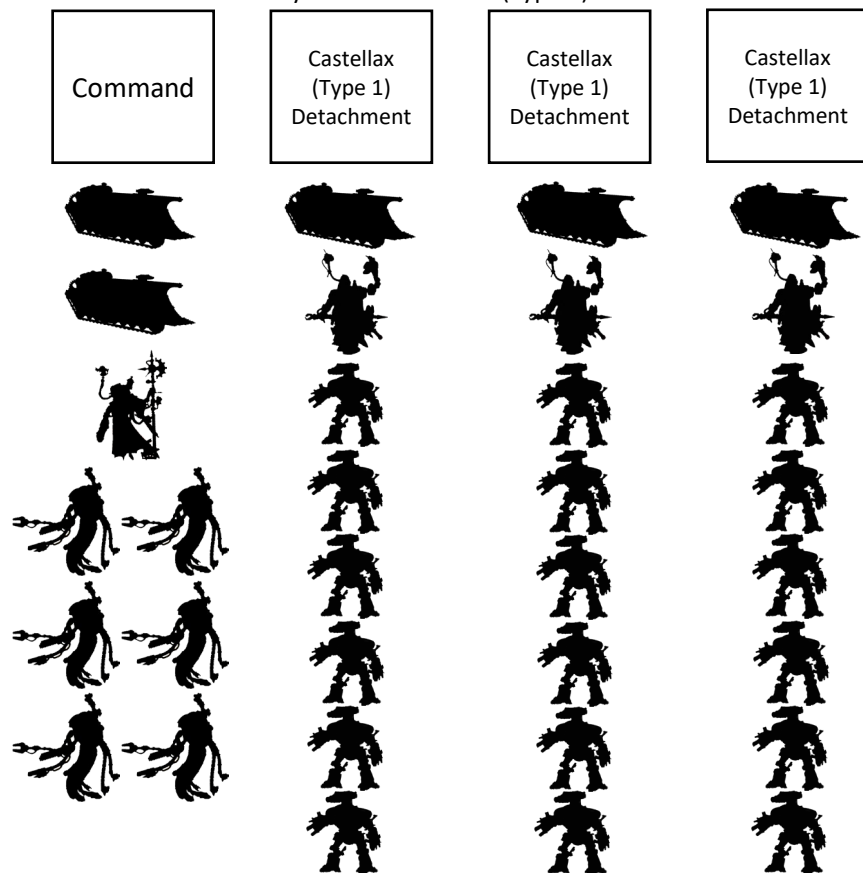


Victory Points 29

Your opponent gains 15 VPs when this Company is broken

## CASTELLAX CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 1)

The Castellax Battle Grand Automata Maniple (Type 1) consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 6 Castellax (Type 1) Automata.



Point Value 2600



## CASTELLAX CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 1)

**Break Point 22:** The Castellax Battle Automata Grand Maniple is broken if it has lost 22 stands.

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

| Type                             | Move | AV    | CAF  | Weapons                                                        | Range         | AD          | TSM          | Notes                                        |
|----------------------------------|------|-------|------|----------------------------------------------------------------|---------------|-------------|--------------|----------------------------------------------|
| Magos Dominus                    | 15   | 4[6]+ | 3/-1 | Support Weapons                                                | 25            | 2           | -2           | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata        | 15   | 5+    | 3/-2 | Support Weapons                                                | 25            | 3           | -2           | [N], [AG], [RC], Special                     |
| Tech Priest - Engineer           | 15   | 5+    | 2/-1 | Support Weapons [VK]                                           | 25            | 1           | -2           | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor         | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP]           | 25<br>20      | 3<br>4      | -1<br>0      | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Castellax Battle Automata Type I | 10   | 4+    | 3/-3 | Mauler Bolt Cannon [AP]<br>Flamers [FW]<br>Siege Wrecker [B,W] | 25<br>10<br>- | 3<br>2<br>- | -1<br>0<br>- | [RC], [N], [RA], Special                     |



Victory Points 2600

Your opponent gains 13 VPs when this Company is broken

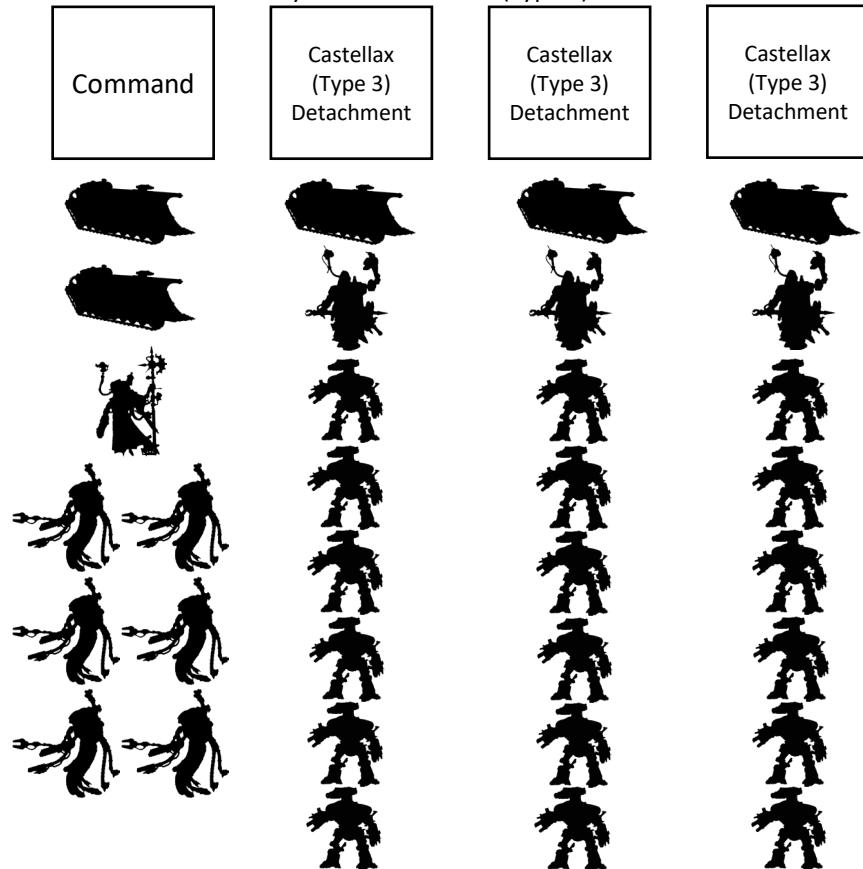
## CASTELLAX CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 2)

The Castellax Battle Automata Grand Maniple (Type 2) consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 6 Castellax (Type 2) Automata.

| Command                                                                             | Castellax (Type 2) Detachment                                                       | Castellax (Type 2) Detachment                                                       | Castellax (Type 2) Detachment                                                         |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|   |    |    |    |
|  |    |    |    |
|  |    |    |    |
|  |   |   |   |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |                                                                                     |                                                                                       |

## CASTELLAX CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 3)

The Castellax Battle Automata Grand Maniple (Type 3) consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 6 Castellax (Type 3) Automata.



Point Value 2350



## CASTELLAX CLASS BATTLE AUTOMATA GRAND MANIPLE (TYPE 3)

**Break Point 22:** The Castellax Battle Automata Grand Maniple is broken if it has lost 22 stands.

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

| Type                             | Move | AV    | CAF  | Weapons                                                | Range         | AD          | TSM          | Notes                                        |
|----------------------------------|------|-------|------|--------------------------------------------------------|---------------|-------------|--------------|----------------------------------------------|
| Magos Dominus                    | 15   | 4[6]+ | 3/-1 | Support Weapons                                        | 25            | 2           | -2           | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata        | 15   | 5+    | 3/-2 | Support Weapons                                        | 25            | 3           | -2           | [N], [AG], [RC], Special                     |
| Tech Priest - Engineer           | 15   | 5+    | 2/-1 | Support Weapons [VK]                                   | 25            | 1           | -2           | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor         | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK, A, AP] | 25<br>20      | 3<br>4      | -1<br>0      | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Castellax Battle Automata Type 3 | 10   | 4+    | 4/-2 | Multi Melta Anti-Personnel [AP]<br>Power blades        | 25<br>25<br>- | 1<br>2<br>- | -3<br>0<br>- | [RC], [N], [RA], Special                     |



Victory Points 24

Your opponent gains 12 VPs when this Company is broken

# DOMITAR CLASS BATTLE AUTOMATA GRAND MANIPLE

The Domitar Battle Automata Grand Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Enginseer, 1 Triaros Armored Conveyor and 6 Domitar Automata.

Command










Domitar Detachment









Point Value 2400

Domitar Detachment









Domitar Detachment











# DOMITAR CLASS BATTLE AUTOMATA GRAND MANIPLE

**Break Point 22:** The Domitar Battle Automata Grand Maniple is broken if it has lost 22 stands.

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

| Type                      | Move | AV    | CAF  | Weapons                     | Range | AD | TSM | Notes                                        |
|---------------------------|------|-------|------|-----------------------------|-------|----|-----|----------------------------------------------|
| Magos Dominus             | 15   | 4[6]+ | 3/-1 | Support Weapons             | 25    | 2  | -2  | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2 | Support Weapons             | 25    | 3  | -2  | [N], [AG], [RC], Special                     |
| Tech Priest - Enginseer   | 15   | 5+    | 2/-1 | Support Weapons [VK]        | 25    | 1  | -2  | [HQ1], [MB], [MK], Special                   |
| 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   |                                              |
| Domitar Battle Automata   | 15   | 4+    | 3/-3 | Missile Launcher            |       |    |     | [N], [RC], [RA]                              |
|                           |      |       |      | Krak [IC]                   | 25/50 | 1  | -2  |                                              |
|                           |      |       |      | Ignus [Fire]                | 25/50 | 1  | 0   |                                              |
|                           |      |       |      | Flak [AA]                   | 25/50 | 1  | -1  |                                              |
|                           |      |       |      | Graviton Hammers [B]        | -     | -  | -   |                                              |

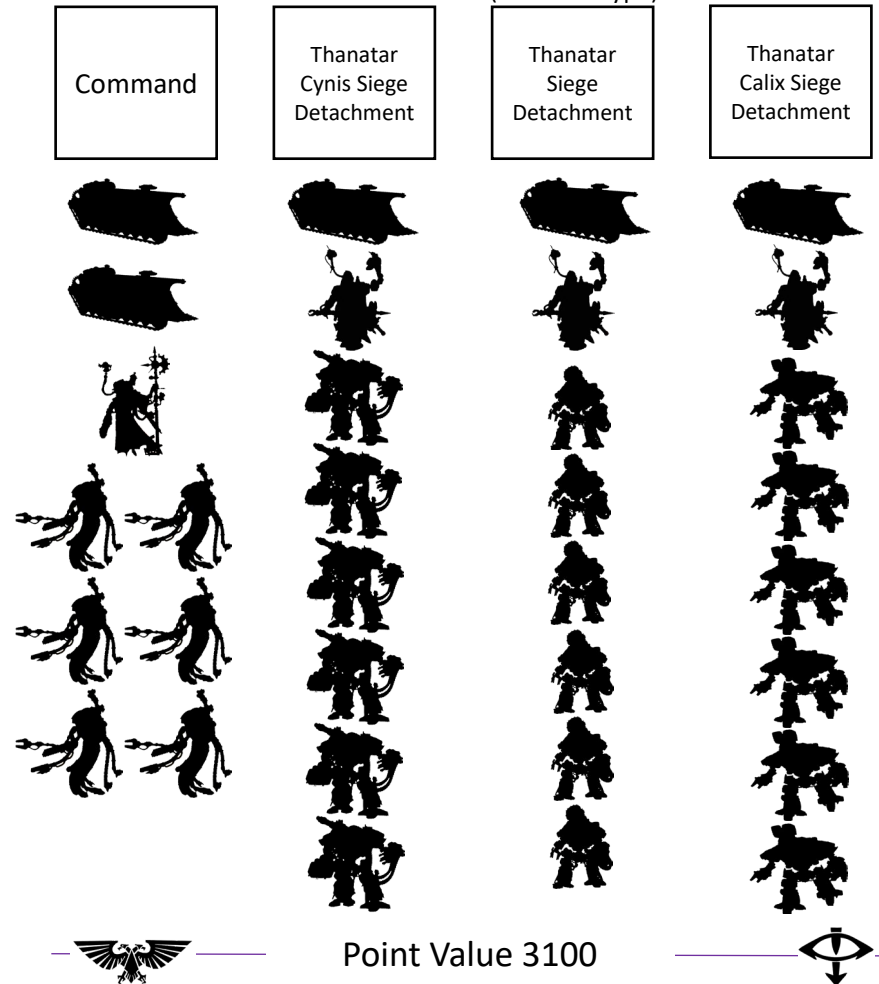


Victory Points 24

Your opponent gains 12 VPs when this Company is broken

## THANATAR CLASS BATTLE AUTOMATA GRAND MANIPLE

The Thanatar Battle Automata Grand Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Enginseer, 1 Triaros Armored Conveyor and 6 Thanatar Automata (1 of each type).



