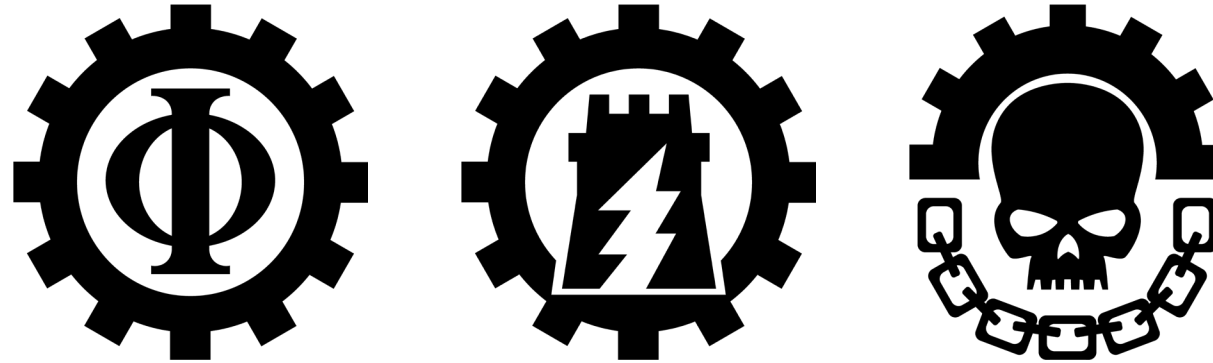


MECHANICUM



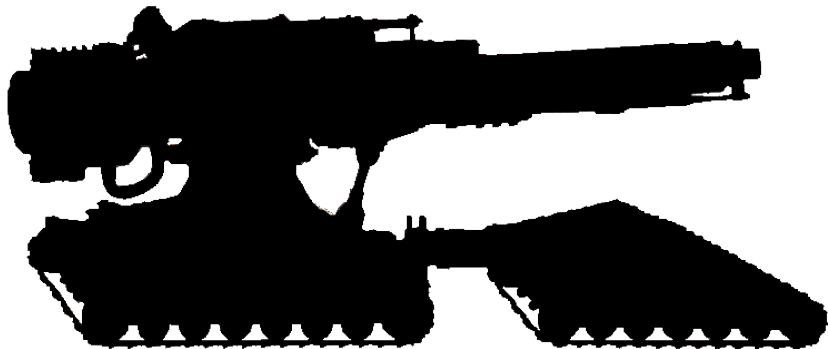
SPECIAL CARDS

MKV

SPECIAL FORMATION

ORDINATUS SAGITTAR

The Ordinatus Sagittar consists of 1 Ordinatus Sagittar.



Point Value 550

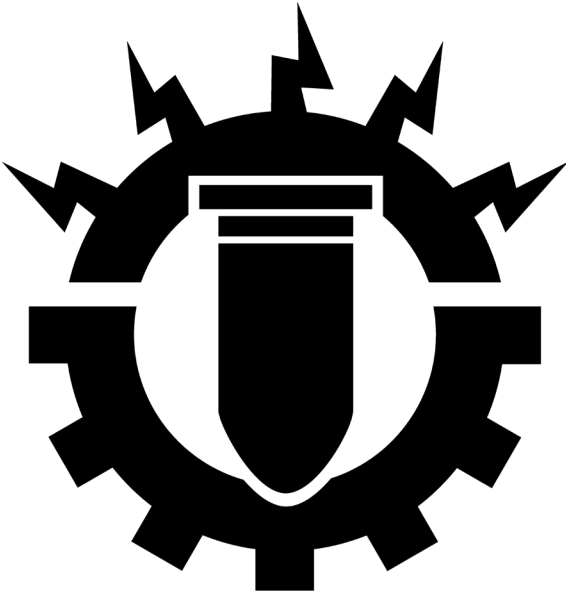


ORDINATUS SAGITTAR

Break Point -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sagittar	15	2+	8/-4	Belicosa Volcano Cannon [HM,B,D3]	90/180	1	-8	[DR6], [TR], Special
				Volkite Culverin [VK,TL2]	25/50	6	-1	
				Bolters[AP]	25	8	0	



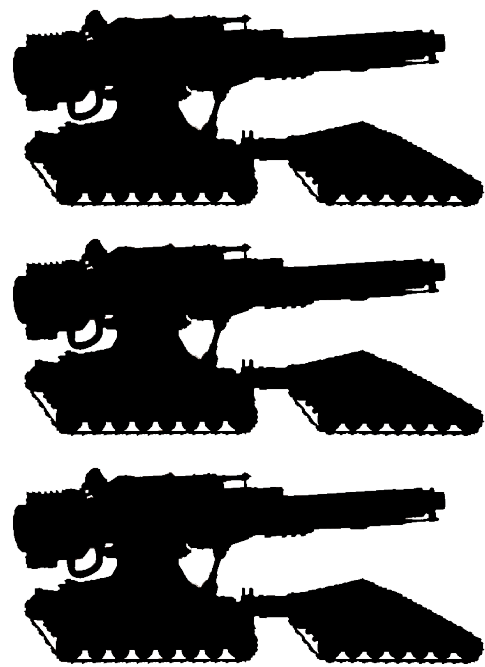
Victory Points 6

Your opponent gains 6 VP when this formation is destroyed

SPECIAL FORMATION

ORDINATUS SAGITTAR MANIPLE

The Ordinatus Sagittar Maniple consists of 3 Ordinatus Sagittar.





