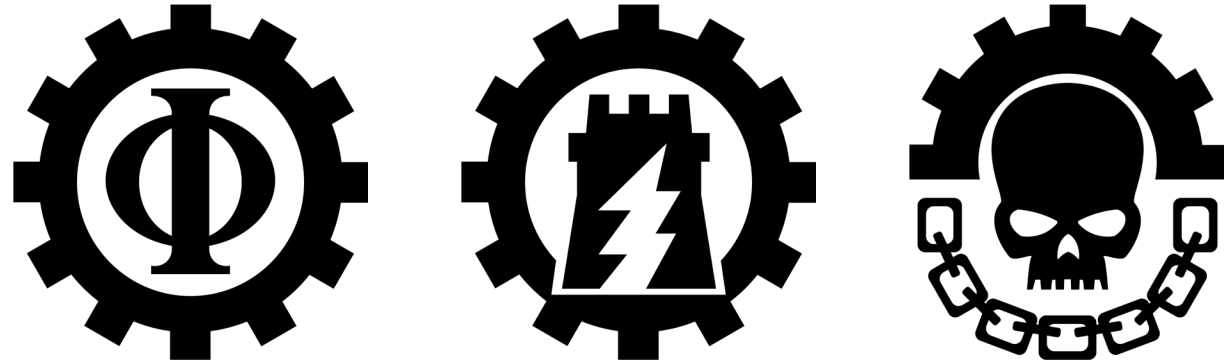


MECHANICUM



SUPPORT 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.

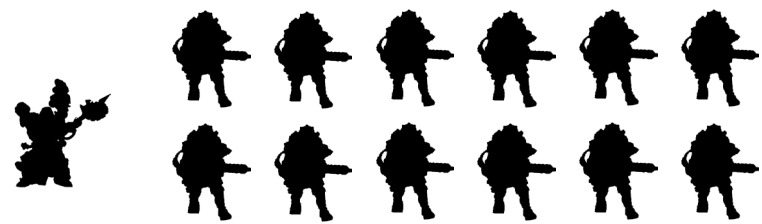
Cybertheurgy Mishap Table	
Roll	Effect
1-4	Signal Corruption: Target formation or element receives no orders next game turn.
5-8	Corrosive Paradox: Target formation or element receives 1d10 Hits at a -1 TSM
9+	Malefica: The element or formation is no longer under the player's control. It will move towards 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 SUPPORT CARDS

INFANTRY [1]

ADSECULARIS COVENANT

The Adsecularis Covenant consists of 1 Tech Priest Lacyraemarta and 12 Tech-Thralls.



Point Value 400



ADSECULARIS COVENANT

Break Point 9: The Detachment is broken if it has lost 9 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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 4

Your opponent gains 2 VPs when this company is broken

ADSECULARIS ASSAULT COVENANT

The Adsecularis Covenant consists of 1 Tech Priest Lacyraemarta and 12 Assault Tech-Thralls.



Point Value 400



ADSECULARIS ASSAULT COVENANT

Break Point 9: The Detachment is broken if it has lost 9 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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 4 VP

Your opponent gains 2 VPs when this company is broken

MYRMIDON DESTRUCTORS

The Myrmidon Destructors consists of 1 Tech Priest Lacyraemarta and 6 Myrmidon Destructors.



Point Value 550



MYRMIDON DESTRUCTORS

Break Point 5: The Detachment 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
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Myrmidon Destructors	10	5[7]+	2/-2	Heavy Weapons Irradiation Projector [RAD]	25/50 10	4 2	-3 0	[N], [RC], Special

Victory Points 6

Your opponent gains 3 VPs when this company is broken

MYRMIDON SECUTORS

The Myrmidon Destructors consists of 1 Tech Priest Lacyraemarta and 6 Myrmidon Secutors.



Point Value 450



MYRMIDON SECUTORS

Break Point 5: The Detachment 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
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Myrmidon Secutors	10	5[7]+	2/-2	Plasma Fusil Rad-cleanser [A,RAD]	25 10	3 2	-1 0	[N], [RC]

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

THALLAX FERROX COHORT

The Thallax Ferrox Cohort consists of 1 Tech Priest Lacyraemarta and 6 Thallax Ferrox.





Point Value 350



THALLAX FERROX COHORT

Break Point 5: The Detachment 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
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 4
Your opponent gains 2 VPs when this company is broken

THALLAX DESTRUCTOR COHORT

The Thallax Destructor Cohort consists of 1 Tech Priest Lacyraemarta and 6 Thallax Destructor.





Point Value 350



THALLAX DESTRUCTOR COHORT

Break Point 5: The Detachment 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
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 4 VP
Your opponent gains 2 VPs when this company is broken

THALLAX ICARIAN COHORT

The Thallax Icarian Cohort consists of 1 Tech Priest Lacyraemarta and 6 Thallax Icarian.



Point Value 400



THALLAX ICARIAN COHORT

Break Point 5: The Detachment 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
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 4

Your opponent gains 2 VPs when this company is broken

THALLAX EMPYRITE COHORT

The Thallax Empyrite Cohort consists of 1 Tech Priest Lacyraemarta and 6 Thallax Empyrite.