Point Value 3100

## THANATAR CALIX CLASS BATTLE AUTOMATA GRAND MANIPLE

**Break Point 22:** The Thanatar Calix Battle Automata Grand Maniple is broken if it has lost 22 stands.

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

| Type                          | Move | AV    | CAF  | Weapons                                                                | Range             | AD          | TSM            | Notes                                        |
|-------------------------------|------|-------|------|------------------------------------------------------------------------|-------------------|-------------|----------------|----------------------------------------------|
| Magos Dominus                 | 15   | 4[6]+ | 3/-1 | Support Weapons                                                        | 25                | 2           | -2             | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata     | 15   | 5+    | 3/-2 | Support Weapons                                                        | 25                | 3           | -2             | [N], [AG], [RC], Special                     |
| Tech Priest - Enginseer       | 15   | 5+    | 2/-1 | Support Weapons [VK]                                                   | 25                | 1           | -2             | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor      | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP]                   | 25<br>20          | 3<br>4      | -1<br>0        | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Thanatar-Cynis Siege Automata | 10   | 3+    | 2/-2 | Plasma Ejector [B,IC,Fire]<br>Mauler Bolt Cannon [AP]                  | 20<br>25          | 4<br>3      | -2<br>-1       | [N], [RC], [RA], Special                     |
| Thanatar Siege Automata       | 10   | 3+    | 2/-2 | Hellex Plasma Mortar [B,IC,M,AY,Fire]<br>Mauler Bolt Cannon [AP]       | 25/50<br>25       | 2<br>6      | -2<br>-1       | [N], [RC], [RA], Special                     |
| Thanatar-Calix Siege Automata | 10   | 3+    | 2/-3 | Sollex Heavy Lascannon<br>Mauler Bolt Cannons [AP]<br>Graviton Ram [B] | 30/60<br>25<br>10 | 1<br>6<br>2 | -3<br>-1<br>-2 | [N], [RC], [RA], Special                     |

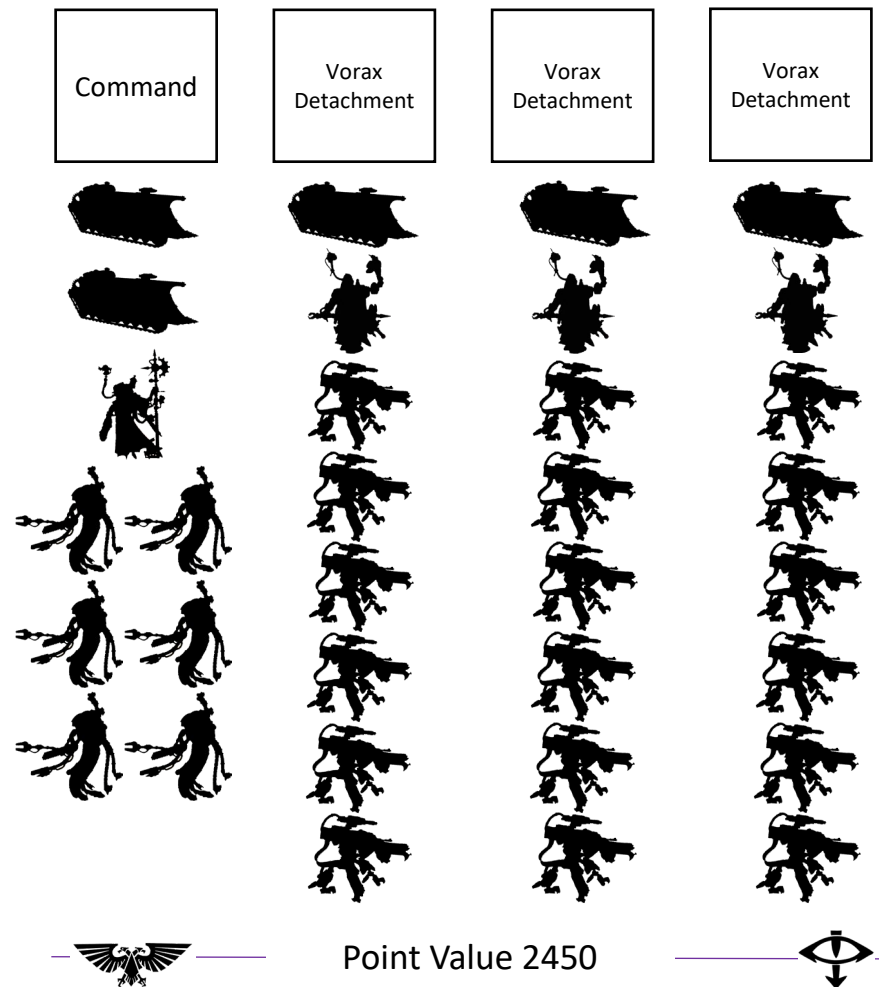


Victory Points 31

Your opponent gains 16 VPs when this Company is broken

## VORAX CLASS BATTLE AUTOMATA GRAND MANIPLE

The Vorax Battle Automata Grand Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineeer, 1 Triaros Armored Conveyor and 6 Vorax Automata.



## VORAX CLASS BATTLE AUTOMATA GRAND MANIPLE

**Break Point 22:** The Vorax Battle Automata Grand Maniple is broken if it has lost 22 stands.

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

| Type                      | Move | AV    | CAF  | Weapons                                              | Range       | AD     | TSM     | Notes                                        |
|---------------------------|------|-------|------|------------------------------------------------------|-------------|--------|---------|----------------------------------------------|
| Magos Dominus             | 15   | 4[6]+ | 3/-1 | Support Weapons                                      | 25          | 2      | -2      | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2 | Support Weapons                                      | 25          | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Engineeer   | 15   | 5+    | 2/-1 | Support Weapons [VK]                                 | 25          | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20   | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP] | 25<br>20    | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Vorax Battle Automata     | 20   | 4+    | 3/-1 | Lightning Gun[IC]<br>Rotor Cannon                    | 25/50<br>30 | 1<br>4 | -3<br>0 | [R], [N], [RC],                              |

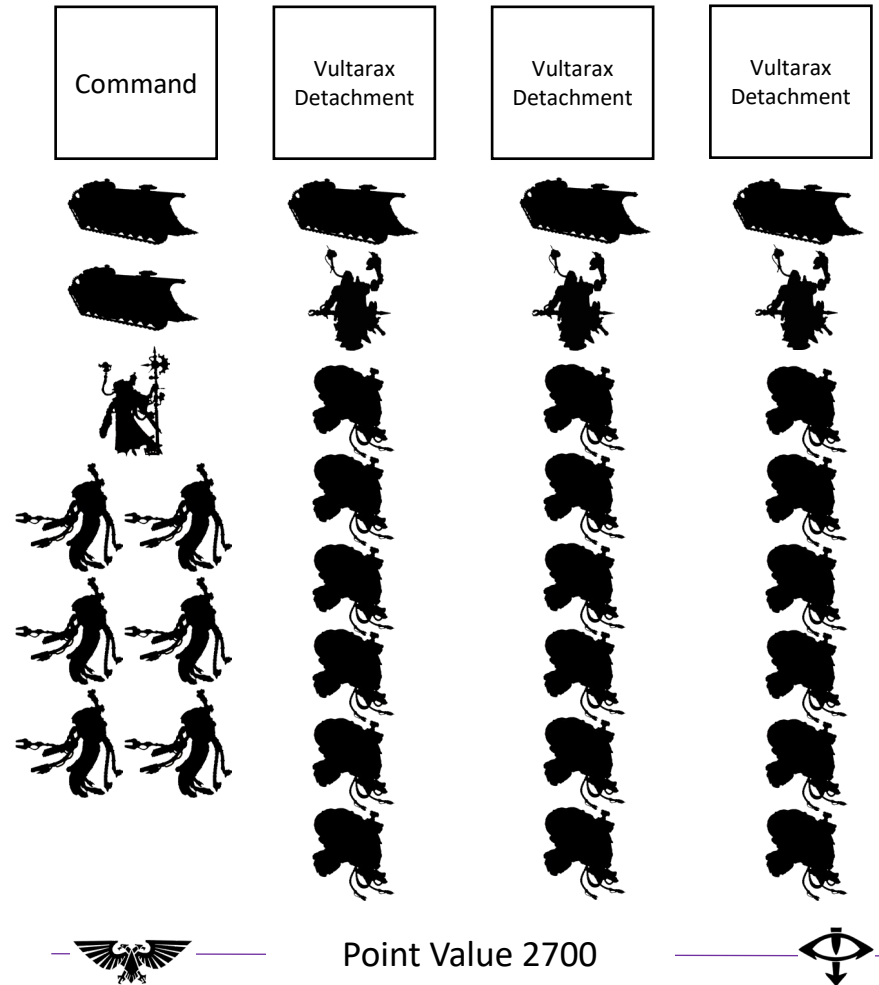


**Victory Points 25**

Your opponent gains 13 VPs when this Company is broken

## VULTARAX STRATOS AUTOMATA GRAND MANIPLE

The Vultarax Grand Maniple consists of one command detachment of 1 Magos Dominus, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Engineer, 1 Triaros Armored Conveyor and 6 Vultarax Automata.



## VULTARAX STRATOS AUTOMATA GRAND MANIPLE

**Break Point 22:** The Vultarax Automata Grand Maniple is broken if it has lost 22 stands.

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

| Type                      | Move  | AV    | CAF  | Weapons                                              | Range       | AD     | TSM     | Notes                                        |
|---------------------------|-------|-------|------|------------------------------------------------------|-------------|--------|---------|----------------------------------------------|
| Magos Dominus             | 15    | 4[6]+ | 3/-1 | Support Weapons                                      | 25          | 2      | -2      | [HQ2], [MK], [MB], [CY2], [CC]               |
| Scyllax Guardian Automata | 15    | 5+    | 3/-2 | Support Weapons                                      | 25          | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Engineer    | 15    | 5+    | 2/-1 | Support Weapons [VK]                                 | 25          | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20    | 2+    | 4/-2 | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP] | 25<br>20    | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Vultarax Stratos Automata | 20[K] | 4+    | 2/-1 | Arc Blaster [HW]<br>Setheno Havoc Launcher[B,IC]     | 25<br>25/50 | 2<br>2 | -1<br>0 | [N], [RC], [R], [RA]                         |



**Victory Points 27**

Your opponent gains 14 VPs when this Company is broken

GRAND COMPANY CARDS  
VEHICLES [3]

# KRIOS BATTLE TANK GRAND COMPANY

The Krios Battle Tank Grand Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Krios Tanks.