Point Value 1650

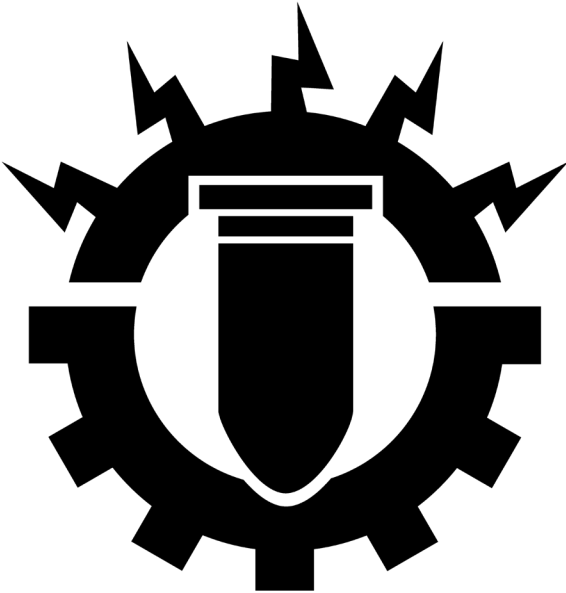


ORDINATUS SAGITTAR

Break Point -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sagittar	15	2+	8/-4	Belicosa Volcano Cannon [HM,B,D3]	90/180	1	-8	[DR6], [TR], Special
				Volkite Culverin [VK,TL2]	25/50	6	-1	
				Bolters[AP]	25	8	0	



Victory Points 17

Your opponent gains - 6 VP per Ordinatii destroyed

SPECIAL FORMATION

ORDINATUS ULATOR

The Ordinatus Ulator consists of 1 Ordinatus Ulator.



Point Value 500

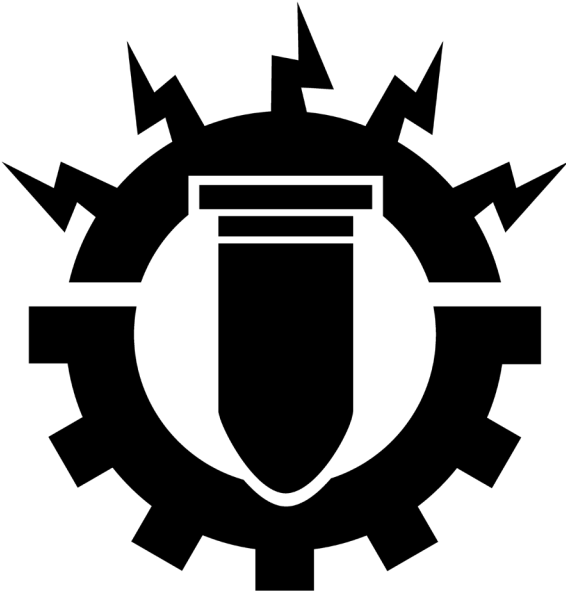


ORDINATUS SAGITTAR

Break Point -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ulator	15	2+	8/-4	Sonic Disruptor [HM,B]	35/70	1-5	-4	[DR6], [TR], Special
				Volkite Culverin [VK,TL2]	25/50	6	-1	
				Bolters[AP]	25	8	0	



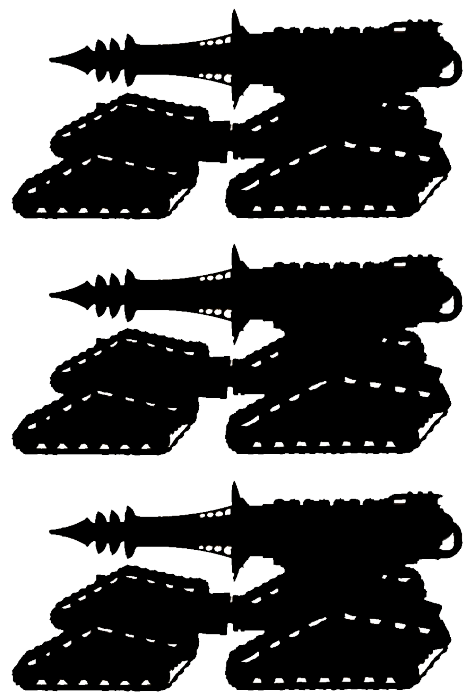
Victory Points 5

Your opponent gains 5 VP when this formation is destroyed

SPECIAL FORMATION

ORDINATUS ULATOR MANIPLE

The Ordinatus Ulator Maniple consists of 3 Ordinatus Ulator.





Point Value 1500

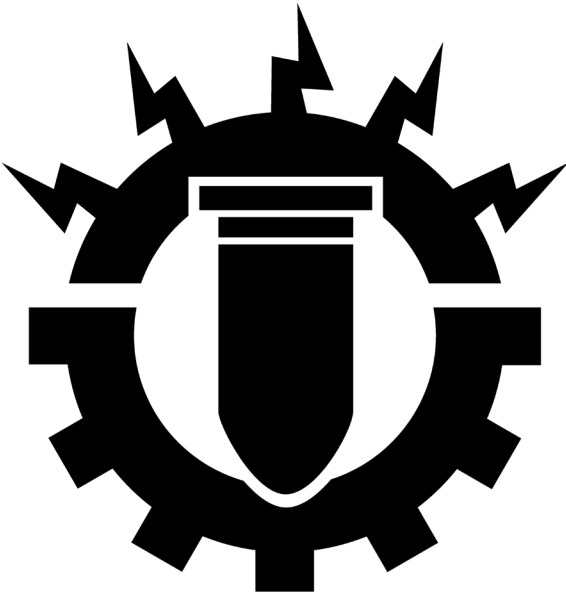


ORDINATUS SAGITTAR

Break Point -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ulator	15	2+	8/-4	Sonic Disruptor [HM,B]	35/70	1-5	-4	[DR6], [TR], Special
				Volkite Culverin [VK,TL2]	25/50	6	-1	
				Bolters[AP]	25	8	0	



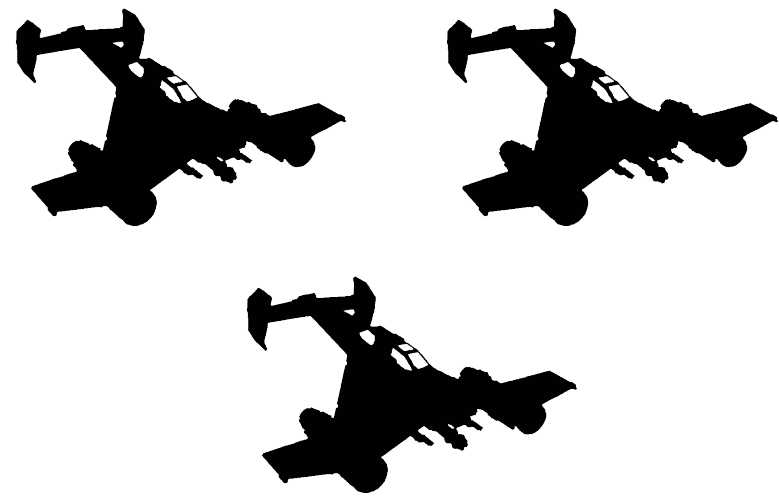
Victory Points 15

Your opponent gains - 5 VP per Ordinatii destroyed

SPECIAL FORMATION

MECHANICUM AVENGER STRIKE FIGHTER SQUADRON

The Avenger Strike Fighter Squadron consists of 3 Avenger Strike Fighters.



Point Value 350

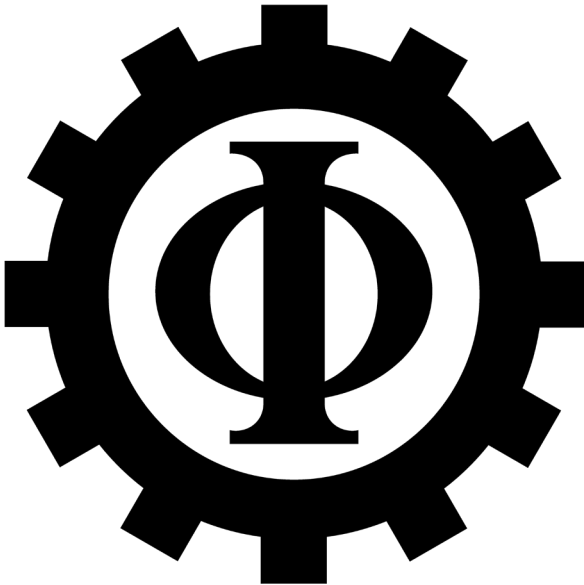


MECHANICUM AVENGER STRIKE FIGHTER SQUADRON

Break Point 2: The Avenger Strike Fighter Squadron is broken when it has lost 2 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter	60[F]	4[6]+	3/-2	Avenger Bolt Cannon	20/35	4	-1	[N]
				Lascannons [TL2]	25/50	1	-2	
				Missile Launcher	25/50	2	-1	
				Air Defense	25	2	0	



Victory Points 4

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

MECHANICUM AVENGER STRIKE FIGHTER WING

The Avenger Strike Fighter Wing consists of 2 Squadrons of 3 Avenger Strike Fighters.

Avenger Squadron



Avenger Squadron



Point Value 700

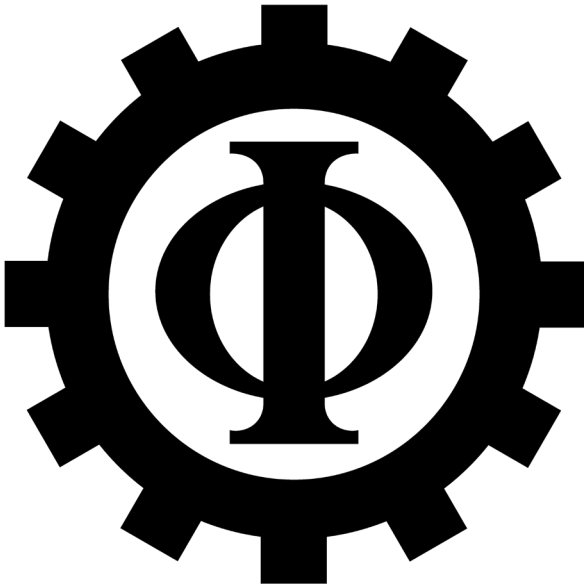


MECHANICUM AVENGER STRIKE FIGHTER WING

Break Point 4: The Avenger Strike Fighter Squadron is broken when it has lost 4 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter	60[F]	4[6]+	3/-2	Avenger Bolt Cannon	20/35	4	-1	[N]
				Lascannons [TL2]	25/50	1	-2	
				Missile Launcher	25/50	2	-1	
				Air Defense	25	2	0	



Victory Points 7

Your opponent gains 4 VP when this Wing is broken

SPECIAL FORMATION

MECHANICUM AVENGER STRIKE FIGHTER AIR FORCE

The Avenger Strike Fighter Air Force consists 3 Squadrons of 3 Avenger Strike Fighters.