Command


Krios Detachment


Krios Detachment


Krios Detachment




Point Value 3250

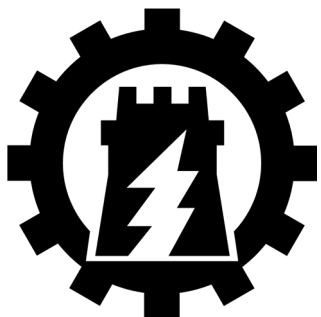


# KRIOS BATTLE TANK GRAND COMPANY

**Break Point 22:** The Krios Battle Tank Grand Company is broken if it has lost 22 stands.

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

| Type                      | Move | AV    | CAF   | Weapons                                              | Range       | AD     | TSM      | Notes                                        |
|---------------------------|------|-------|-------|------------------------------------------------------|-------------|--------|----------|----------------------------------------------|
| Magos Reductor            | 15   | 4[5]+ | 4/-2  | Support Weapons                                      | 25          | 3      | -2       | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2  | Support Weapons                                      | 25          | 3      | -2       | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor    | 15   | 5+    | 2/-1B | Support Weapons                                      | 25          | 1      | -2       | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP] | 25<br>20    | 3<br>4 | -1<br>0  | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Krios Battle Tank         | 25   | 3+    | 2/-1  | Lightning Cannon [B,VK,D]<br>Mauler Bolt Cannon [AP] | 25/50<br>25 | 2<br>3 | -3<br>-1 | [AG], [RC], [N], [RA]                        |



Victory Points 33

Your opponent gains 17 VPs when this Company is broken

# KRIOS VENATOR TANK GRAND COMPANY

The Krios Venator Tank Grand Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Krios Venator Tanks.

| Command                                                                             | Krios Venator Detachment                                                            | Krios Venator Detachment                                                            | Krios Venator Detachment                                                              |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|   |    |    |    |
|  |   |   |   |
|                                                                                     |  |  |  |
|                                                                                     |  |  |  |



Point Value 3050

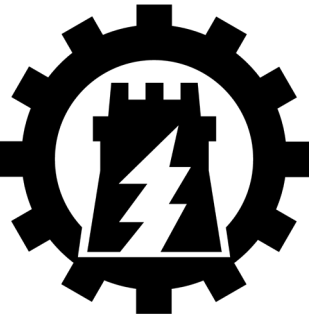


# KRIOS VENATOR TANK GRAND COMPANY

**Break Point 22:** The Krios Venator Tank Grand Company is broken if it has lost 22 stands.

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

| Type                      | Move | AV    | CAF   | Weapons                                              | Range       | AD     | TSM       | Notes                                        |
|---------------------------|------|-------|-------|------------------------------------------------------|-------------|--------|-----------|----------------------------------------------|
| Magos Reductor            | 15   | 4[5]+ | 4/-2  | Support Weapons                                      | 25          | 3      | -2        | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2  | Support Weapons                                      | 25          | 3      | -2        | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor    | 15   | 5+    | 2/-1B | Support Weapons                                      | 25          | 1      | -2        | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK.A.AP] | 25<br>20    | 3<br>4 | -1<br>0   | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Krios Venator             | 25   | 3+    | 2/-1  | Pulsar-Fusil [HW]<br>Mauler Bolt Cannon [AP]         | 20/35<br>25 | 4<br>3 | --2<br>-1 | [AG], [RC], [N], [RA]                        |



Victory Points 31

Your opponent gains 16 VPs when this Company is broken

# KARACNOS ASSAULT TANK GRAND COMPANY

The Karacnos Assault Tank Grand Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Karacnos Assault Tanks.

| Command                                                                             | Karacnos Detachment                                                                 | Karacnos Detachment                                                                 | Karacnos Detachment                                                                  |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
|    |    |    |   |
|    |    |    |   |
|    |    |    |    |
|    |    |    |    |
|   |    |    |    |
|  |   |   |   |
|  |  |  |  |
|  |  |  |  |



Point Value 4100

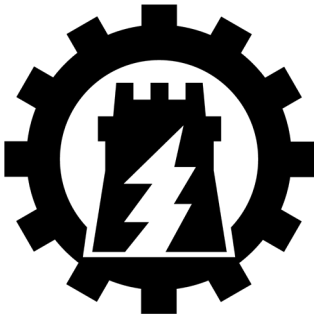


# KARACNOS ASSAULT TANK GRAND COMPANY

**Break Point 22:** The Karacnos Assault Tank Grand Company is broken if it has lost 22.

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

| Type                      | Move | AV    | CAF   | Weapons                                                                | Range       | AD     | TSM     | Notes                                        |
|---------------------------|------|-------|-------|------------------------------------------------------------------------|-------------|--------|---------|----------------------------------------------|
| Magos Reductor            | 15   | 4[5]+ | 4/-2  | Support Weapons                                                        | 25          | 3      | -2      | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata | 15   | 5+    | 3/-2  | Support Weapons                                                        | 25          | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor    | 15   | 5+    | 2/-1B | Support Weapons                                                        | 25          | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor  | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP]                   | 25<br>20    | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Karacnos Assault Tank     | 20   | 2+    | 4/-2  | Karacnos Mortar Battery [RAD,B,AY]<br>Lightning Blaster Sentinels [VK] | 30/60<br>20 | 3<br>6 | 0<br>-1 | [DR2], [AG], [RA], [RC], [N], Special        |



Victory Points 41

Your opponent gains 21 VPs when this Company is broken

MECHANICUM LAND RAIDER  
PROTEUS A GRAND COMPANY

The Mechanicum Land Raider Proteus A Grand Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Mechanicum Land raider Proteus A tanks.

Command


Land Raider Proteus A Detachment


Land Raider Proteus A Detachment


Land Raider Proteus A Detachment




Point Value 3300

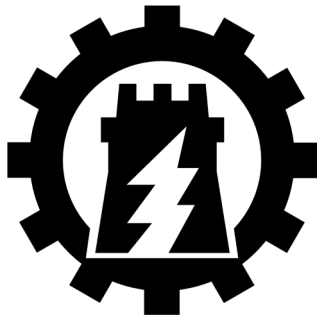


MECHANICUM LAND RAIDER  
PROTEUS A GRAND COMPANY

**Break Point 22:** The Land Raider Grand Company is broken if it has lost 22.

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

| Type                             | Move | AV    | CAF   | Weapons                                              | Range    | AD     | TSM     | Notes                                        |
|----------------------------------|------|-------|-------|------------------------------------------------------|----------|--------|---------|----------------------------------------------|
| Magos Reductor                   | 15   | 4[5]+ | 4/-2  | Support Weapons                                      | 25       | 3      | -2      | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata        | 15   | 5+    | 3/-2  | Support Weapons                                      | 25       | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor           | 15   | 5+    | 2/-1B | Support Weapons                                      | 25       | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor         | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK.A.AP] | 25<br>20 | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Mechanicum Land Raider Proteus A | 25   | 2+    | 3/-2  | Multimeltas [TL2]<br>Bolters [AP]                    | 25<br>25 | 2<br>4 | -3<br>0 | [DR2], [TR2], [AG], [RC], [N], [R]           |



Victory Points 33

Your opponent gains 17 VPs when this Company is broken

# MECHANICUM LAND RAIDER PROTEUS B GRAND COMPANY

The Mechanicum Land Raider Proteus B Grand Company consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Mechanicum Land raider Proteus B tanks.

| Command                                                                             | Land Raider Proteus B Detachment                                                    | Land Raider Proteus B Detachment                                                    | Land Raider Proteus B Detachment                                                      |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|   |    |    |    |
|  |   |   |   |
|                                                                                     |  |  |  |
|                                                                                     |  |  |  |
|                                                                                     |  |  |  |



Point Value 3300

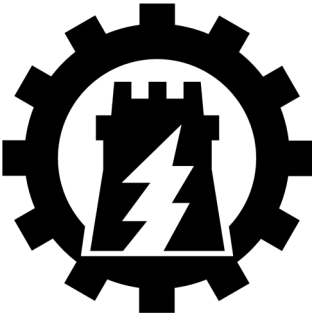


# MECHANICUM LAND RAIDER PROTEUS B GRAND COMPANY

**Break Point 22:** The Land Raider Company is broken if it has lost 22.

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

| Type                             | Move | AV    | CAF   | Weapons                                              | Range       | AD     | TSM     | Notes                                        |
|----------------------------------|------|-------|-------|------------------------------------------------------|-------------|--------|---------|----------------------------------------------|
| Magos Reductor                   | 15   | 4[5]+ | 4/-2  | Support Weapons                                      | 25          | 3      | -2      | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata        | 15   | 5+    | 3/-2  | Support Weapons                                      | 25          | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor           | 15   | 5+    | 2/-1B | Support Weapons                                      | 25          | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor         | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK.A.AP] | 25<br>20    | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Mechanicum Land Raider Proteus B | 25   | 2+    | 3/-2  | Lascannons [TL2]<br>Bolters [AP]                     | 25/50<br>25 | 2<br>4 | -2<br>0 | [DR2], [TR2], [AG], [RC], [N], [R]           |



Victory Points 33

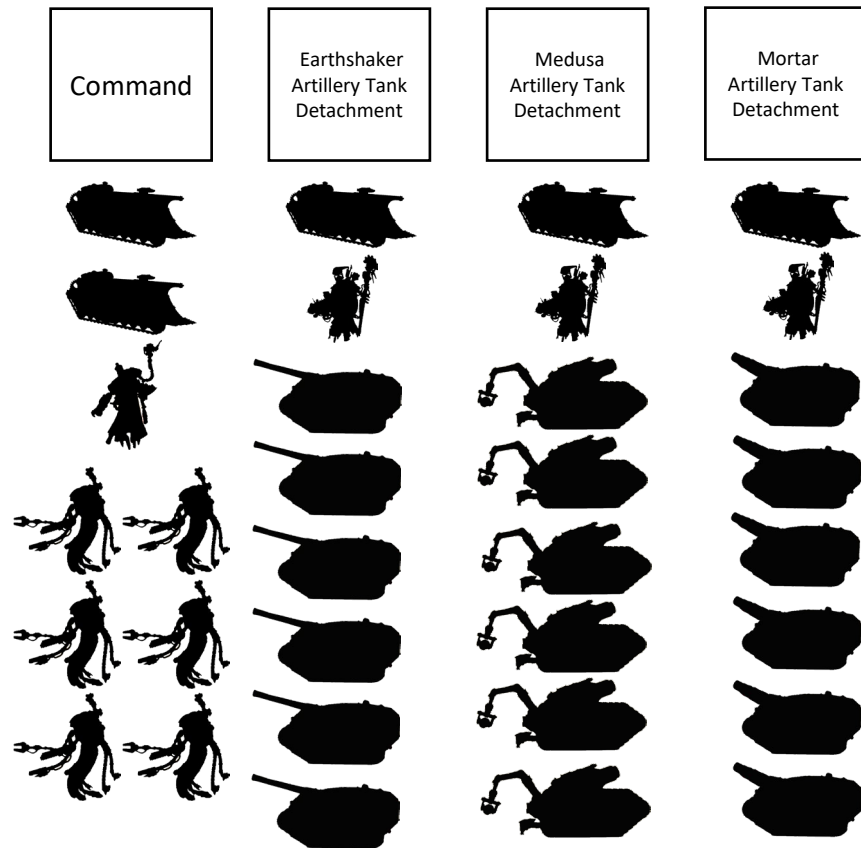
Your opponent gains 17 VPs when this Company is broken

# GRAND COMPANY CARDS

## ARTILLERY [3]

## ARTILLERY TANK GRAND COMPANY (TYPE 1)

The Artillery Tank Grand Company (Type 1) consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Artillery Tanks (3 Types).