Avenger Squadron



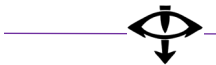
Avenger Squadron



Avenger Squadron



Point Value 1050

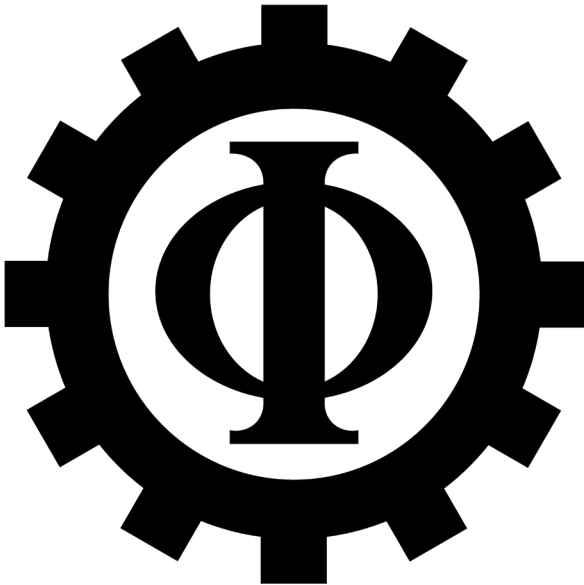


MECHANICUM AVENGER STRIKE FIGHTER AIR FORCE

Break Point 6: The Avenger Strike Fighter Squadron is broken when it has lost 6 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter	60[F]	4[6]+	3/-2	Avenger Bolt Cannon	20/35	4	-1	[N]
				Lascannons [TL2]	25/50	1	-2	
				Missile Launcher	25/50	2	-1	
				Air Defense	25	2	0	



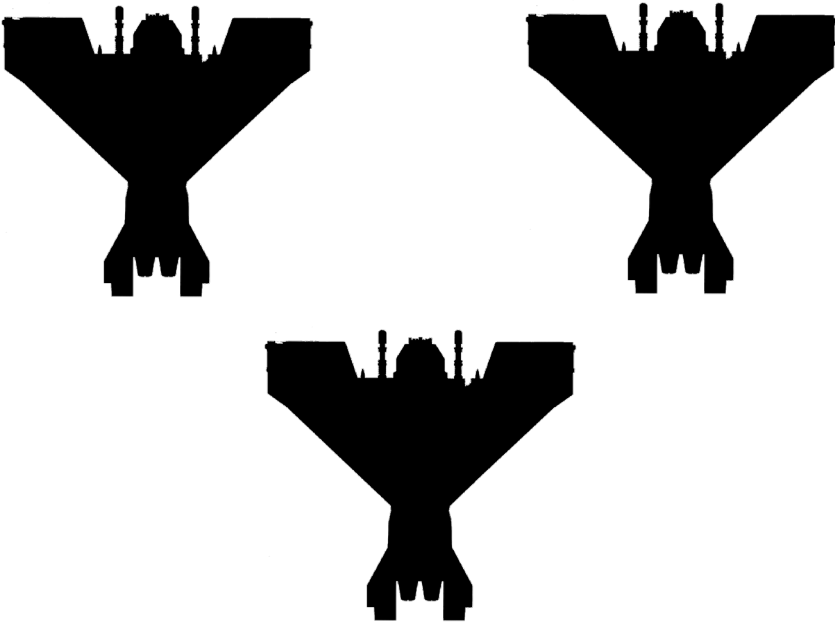
Victory Points 11

Your opponent gains 6 VP when this Air Force is broken

SPECIAL FORMATION

MECHANICUM PRIMARIS LIGHTNING STRIKE INTERCEPTOR SQUADRON

The Primaris Lightning Strike Fighter Interceptor Squadron consists of 3 Lightning Strike Fighters Interceptors



Point Value 300

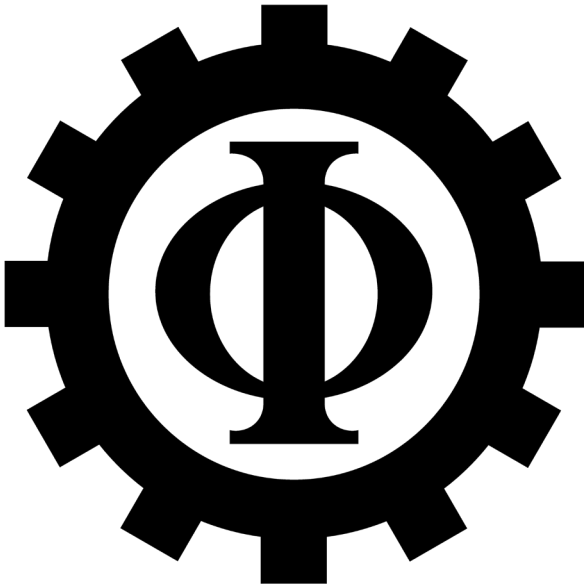


MECHANICUM PRIMARIS LIGHTNING STRIKE INTERCEPTOR SQUADRON

Break Point 2: The Primaris Interceptor Squadron is broken when it has lost 2 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Interceptor	60[F]	5[7]+	3/-2	Lascannons [TL2] Air Defense	25/50 25	1 4	-2 0	



Victory Points 3

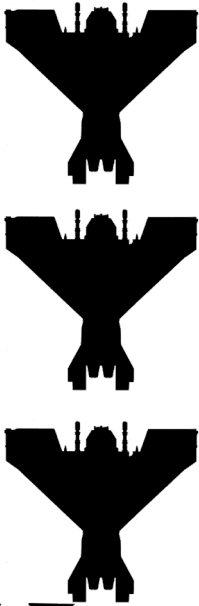
Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

MECHANICUM PRIMARIS LIGHTNING STRIKE INTERCEPTOR WING

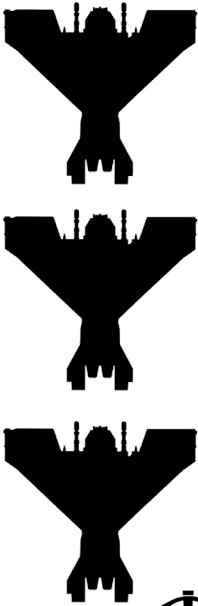
The Primaris Lightning Strike Fighter Interceptor Wing consists of 2 Squadrons of 3 Lightning Strike Fighter Interceptors.