Point Value 3200

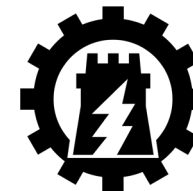


## ARTILLERY TANK GRAND COMPANY (TYPE 1)

**Break Point 22:** The Artillery Grand Company is broken if it has lost 22 stands.

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

| Type                                     | Move | AV    | CAF   | Weapons                                              | Range          | AD     | TSM     | Notes                                        |
|------------------------------------------|------|-------|-------|------------------------------------------------------|----------------|--------|---------|----------------------------------------------|
| Magos Reductor                           | 15   | 4[5]+ | 4/-2  | Support Weapons                                      | 25             | 3      | -2      | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata                | 15   | 5+    | 3/-2  | Support Weapons                                      | 25             | 3      | -2      | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor                   | 15   | 5+    | 2/-1B | Support Weapons                                      | 25             | 1      | -2      | [HQ1], [MB], [MK], Special                   |
| Triaros Armored Conveyor                 | 20   | 2+    | 4/-2  | Mauler Bolt Cannon [AP]<br>Volkite charger [VK,A,AP] | 25<br>20       | 3<br>4 | -1<br>0 | [DR2], [TR4], [RA], [AG], [RC], [N], Special |
| Ordo Reductor Earthshaker Artillery Tank | 15   | 3+    | 2/0   | Earthshaker Cannon [AY,HM]<br>Bolters[AP]            | 120/240<br>25  | 2<br>2 | -2<br>0 | [RC], [N]                                    |
| Ordo Reductor Medusa Artillery Tank      | 15   | 3+    | 2/0   | Medusa Siege Gun [AY,HM,W]<br>Bolters[AP]            | 60/120<br>25   | 2<br>2 | -3<br>0 | [RC], [N]                                    |
| Ordo Reductor Mortar Artillery Tank      | 15   | 3+    | 2/0   | Colossus Mortar [IC, AY,HM]<br>Bolters[AP]           | 50/100<br>25cm | 2<br>2 | -1<br>0 | [RC], [N]                                    |

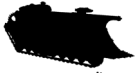
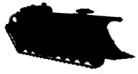


Victory Points 32

Your opponent gains 16 VPs when this Company is broken

## ARTILLERY TANK GRAND COMPANY (TYPE 2)

The Artillery Tank Grand Company (Type 2) consists of one command detachment of 1 Magos Reductor, 1 Triaros Armored Conveyor, 6 Scyllax Guardian Automata and three detachments of 1 Tech Priest Auxilia Reductor, 1 Triaros Armored Conveyor and 6 Artillery Tanks (3 Types).

| Command                                                                             | Whirlwind Detachment                                                                | Vindicator A Detachment                                                             | Minotaur Detachment                                                                   |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|    |    |    |    |
|   |   |   |   |
|  |  |  |  |
|  |  |  |  |



Point Value 3450



## ARTILLERY TANK GRAND COMPANY (TYPE 2)

**Break Point 22:** The Artillery Grand Company is broken if it has lost 22 stands.

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

| Type                       | Move | AV    | CAF   | Weapons                                     | Range   | AD | TSM | Notes                                        |
|----------------------------|------|-------|-------|---------------------------------------------|---------|----|-----|----------------------------------------------|
| Magos Reductor             | 15   | 4[5]+ | 4/-2  | Support Weapons                             | 25      | 3  | -2  | [HQ2], [MK], [CC], [CY2] Special             |
| Scyllax Guardian Automata  | 15   | 5+    | 3/-2  | Support Weapons                             | 25      | 3  | -2  | [N], [AG], [RC], Special                     |
| Tech Priest - Reductor     | 15   | 5+    | 2/-1B | Support Weapons                             | 25      | 1  | -2  | [HQ1], [MB], [MK], Special                   |
| 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   |                                              |
| Ordo Reductor Whirlwind    | 25   | 5+    | 2/0   | Whirlwind Launcher                          | 25/50   | 2  | -2  | [RC], [N]                                    |
|                            |      |       |       | Vengeance Warhead [AY]                      |         |    |     |                                              |
|                            |      |       |       | Castellan Warhead [IC, Fire,AY] Bolters[AP] |         |    |     |                                              |
| Ordo Reductor Vindicator A | 20   | 3+    | 2/-1  | Demolisher Cannon [B2,W,M,] Bolters[AP]     | 25/50   | 1  | -3  | [RA],[RC], [N]                               |
|                            |      |       |       |                                             | 25      | 2  | 0   |                                              |
| Ordo Reductor Minotaurs    | 15   | 2+    | 3/0   | Dual earthshaker [AY,HM] Bolters[AP]        | 120/240 | 4  | -2  | [DR2], [RC], [N], Special                    |
|                            |      |       |       |                                             | 25      | 2  | 0   |                                              |



Victory Points 35

Your opponent gains 18 VPs when this Company is broken

# DARK MECHANICUM

# STANDARD COMPANY CARDS

## INFANTRY [1]

# DARK MECHANICUM HARPAX SWARM A

The Dark Mechanicum Harpax Swarm A consists of one command detachment of 1 Scintillax Noospheric Stalker A and three detachments of 5 Harpax Scouts.

Command

Harpax Detachment

Harpax Detachment

Harpax Detachment





Point Value 800

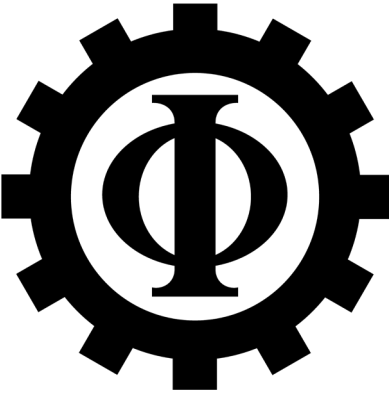


# DARK MECHANICUM HARPAX SWARM A

**Break Point 11:** The Harpax Swarm is broken if it has lost 11 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                                | Range       | AD     | TSM     | Notes                                   |
|---------------------------------|------|----|------|--------------------------------------------------------|-------------|--------|---------|-----------------------------------------|
| Scintillax Noospheric Stalker A | 20   | 3+ | 3/-2 | Scintillax Lascutter [W,B,TL3]                         | 15          | 1      | -3      | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Harpax Scout                    | 20[] | 6+ | 2/-1 | Harpax Lascutter [W,B]<br>Exo-planar Repeaters [AP,VK] | 15<br>15/30 | 1<br>1 | -2<br>0 | [RC]                                    |



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

DARK MECHANICUM HARPAX  
SWARM B

The Dark Mechanicum Harpax Swarm B consists of one command detachment of 1 Scintillax Noospheric Stalker B and three detachments of 5 Harpax Scouts.

Command



Harpax Detachment


Harpax Detachment


Harpax Detachment




Point Value 800

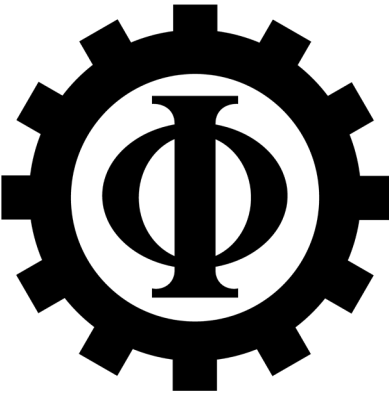


DARK MECHANICUM HARPAX  
SWARM B

**Break Point 11:** The Harpax Swarm is broken if it has lost 11 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                                 | Range       | AD     | TSM     | Notes                                   |
|---------------------------------|------|----|------|---------------------------------------------------------|-------------|--------|---------|-----------------------------------------|
| Scintillax Noospheric Stalker B | 20   | 3+ | 3/-2 | Exo-planar Cannon [VK,IC]                               | 20/35       | 3      | -1      | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Harpax Scout                    | 20[] | 6+ | 2/-1 | Harpax Lascutter [VV,B]<br>Exo-planar Repeaters [AP,VK] | 15<br>15/30 | 1<br>1 | -2<br>0 | [RC]                                    |



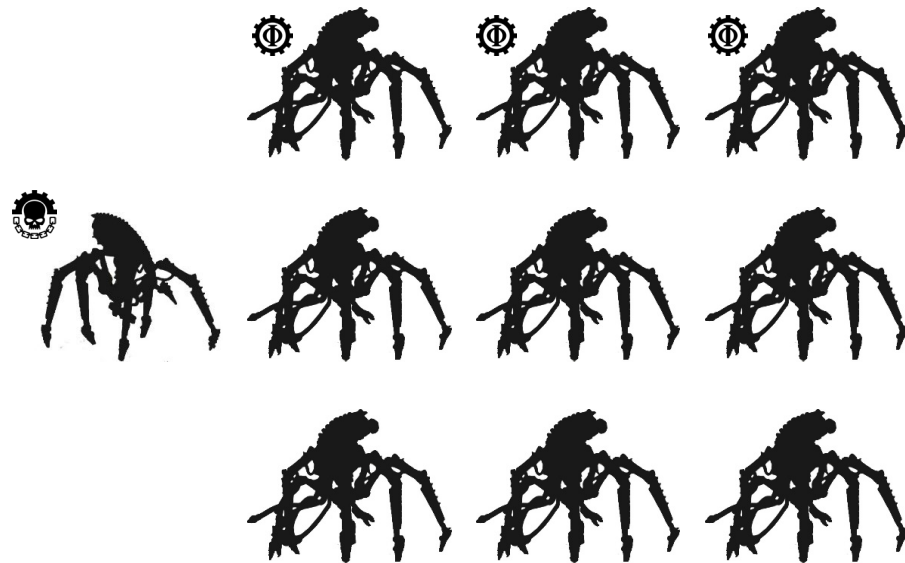
**Victory Points 8**  
Your opponent gains 4 VPs when this Company is broken

# STANDARD COMPANY CARDS WALKERS [3]

## DARK MECHANICUM ERRAX ASSAULT STALKER MANIPLE A

The Dark Mechanicum Errax Assault Stalker Maniple A consists of one command detachment of 1 Scintillax Noospheric Stalker A and three detachments of 3 Errax Assault Stalkers (different types).

|         |                                    |                                    |                                    |
|---------|------------------------------------|------------------------------------|------------------------------------|
| Command | Errax Assault Stalker A Detachment | Errax Assault Stalker B Detachment | Errax Assault Stalker C Detachment |
|---------|------------------------------------|------------------------------------|------------------------------------|



Point Value 950

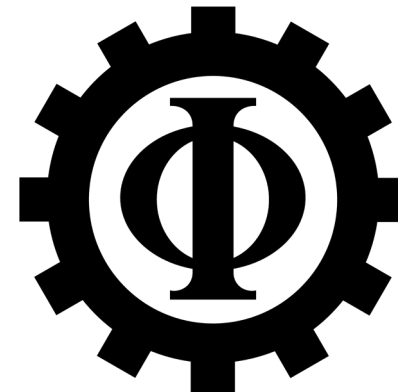


## DARK MECHANICUM ERRAX ASSAULT STALKER MANIPLE A

**Break Point 7:** The Stalker Maniple is broken if it has lost 7 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                      | Range   | AD     | TSM     | Notes                                   |
|---------------------------------|------|----|------|----------------------------------------------|---------|--------|---------|-----------------------------------------|
| Scintillax Noospheric Stalker A | 20   | 3+ | 3/-2 | Scintillax Lascutter [W,B,TL3]               | 15      | 1      | -3      | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Errax Assault Stalker A         | 25   | 4+ | 4/-3 | Errax Meltagun Mechadendrites [B]            | 25<br>- | 3<br>- | -2<br>- | [DU], [RC]<br>[DR2], [RA]               |
| Errax Assault Stalker B         | 25   | 4+ | 4/-3 | Bolters [AP,A] Mechadendrites [B]            | 25<br>- | 3<br>- | 0<br>-  | [DU], [RC]<br>[DR2], [RA]               |
| Errax Assault Stalker C         | 25   | 4+ | 4/-3 | Errax Lascutter [W,B,TL2] Mechadendrites [B] | 15<br>- | 1<br>- | -3<br>- | [DU], [RC]<br>[DR2], [RA]               |



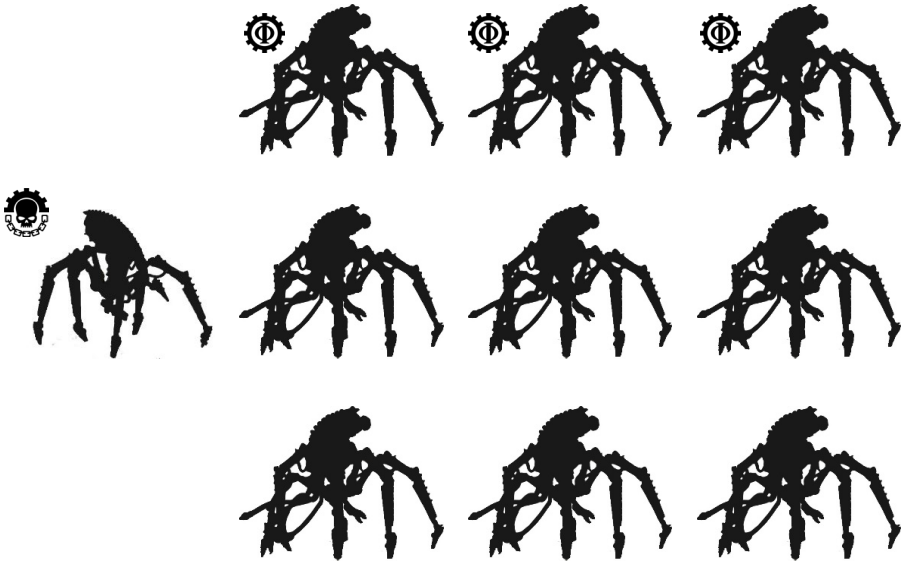
Victory Points 10

Your opponent gains 5 VPs when this Company is broken

# DARK MECHANICUM ERRAX ASSAULT STALKER MANIPLE B

The Dark Mechanicum Errax Assault Stalker Maniple B consists of one command detachment of 1 Scintillax Noospheric Stalker B and three detachments of 3 Errax Assault Stalkers (different types).

|         |                                          |                                          |                                          |
|---------|------------------------------------------|------------------------------------------|------------------------------------------|
| Command | Errax Assault<br>Stalker A<br>Detachment | Errax Assault<br>Stalker B<br>Detachment | Errax Assault<br>Stalker C<br>Detachment |
|---------|------------------------------------------|------------------------------------------|------------------------------------------|



Point Value 950

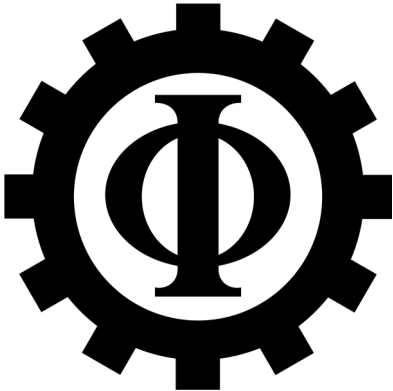


# DARK MECHANICUM ERRAX ASSAULT STALKER MANIPLE B

**Break Point 7:** The Stalker Maniple is broken if it has lost 7 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                      | Range   | AD     | TSM     | Notes                                   |
|---------------------------------|------|----|------|----------------------------------------------|---------|--------|---------|-----------------------------------------|
| Scintillax Noospheric Stalker B | 20   | 3+ | 3/-2 | Exo-planar Cannon [VK,IC]                    | 20/35   | 3      | -1      | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Errax Assault Stalker A         | 25   | 4+ | 4/-3 | Errax Meltagun Mechadendrites [B]            | 25<br>- | 3<br>- | -2<br>- | [DU], [RC]<br>[DR2], [RA]               |
| Errax Assault Stalker B         | 25   | 4+ | 4/-3 | Bolters [AP,A] Mechadendrites [B]            | 25<br>- | 3<br>- | 0<br>-  | [DU], [RC]<br>[DR2], [RA]               |
| Errax Assault Stalker C         | 25   | 4+ | 4/-3 | Errax Lascutter [W,B,TL2] Mechadendrites [B] | 15<br>- | 1<br>- | -3<br>- | [DU], [RC]<br>[DR2], [RA]               |



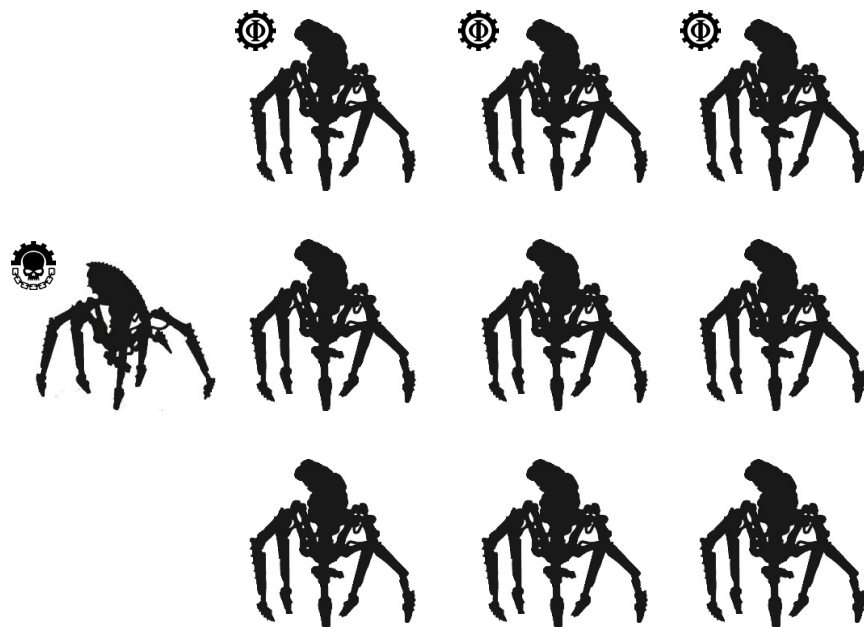
Victory Points 10

Your opponent gains 5 VPs when this Company is broken

## DARK MECHANICUM TENEBRAX BATTLE STALKER MANIPLE A

The Dark Mechanicum Tenebrax Battle Stalker Maniple A consists of one command detachment of 1 Scintillax Noospheric Stalker A and three detachments of 3 Tenebrax Battle Stalkers (different types).

|         |                                      |                                      |                                      |
|---------|--------------------------------------|--------------------------------------|--------------------------------------|
| Command | Tenebrax Battle Stalker A Detachment | Tenebrax Battle Stalker B Detachment | Tenebrax Battle Stalker C Detachment |
|---------|--------------------------------------|--------------------------------------|--------------------------------------|



Point Value 1050

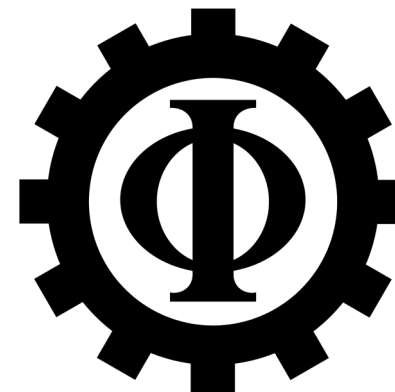


## DARK MECHANICUM TENEBRAX BATTLE STALKER MANIPLE A

**Break Point 7:** The Stalker Maniple is broken if it has lost 7 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                           | Range          | AD     | TSM      | Notes                                   |
|---------------------------------|------|----|------|---------------------------------------------------|----------------|--------|----------|-----------------------------------------|
| Scintillax Noospheric Stalker A | 20   | 3+ | 3/-2 | Scintillax Lascutter [W,B,TL3]                    | 15             | 1      | -3       | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Tenebrax Battle Stalker A       | 25   | 4+ | 3/-2 | Storm Laser Flenser<br>Exo-planar Cannon [VK,IC]  | 35/70<br>20/35 | 3<br>3 | -2<br>-1 | [DU], [RC]<br>[DR2], [RA]               |
| Tenebrax Battle Stalker B       | 25   | 4+ | 3/-2 | Storm Laser Flenser<br>Bolters [AP,A]             | 35/70<br>25    | 3<br>4 | -2<br>0  | [DU], [RC]<br>[DR2], [RA]               |
| Tenebrax Battle Stalker C       | 25   | 4+ | 3/-2 | Storm Laser Flenser<br>Volkite Culverins [VK,TL2] | 35/70<br>20/45 | 3<br>2 | -2<br>-1 | [DU], [RC]<br>[DR2], [RA]               |

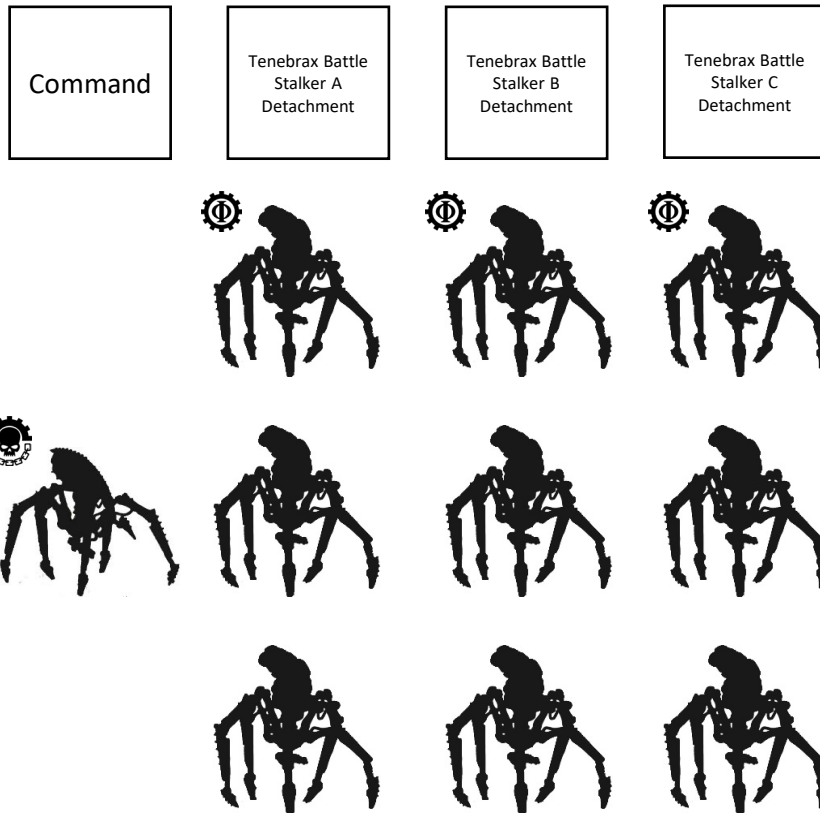


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

## DARK MECHANICUM TENEBRAX BATTLE STALKER MANIPLE B

The Dark Mechanicum Tenebrax Battle Stalker Maniple B consists of one command detachment of 1 Scintillax Noospheric Stalker B and three detachments of 3 Tenebrax Battle Stalkers (different types).