Lightning Interceptor Squadron





Lightning Interceptor Squadron





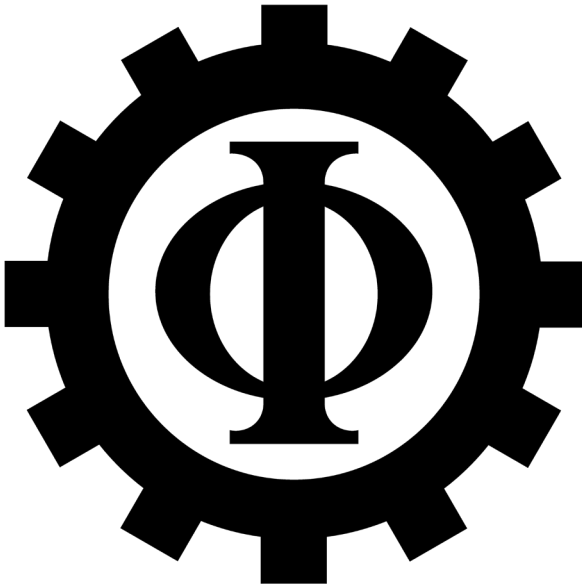
Point Value 600

MECHANICUM PRIMARIS LIGHTNING STRIKE INTERCEPTOR WING

Break Point 4: The Primaris Interceptor Wing is broken when it has lost 4 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Interceptor	60[F]	5[7]+	3/-2	Lascannons [TL2] Air Defense	25/50 25	1 4	-2 0	



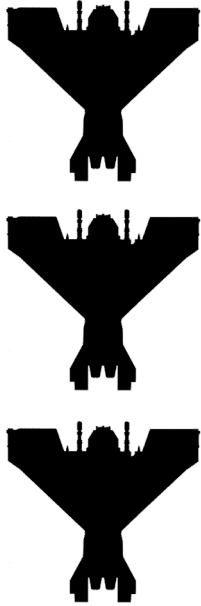
Victory Points 6
Your opponent gains 3 VP when this Wing is broken

SPECIAL FORMATION

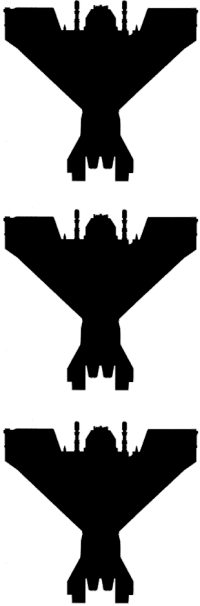
MECHANICUM PRIMARIS LIGHTNING STRIKE INTERCEPTOR AIR FORCE

The Primaris Lightening Strike Fighter Interceptor Air Force consists 3 Squadrons of 3 Lightning Strike Fighter Interceptor.

Lightning Interceptor Squadron

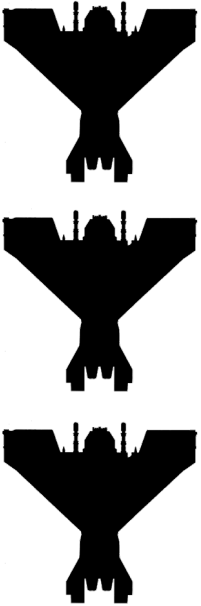


Lightning Interceptor Squadron



Point Value 900

Lightning Interceptor Squadron

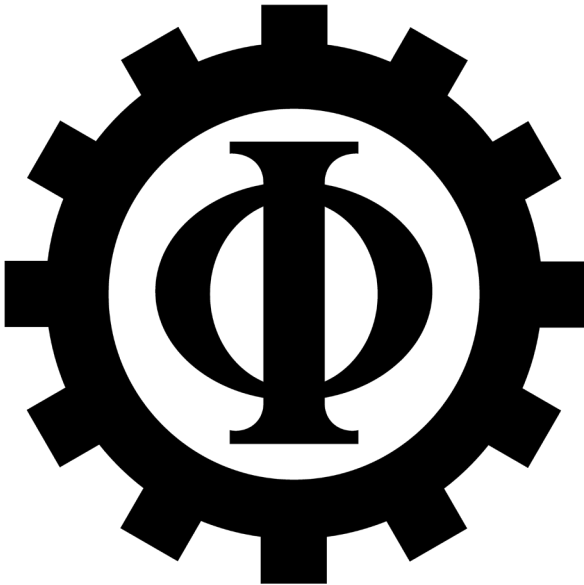


MECHANICUM PRIMARIS LIGHTNING STRIKE INTERCEPTOR AIR FORCE

Break Point 6: The Primaris Interceptor Air Force is broken when it has lost 6 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Interceptor	60[F]	5[7]+	3/-2	Lascannons [TL2] Air Defense	25/50 25	1 4	-2 0	