Point Value 1050

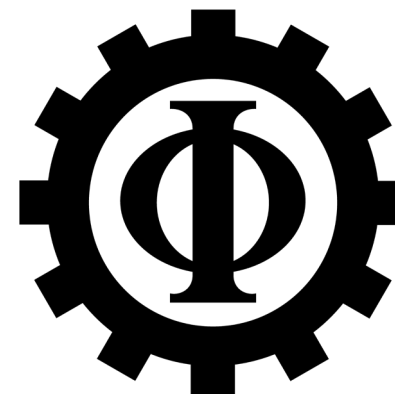


## DARK MECHANICUM TENEBRAX BATTLE STALKER MANIPLE A

**Break Point 7:** The Stalker Maniple is broken if it has lost 7 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                              | Range          | AD     | TSM      | Notes                                   |
|---------------------------------|------|----|------|------------------------------------------------------|----------------|--------|----------|-----------------------------------------|
| Scintillax Noospheric Stalker B | 20   | 3+ | 3/-2 | Exo-planar Cannon [VK,IC]                            | 20/35          | 3      | -1       | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Tenebrax Battle Stalker A       | 25   | 4+ | 3/-2 | Storm Laser<br>Flenser<br>Exo-planar Cannon [VK,IC]  | 35/70<br>20/35 | 3<br>3 | -2<br>-1 | [DU], [RC]<br>[DR2], [RA]               |
| Tenebrax Battle Stalker B       | 25   | 4+ | 3/-2 | Storm Laser<br>Flenser<br>Bolters [AP,A]             | 35/70<br>25    | 3<br>4 | -2<br>0  | [DU], [RC]<br>[DR2], [RA]               |
| Tenebrax Battle Stalker C       | 25   | 4+ | 3/-2 | Storm Laser<br>Flenser<br>Volkite Culverins [VK,TL2] | 35/70<br>20/45 | 3<br>2 | -2<br>-1 | [DU], [RC]<br>[DR2], [RA]               |



Victory Points 11

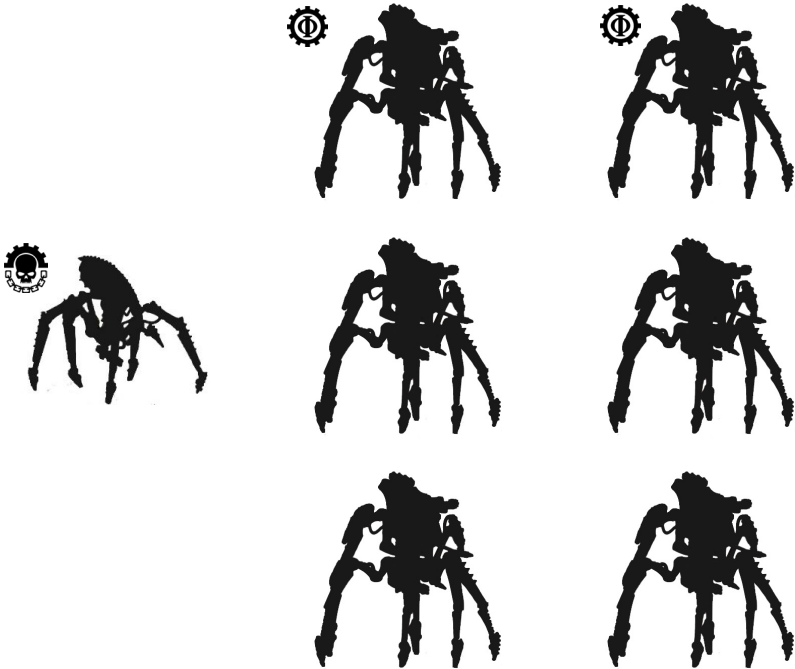
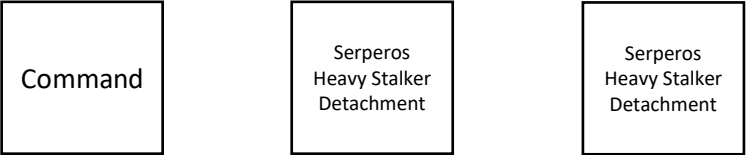
Your opponent gains 6 VPs when this Company is broken

# STANDARD COMPANY CARDS

## HEAVY WALKERS [4]

DARK MECHANICUM SERPEROS  
HEAVY STALKER MANIPLE A

The Dark Mechanicum Serperos Heavy Stalker Maniple A consists of one command detachment of 1 Scintillax Noospheric Stalker A and two detachments of 3 Serperos Heavy Stalkers A.



Point Value 1450

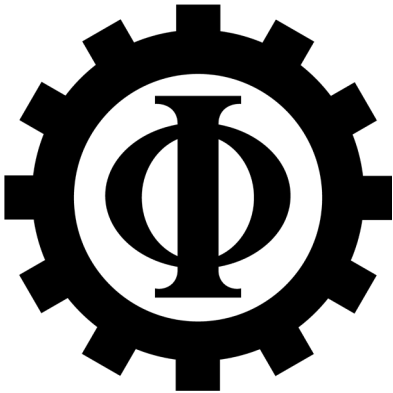


DARK MECHANICUM SERPEROS  
HEAVY STALKER MANIPLE A

**Break Point 5:** The Stalker Maniple is broken if it has lost 5 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                           | Range       | AD     | TSM      | Notes                                   |
|---------------------------------|------|----|------|---------------------------------------------------|-------------|--------|----------|-----------------------------------------|
| Scintillax Noospheric Stalker A | 20   | 3+ | 3/-2 | Scintillax Lascutter [W,B,TL3]                    | 15          | 1      | -3       | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Serperos Heavy Stalker A        | 20   | 2+ | 4/-3 | Storm Laser Array Serperos Lascutters [W,B,TL3,D] | 25/50<br>15 | 5<br>1 | -2<br>-4 | [DU], [RC] [DR3], [RA], Special         |

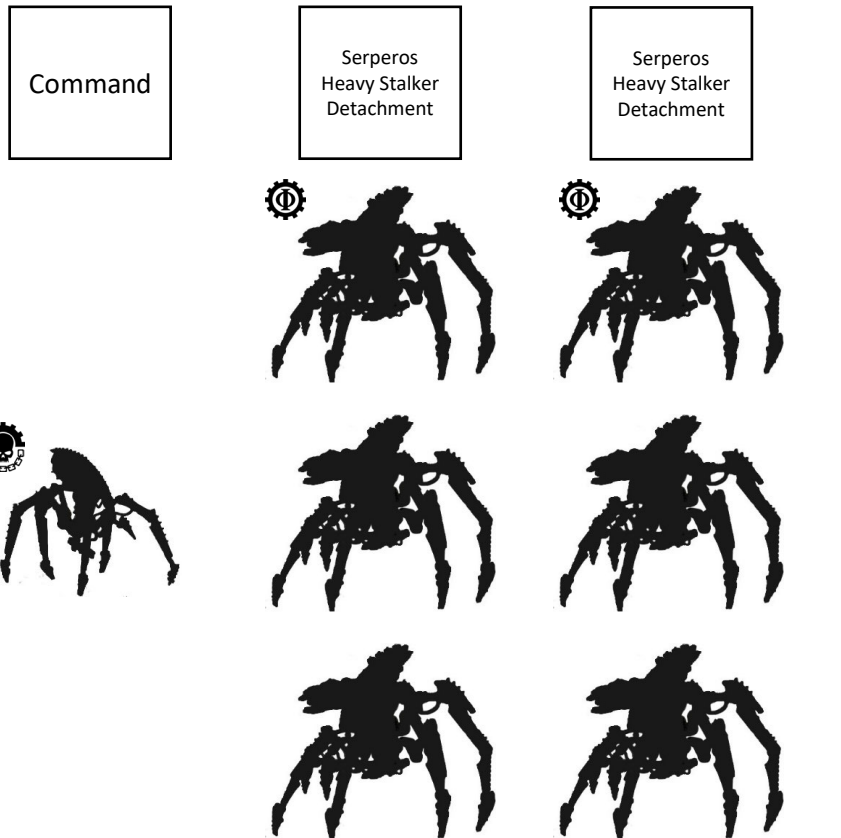


Victory Points 15

Your opponent gains 8 VPs when this Company is broken

# DARK MECHANICUM SERPEROS HEAVY STALKER MANIPLE B

The Dark Mechanicum Serperos Heavy Stalker Maniple A consists of one command detachment of 1 Scintillax Noospheric Stalker B and two detachments of 3 Serperos Heavy Stalkers B.



Point Value 1500

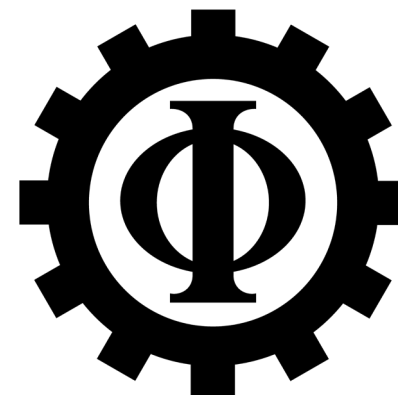


# DARK MECHANICUM SERPEROS HEAVY STALKER MANIPLE B

**Break Point 5:** The Stalker Maniple is broken if it has lost 5 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                                 | Range          | AD     | TSM      | Notes                                   |
|---------------------------------|------|----|------|---------------------------------------------------------|----------------|--------|----------|-----------------------------------------|
| Scintillax Noospheric Stalker B | 20   | 3+ | 3/-2 | Exo-planar Cannon [VK,IC]                               | 20/35          | 3      | -1       | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Serperos Heavy Stalker B        | 20   | 2+ | 4/-3 | Exo-planar Bombard [IC,VK]<br>Irradiation Engine, [RAD] | 25/50<br>15/30 | 3<br>3 | -1<br>-1 | [DU], [RC]<br>[DR3], [RA], Special      |



Victory Points 15

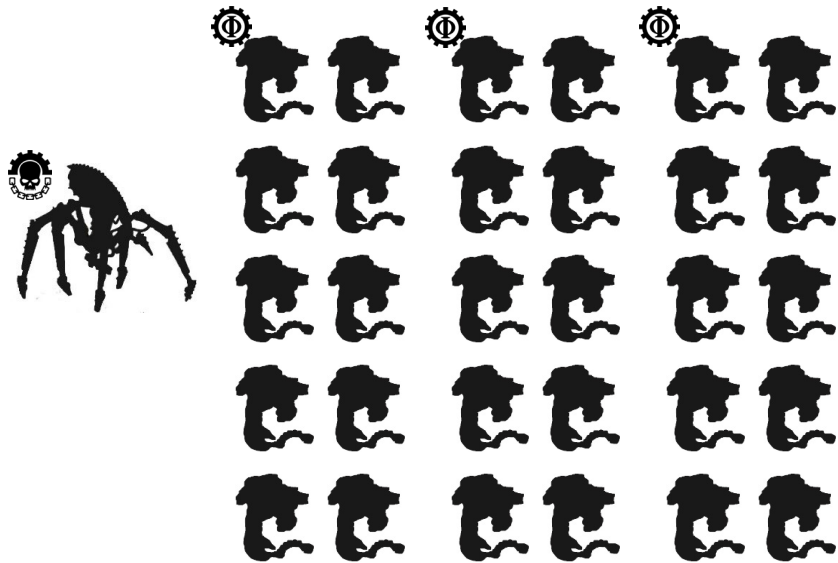
Your opponent gains 8 VPs when this Company is broken

# GRAND COMPANY CARDS INFANTRY [1]

DARK MECHANICUM HARPAX  
GRAND SWARM A

The Dark Mechanicum Harpax Grand Swarm A consists of one command detachment of 1 Scintillax Noospheric Stalker A and three detachments of 10 Harpax Scouts.

|         |                   |                   |                   |
|---------|-------------------|-------------------|-------------------|
| Command | Harpax Detachment | Harpax Detachment | Harpax Detachment |
|---------|-------------------|-------------------|-------------------|



Point Value 1500

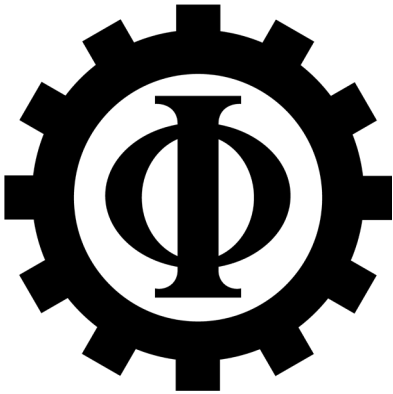


DARK MECHANICUM HARPAX  
GRAND SWARM A

**Break Point 22:** The Harpax Grand Swarm is broken if it has lost 22 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                                | Range       | AD     | TSM     | Notes                                   |
|---------------------------------|------|----|------|--------------------------------------------------------|-------------|--------|---------|-----------------------------------------|
| Scintillax Noospheric Stalker A | 20   | 3+ | 3/-2 | Scintillax Lascutter [V,B,TL3]                         | 15          | 1      | -3      | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Harpax Scout                    | 20[] | 6+ | 2/-1 | Harpax Lascutter [V,B]<br>Exo-planar Repeaters [AP,VK] | 15<br>15/30 | 1<br>1 | -2<br>0 | [RC]                                    |

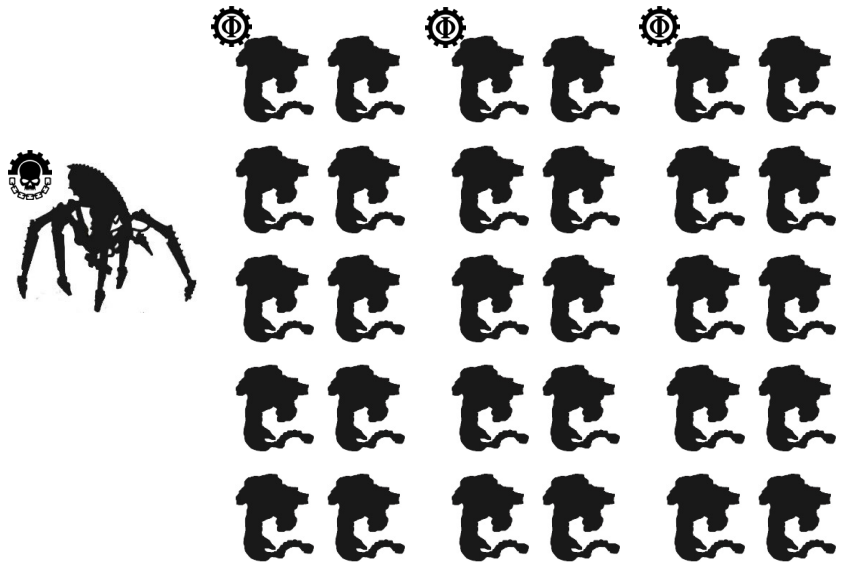
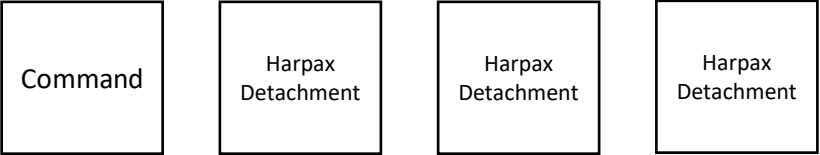


Victory Points 15

Your opponent gains 8 VPs when this Company is broken

DARK MECHANICUM HARPAX  
GRAND SWARM B

The Dark Mechanicum Harpax Grand Swarm B consists of one command detachment of 1 Scintillax Noospheric Stalker B and three detachments of 10 Harpax Scouts.



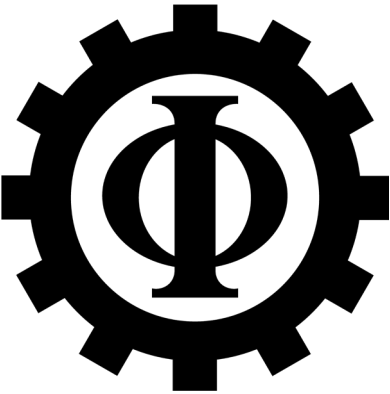
Point Value 1500

DARK MECHANICUM HARPAX  
GRAND SWARM B

**Break Point 22:** The Harpax Grand Swarm is broken if it has lost 22 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                                 | Range       | AD     | TSM     | Notes                                   |
|---------------------------------|------|----|------|---------------------------------------------------------|-------------|--------|---------|-----------------------------------------|
| Scintillax Noospheric Stalker B | 20   | 3+ | 3/-2 | Exo-planar Cannon [VK,IC]                               | 20/35       | 3      | -1      | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Harpax Scout                    | 20[] | 6+ | 2/-1 | Harpax Lascutter [VV,B]<br>Exo-planar Repeaters [AP,VK] | 15<br>15/30 | 1<br>1 | -2<br>0 | [RC]                                    |



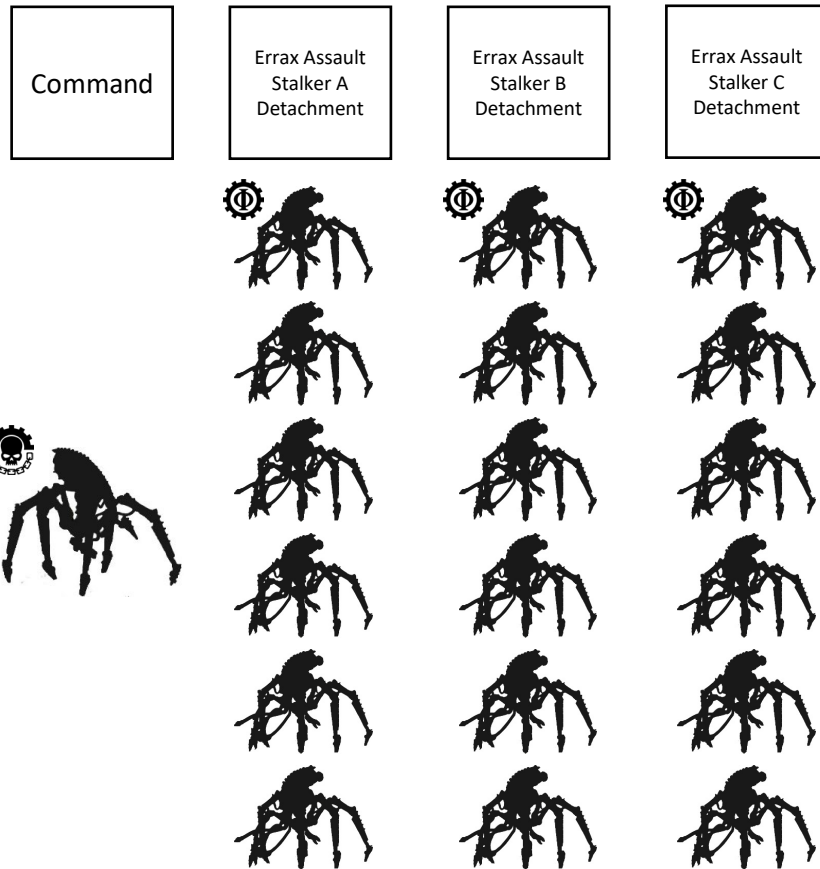
Victory Points 15

Your opponent gains 8 VPs when this Company is broken

# GRAND COMPANY CARDS WALKERS [3]

## DARK MECHANICUM ERRAX ASSAULT STALKER GRAND MANIPLE A

The Dark Mechanicum Errax Assault Stalker Grand Maniple A consists of one command detachment of 1 Scintillax Noospheric Stalker A and three detachments of 6 Errax Assault Stalkers (different types).



Point Value 1800

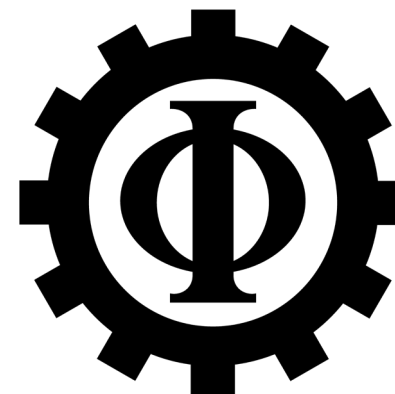


## DARK MECHANICUM ERRAX ASSAULT STALKER GRAND MANIPLE A

**Break Point 13:** The Stalker Grand Maniple is broken if it has lost 13 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                      | Range   | AD     | TSM     | Notes                                   |
|---------------------------------|------|----|------|----------------------------------------------|---------|--------|---------|-----------------------------------------|
| Scintillax Noospheric Stalker A | 20   | 3+ | 3/-2 | Scintillax Lascutter [W,B,TL3]               | 15      | 1      | -3      | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Errax Assault Stalker A         | 25   | 4+ | 4/-3 | Errax Meltagun Mechadendrites [B]            | 25<br>- | 3<br>- | -2<br>- | [DU], [RC]<br>[DR2], [RA]               |
| Errax Assault Stalker B         | 25   | 4+ | 4/-3 | Bolters [AP,A] Mechadendrites [B]            | 25<br>- | 3<br>- | 0<br>-  | [DU], [RC]<br>[DR2], [RA]               |
| Errax Assault Stalker C         | 25   | 4+ | 4/-3 | Errax Lascutter [W,B,TL2] Mechadendrites [B] | 15<br>- | 1<br>- | -3<br>- | [DU], [RC]<br>[DR2], [RA]               |

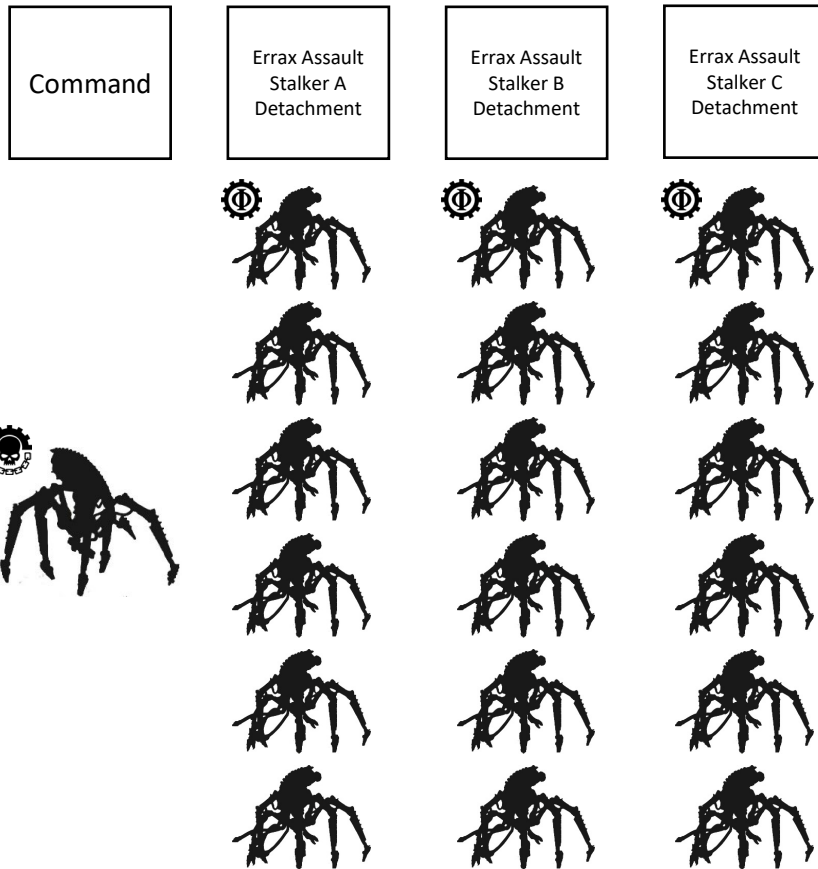


Victory Points 18

Your opponent gains 9 VPs when this Company is broken

## DARK MECHANICUM ERRAX ASSAULT STALKER GRAND MANIPLE B

The Dark Mechanicum Errax Assault Stalker Grand Maniple B consists of one command detachment of 1 Scintillax Noospheric Stalker B and three detachments of 6 Errax Assault Stalkers (different types).