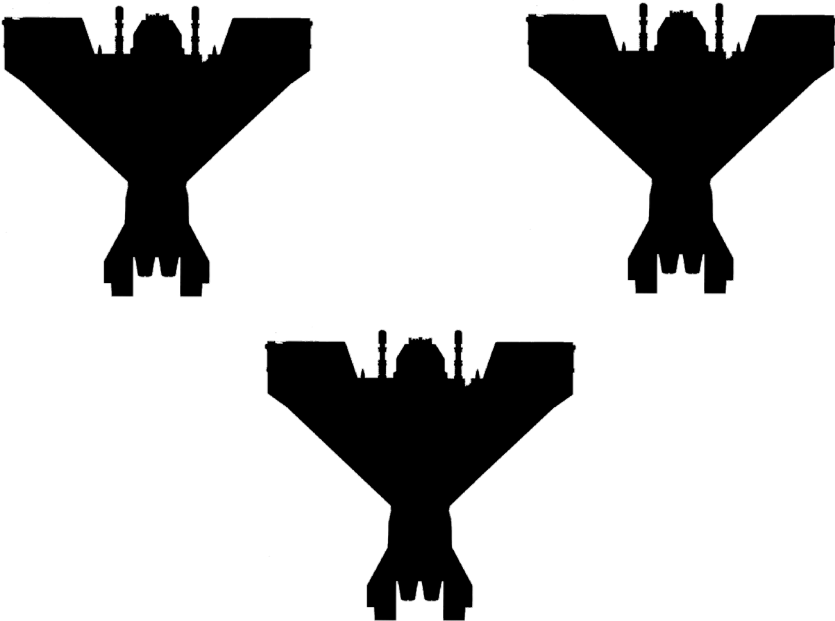


Victory Points 9
Your opponent gains 5 VP when this Air Force is broken

SPECIAL FORMATION

MECHANICUM PRIMARIS LIGHTNING STRIKE GROUND ATTACK SQUADRON

The Primaris Lightning Strike Fighter Ground Attack Squadron consists of 3 Lightning Strike Ground Attack Fighters



Point Value 300

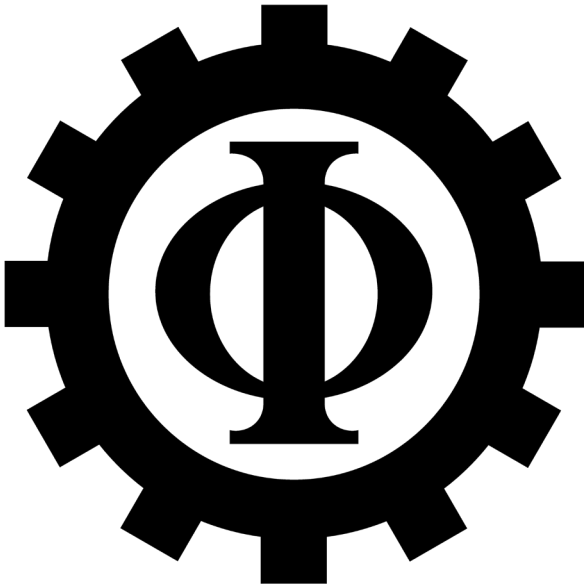


MECHANICUM PRIMARIS LIGHTNING STRIKE GROUND ATTACK SQUADRON

Break Point 2: The Primaris Ground Attack Squadron is broken when it has lost 2 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Ground Attack	60[F]	5[7]+	3/-2	Lascannons [TL2]	25/50	1	-2	Special
				Phosphex Bombs [B,IC,Fire]	0	4	-1	
				Air Defense	25	4	0	



Victory Points 3

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

MECHANICUM PRIMARIS LIGHTNING STRIKE GROUND ATTACK SQUADRON

The Primaris Lightning Strike Fighter Ground Attack Wing consists of 2 Squadrons of 3 Lightning Strike Ground Attack Fighters.

Lightning Ground Attack Squadron






Lightning Ground Attack Squadron





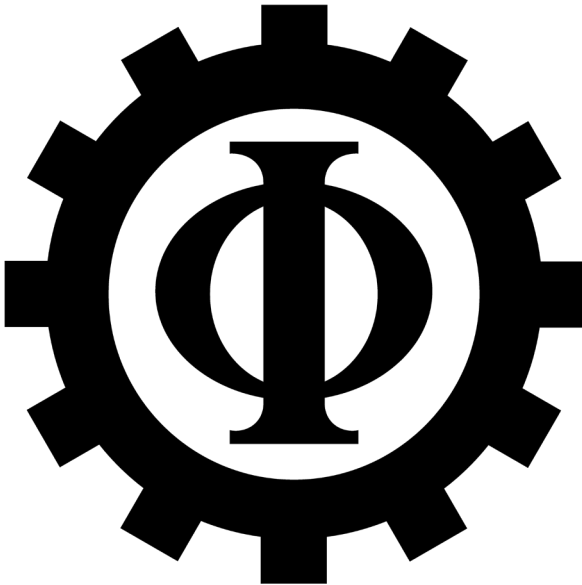

Point Value 650

MECHANICUM PRIMARIS LIGHTNING STRIKE GROUND ATTACK SQUADRON

Break Point 4: The Primaris Ground Attack Wing is broken when it has lost 4 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Ground Attack	60[F]	5[7]+	3/-2	Lascannons [TL2]	25/50	1	-2	Special
				Phosphex Bombs [B,IC,Fire]	0	4	-1	
				Air Defense	25	4	0	



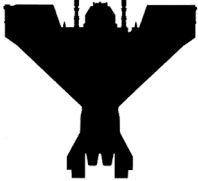
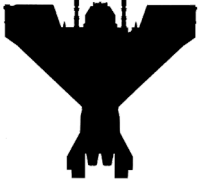
Victory Points 7
Your opponent gains 4 VP when this Wing is broken

SPECIAL FORMATION

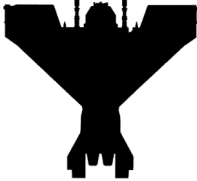
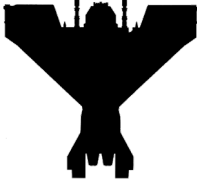
MECHANICUM PRIMARIS LIGHTNING STRIKE GROUND ATTACK SQUADRON

The Primaris Lightening Strike Fighter Ground Attack Air Force consists 3 Squadrons of 3 Lightning Strike Ground Attack Fighters.