Point Value 1800

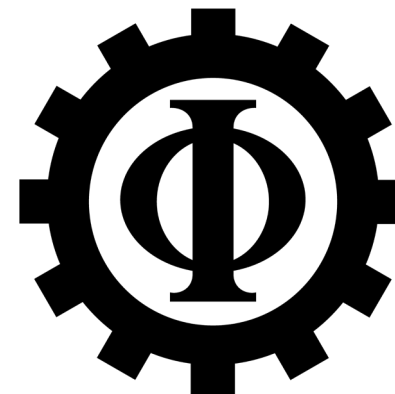


## DARK MECHANICUM ERRAX ASSAULT STALKER GRAND MANIPLE B

**Break Point 13:** The Stalker Grand Maniple is broken if it has lost 13 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                      | Range   | AD     | TSM     | Notes                                   |
|---------------------------------|------|----|------|----------------------------------------------|---------|--------|---------|-----------------------------------------|
| Scintillax Noospheric Stalker B | 20   | 3+ | 3/-2 | Exo-planar Cannon [VK,IC]                    | 20/35   | 3      | -1      | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Errax Assault Stalker A         | 25   | 4+ | 4/-3 | Errax Meltagun Mechadendrites [B]            | 25<br>- | 3<br>- | -2<br>- | [DU], [RC]<br>[DR2], [RA]               |
| Errax Assault Stalker B         | 25   | 4+ | 4/-3 | Bolters [AP,A] Mechadendrites [B]            | 25<br>- | 3<br>- | 0<br>-  | [DU], [RC]<br>[DR2], [RA]               |
| Errax Assault Stalker C         | 25   | 4+ | 4/-3 | Errax Lascutter [W,B,TL2] Mechadendrites [B] | 15<br>- | 1<br>- | -3<br>- | [DU], [RC]<br>[DR2], [RA]               |

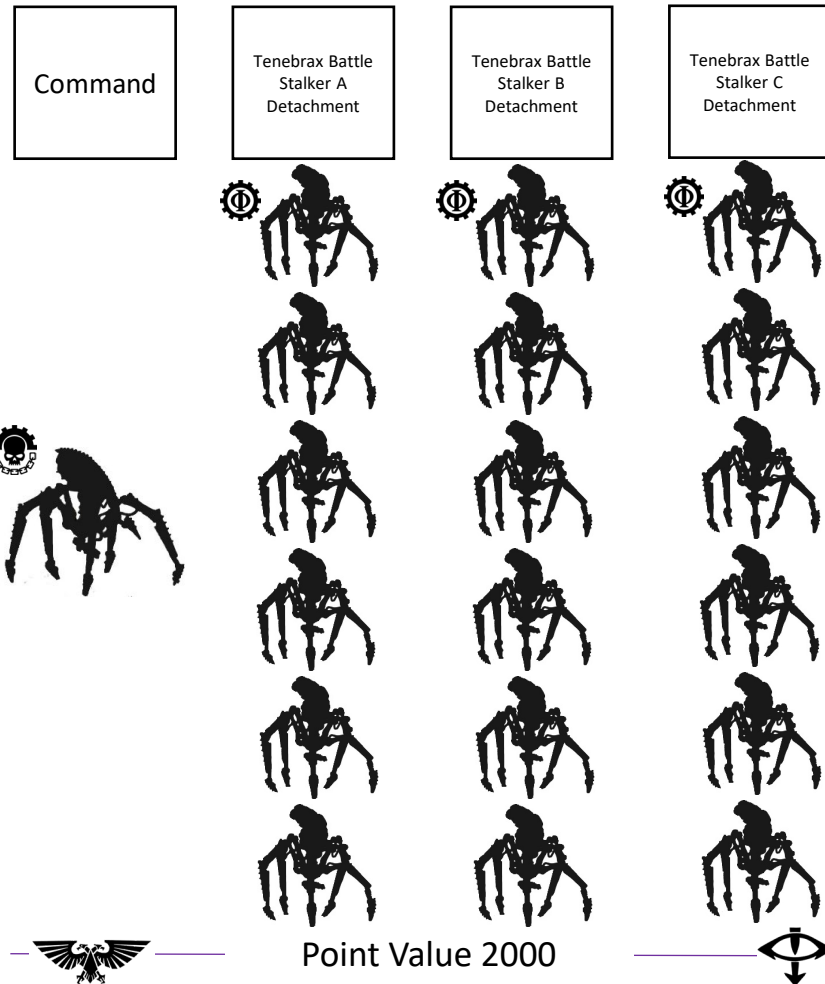


Victory Points 18

Your opponent gains 9 VPs when this Company is broken

## DARK MECHANICUM TENEBRAX BATTLE STALKER GRAND MANIPLE A

The Dark Mechanicum Tenebrax Battle Stalker Grand Maniple A consists of one command detachment of 1 Scintillax Noospheric Stalker A and three detachments of 3 Tenebrax Battle Stalkers (different types).

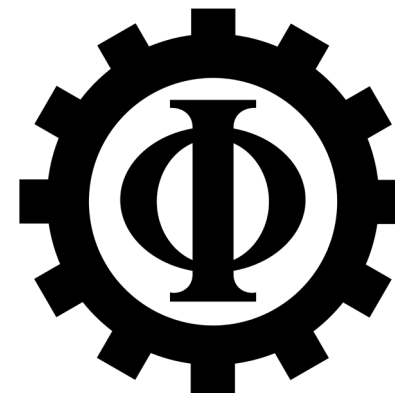


## DARK MECHANICUM TENEBRAX BATTLE STALKER GRAND MANIPLE A

**Break Point 13:** The Stalker Grand Maniple is broken if it has lost 13 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                        | Range       | AD  | TSM   | Notes                                   |
|---------------------------------|------|----|------|------------------------------------------------|-------------|-----|-------|-----------------------------------------|
| Scintillax Noospheric Stalker A | 20   | 3+ | 3/-2 | Scintillax Lascutter [W,B,TL3]                 | 15          | 1   | -3    | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Tenebrax Battle Stalker A       | 25   | 4+ | 3/-2 | Storm Laser Flenser Exo-planar Cannon [VK,IC]  | 35/70 20/35 | 3 3 | -2 -1 | [DU], [RC] [DR2], [RA]                  |
| Tenebrax Battle Stalker B       | 25   | 4+ | 3/-2 | Storm Laser Flenser Bolters [AP,A]             | 35/70 25    | 3 4 | -2 0  | [DU], [RC] [DR2], [RA]                  |
| Tenebrax Battle Stalker C       | 25   | 4+ | 3/-2 | Storm Laser Flenser Volkite Culverins [VK,TL2] | 35/70 20/45 | 3 2 | -2 -1 | [DU], [RC] [DR2], [RA]                  |



Victory Points 20

Your opponent gains 10 VPs when this Company is broken

# DARK MECHANICUM TENEBRAX BATTLE STALKER GRAND MANIPLE B

The Dark Mechanicum Tenebrax Battle Stalker Grand Maniple B consists of one command detachment of 1 Scintillax Noospheric Stalker B and three detachments of 3 Tenebrax Battle Stalkers (different types).

Command

Tenebrax Battle Stalker A Detachment

Tenebrax Battle Stalker B Detachment

Tenebrax Battle Stalker C Detachment























Point Value 2000

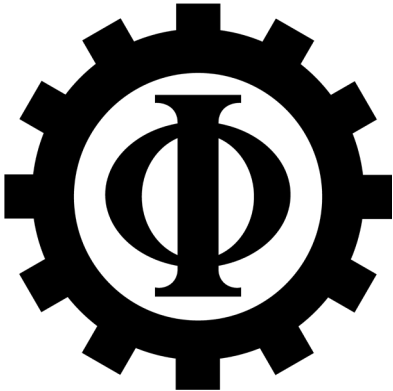


# DARK MECHANICUM TENEBRAX BATTLE STALKER GRAND MANIPLE B

**Break Point 13:** The Stalker Grand Maniple is broken if it has lost 13 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                           | Range          | AD     | TSM      | Notes                                   |
|---------------------------------|------|----|------|---------------------------------------------------|----------------|--------|----------|-----------------------------------------|
| Scintillax Noospheric Stalker B | 20   | 3+ | 3/-2 | Exo-planar Cannon [VK,IC]                         | 20/35          | 3      | -1       | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Tenebrax Battle Stalker A       | 25   | 4+ | 3/-2 | Storm Laser Flenser<br>Exo-planar Cannon [VK,IC]  | 35/70<br>20/35 | 3<br>3 | -2<br>-1 | [DU], [RC]<br>[DR2], [RA]               |
| Tenebrax Battle Stalker B       | 25   | 4+ | 3/-2 | Storm Laser Flenser<br>Bolters [AP,A]             | 35/70<br>25    | 3<br>4 | -2<br>0  | [DU], [RC]<br>[DR2], [RA]               |
| Tenebrax Battle Stalker C       | 25   | 4+ | 3/-2 | Storm Laser Flenser<br>Volkite Culverins [VK,TL2] | 35/70<br>20/45 | 3<br>2 | -2<br>-1 | [DU], [RC]<br>[DR2], [RA]               |



Victory Points 20

Your opponent gains 10 VPs when this Company is broken

# GRAND COMPANY CARDS

## HEAVY WALKERS [4]

# DARK MECHANICUM SERPEROS HEAVY STALKER GRAND MANIPLE A

The Dark Mechanicum Serperos Heavy Stalker Grand Maniple A consists of one command detachment of 1 Scintillax Noospheric Stalker A and two detachments of 3 Serperos Heavy Stalkers A.

Command

Serperos Heavy Stalker Detachment

Serperos Heavy Stalker Detachment

Serperos Heavy Stalker Detachment





Point Value 2100

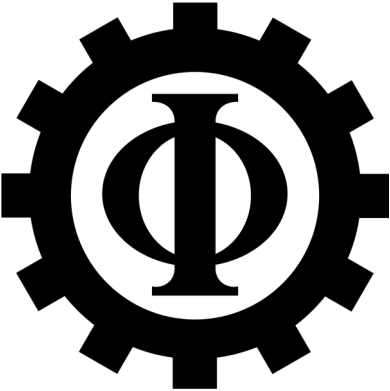


# DARK MECHANICUM SERPEROS HEAVY STALKER GRAND MANIPLE A

**Break Point 7:** The Stalker Grand Maniple is broken if it has lost 7 stands.

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

| Type                            | Move | AV | CAF  | Weapons                         | Range | AD | TSM | Notes                                   |
|---------------------------------|------|----|------|---------------------------------|-------|----|-----|-----------------------------------------|
| Scintillax Noospheric Stalker A | 20   | 3+ | 3/-2 | Scintillax Lascutter [W,B,TL3]  | 15    | 1  | -3  | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Serperos Heavy Stalker A        | 20   | 2+ | 4/-3 | Storm Laser Array               | 25/50 | 5  | -2  | [DU], [RC], [DR3], [RA], Special        |
|                                 |      |    |      | Serperos Lascutters [W,B,TL3,D] | 15    | 1  | -4  |                                         |



Victory Points 21

Your opponent gains 11 VPs when this Company is broken

# DARK MECHANICUM SERPEROS HEAVY STALKER GRAND MANIPLE B

The Dark Mechanicum Serperos Heavy Stalker Grand Maniple B consists of one command detachment of 1 Scintillax Noospheric Stalker B and two detachments of 3 Serperos Heavy Stalkers B.

Command

Serperos Heavy Stalker Detachment

Serperos Heavy Stalker Detachment

Serperos Heavy Stalker Detachment












Point Value 2200

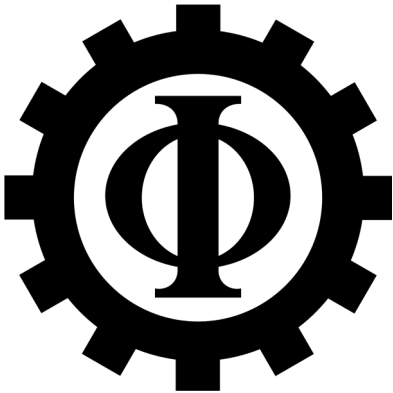


# DARK MECHANICUM SERPEROS HEAVY STALKER GRAND MANIPLE B

**Break Point 7:** The Stalker Grand Maniple is broken if it has lost 7 stands.

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

| Type                            | Move | AV | CAF  | Weapons                                                 | Range          | AD     | TSM      | Notes                                   |
|---------------------------------|------|----|------|---------------------------------------------------------|----------------|--------|----------|-----------------------------------------|
| Scintillax Noospheric Stalker B | 20   | 3+ | 3/-2 | Exo-planar Cannon [VK,IC]                               | 20/35          | 3      | -1       | [HQ2], [DU], [RC], [DR2], [RA], Special |
| Serperos Heavy Stalker B        | 20   | 2+ | 4/-3 | Exo-planar Bombard [IC,VK]<br>Irradiation Engine, [RAD] | 25/50<br>15/30 | 3<br>3 | -1<br>-1 | [DU], [RC]<br>[DR3], [RA], Special      |



Victory Points 22

Your opponent gains 11 VPs when this Company is broken