Lightning Ground Attack Squadron

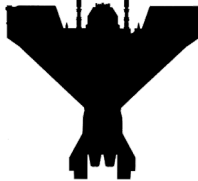
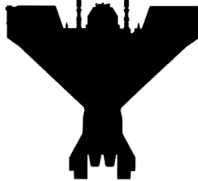


Lightning Ground Attack Squadron



Point Value 950

Lightning Ground Attack Squadron

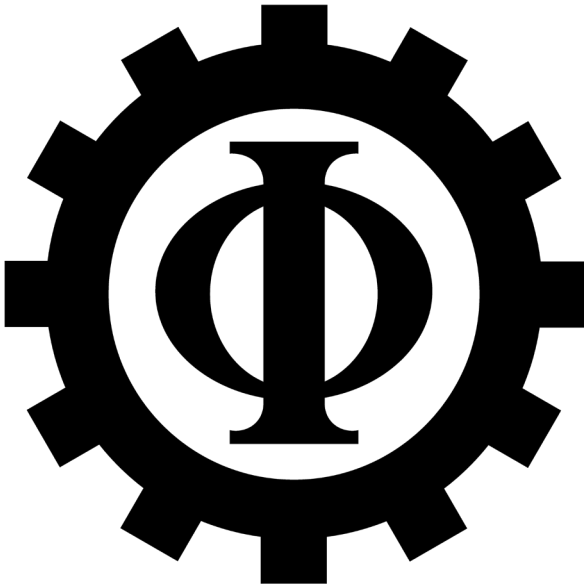


MECHANICUM PRIMARIS LIGHTNING STRIKE GROUND ATTACK SQUADRON

Break Point 6: The Primaris Ground Attack Air Force is broken when it has lost 6 models.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Ground Attack	60[F]	5[7]+	3/-2	Lascannons [TL2]	25/50	1	-2	Special
				Phosphex Bombs [B,IC,Fire]	0	4	-1	
				Air Defense	25	4	0	



Victory Points 10
Your opponent gains 5 VP when this Air Force is broken

SPECIAL FORMATION

ARCHMAGOS

Archmagos consists of one Archmagos stand.



Point Value Free



ARCHMAGOS

Break Point -: Uses Break Point of company it is attached to.

Morale Value -: Uses the morale value of company it is attached to.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Prime	15	3[5]+	4/-2	Support Weapons	25	3	-2	[HQ3], [MB], [MK], [CY3], [CC], Special
Archmagos Dominus	15	3[5]+	4/-2	Support Weapons	25	3	-2	[HQ3], [MB], [MK], [CY3], [CC]
Archmagos Reductor	15	3[5]+	5/-3	Support Weapons	25	6	-2	[HQ3], [MK], [CC], [CY3], Special



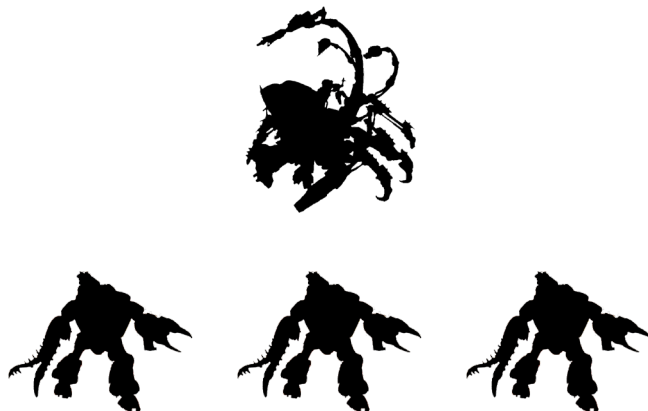
Victory Points -

Your opponent gains VP as per the company it is attached to.

SPECIAL FORMATION

ANARCHARIS SCORIA

Anarcharis Scoria consists of one Anarcharis Scoria and 3 Arlatax Automata stands.



Point Value 450

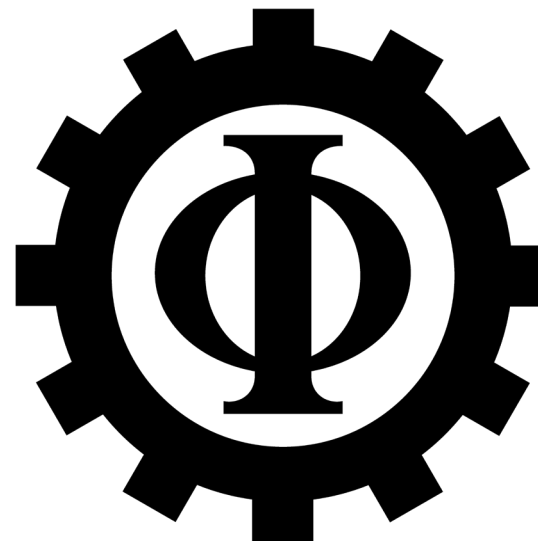


ANARCHARIS SCORIA

Break Point 3: Anarcharis Scoria is broken when it has lost 3 models.

Morale Value 4+: Anarcharis Scoria has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anacharis Scoria (Traitor)	15	3[4]+	6/-3	Photon thruster	25/50	2	-2	[DR2], [HQ3], [MK], [AW], [IWD], [AG], [CY3]
Arlatax Battle Automata	15[]	4+	3/-3	Arlatax Cannon [A] Plasma Blaster [A,Fire]	25 20	4 1	-1 -1	[IWD], [RC], [N], [RA], Special



Victory Points 5

Your opponent gains 3 VP when this formation is broken.

SPECIAL FORMATION

ARCHMAGOS DRAYKAVAC

Archmagos Draykavac consists of one Archmagos Draykavac and 6 Scyllax Guardian stands.



Point Value 350

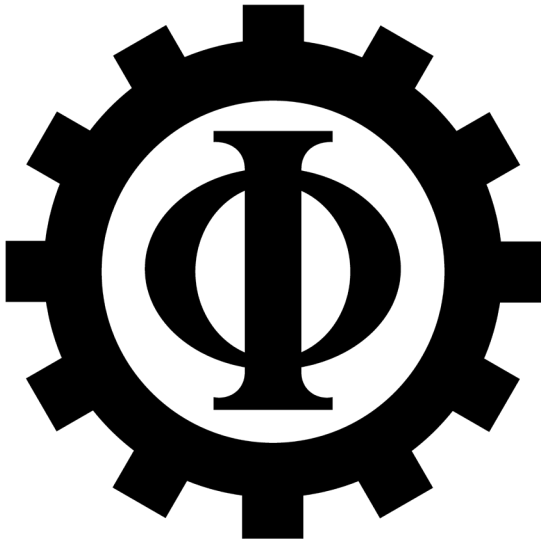


ARCHMAGOS DRAYKAVAC

Break Point 5: Archmagos Draykavac is broken when it has lost 5 models.

Morale Value 4+: Archmagos Draykavac has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Draykavac (Traitor)	15	3[5]+	5/-4	CC Weapons	-	-	-	[HQ3], [FR], [MK], [AG], [CY3],[DR2]
Scyllax Guardian Automata	15	5+	3/-2	Support Weapons	25	3	-2	[N], [AG], [RC], Special



Victory Points 4

Your opponent gains 2 VP when this formation is broken.

SPECIAL FORMATION

ARCHMAGOS INAR SATAREL

Archmagos Inar Satarel consists of one Archmagos Inar Satarel and 6 Scyllax Guardian stands.



Point Value 300

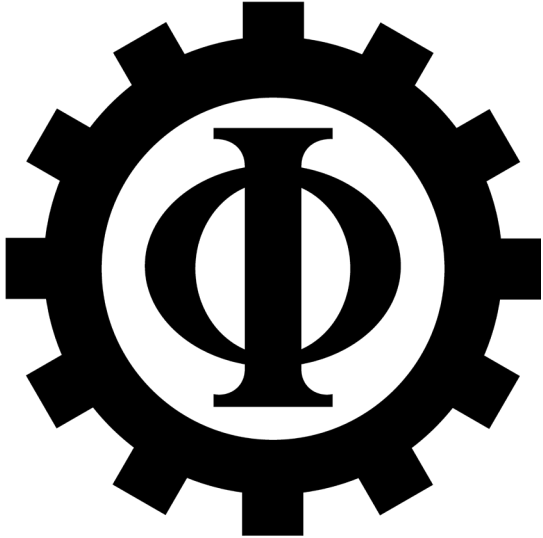


ARCHMAGOS INAR SATAREL

Break Point 5: Archmagos Inar Satarel is broken when it has lost 5 models.

Morale Value 4+: Archmagos Inar Satarel has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Inar Satarel (Traitor)	15	4[5]+	4/-2	TL Maxima Bolter	25	2	-1	[DR2], [HQ3], [FR], [MK], [CY3]
Scyllax Guardian Automata	15	5+	3/-2	Support Weapons	25	3	-2	[N], [AG], [RC], Special



Victory Points 3

Your opponent gains 2 VP when this formation is broken.

SPECIAL FORMATION

MAGOS REDUCTOR CALLEB DECIMA

Magos Reductor Calleb Decima consists of one Magos Reductor Calleb Decima and 6 Scyllax Guardian stands.





Point Value 300

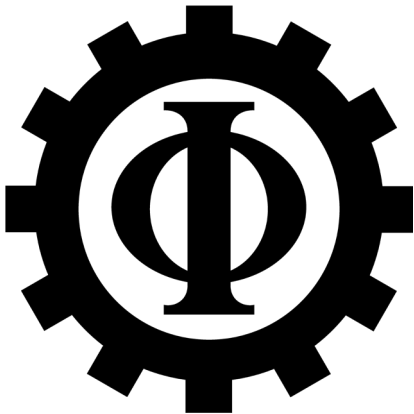


MAGOS REDUCTOR CALLEB DECIMA

Break Point 5: Magos Reductor Calleb is broken when it has lost 5 models.

Morale Value 4+: Magos Reductor Calleb has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Reductor Calleb Decima (Loyalist)	10	5[6]+	5/-3	Curse of the Ommissiah [A]	20	4	-1	[HQ3] [MB], [MK], [AG], [IWD],[DR2], Special
Scyllax Guardian Automata	15	5+	3/-2	Support Weapons	25	3	-2	[N], [AG], [RC], Special



Victory Points 3

Your opponent gains 2 VP when this formation is broken.