Point Value 450



THALLAX EMPYRITE COHORT

Break Point 5: The Detachment 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
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 5 VP

Your opponent gains 3 VPs when this company is broken

URSARAX COHORT

The Ursarax Cohort consists of 1 Tech Priest Lacyraemarta and 6 Ursarax.



Point Value 500



URSARAX COHORT

Break Point 5: The Detachment 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
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Ursarax Cohort	15[J]	5[7]+	3/-2B	Volkite Incinerator [VK]	10	4	-1	[SU], [RC], [IWD]

Victory Points 5

Your opponent gains 3 VPs when this company is broken

STANDARD SUPPORT CARDS

WALKERS [2]

ARLATAX CLASS BATTLE AUTOMATA DETACHMENT

The Arlatax Class Battle Automata Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 3 Arlatax Automata.



Point Value 450



ARLATAX CLASS BATTLE AUTOMATA DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 models.

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

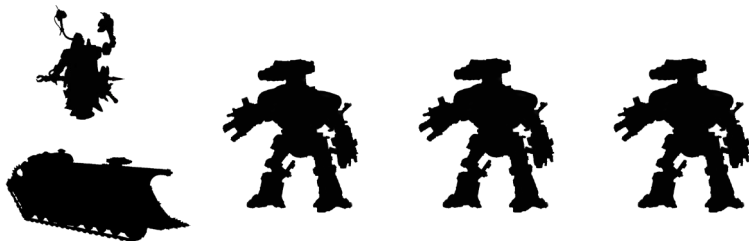
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Arlatax Battle Automata	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 VP

Your opponent gains 3 VPs when this company is broken

CASTELLAX CLASS BATTLE AUTOMATA DETACHMENT (TYPE 1)

The Castellax Class Battle Automata Detachment (Type 1) consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 3 Castellax Automata (Type 1).



Point Value 450



CASTELLAX CLASS BATTLE AUTOMATA DETACHMENT (TYPE 1)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

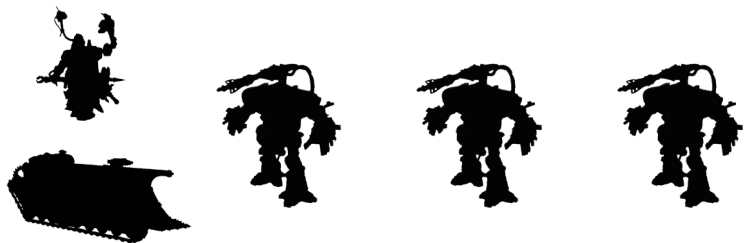
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Castellax Battle Automata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

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

CASTELLAX CLASS BATTLE AUTOMATA DETACHMENT (TYPE 2)

The Castellax Class Battle Automata Detachment (Type 2) consists of 1 Tech Priest Enginseer, 1 Triaros Armored Conveyor and 3 Castellax Automata (Type 2).



Point Value 450



CASTELLAX CLASS BATTLE AUTOMATA DETACHMENT (TYPE 2)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

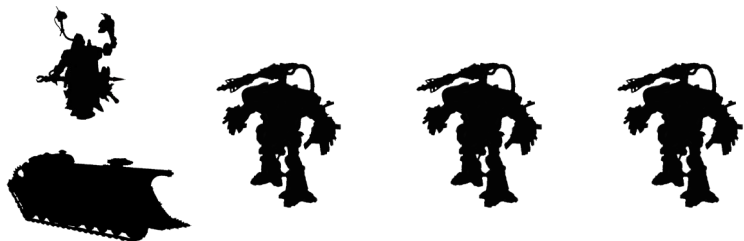
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Enginseer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Castellax Battle Automata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

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

CASTELLAX CLASS BATTLE AUTOMATA DETACHMENT (TYPE 3)

The Castellax Class Battle Automata Detachment (Type 3) consists of 1 Tech Priest Enginseer, 1 Triaros Armored Conveyor and 3 Castellax Automata (Type 3).



Point Value 400



CASTELLAX CLASS BATTLE AUTOMATA DETACHMENT (TYPE 3)

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

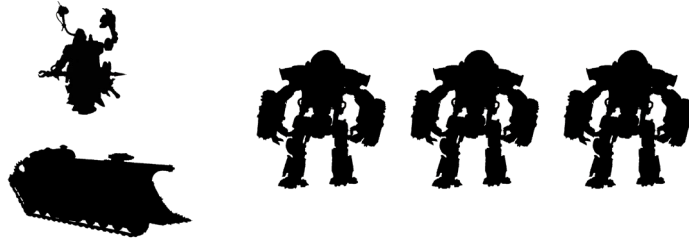
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Enginseer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Castellax Battle Automata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

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

DOMITAR CLASS BATTLE AUTOMATA DETACHMENT

The Domitar Class Battle Automata Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 3 Domitar Automata.



Point Value 400



DOMITAR CLASS BATTLE AUTOMATA DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Domitar Battle Automata	15	4+	3/-3	Missile Launcher Krak [IC] Ignus [Fire] Flak [AA] Graviton Hammers [B]	25/50 25/50 25/50 -	1 1 1 -	-2 0 -1 -	[N], [RC], [RA]

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

THANATAR CYNIS SIEGE BATTLE AUTOMATA DETACHMENT

The Thanatar Cynis Siege Battle Automata Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 3 Thanatar Cynis Siege Automata.



Point Value 500



THANATAR CYNIS SIEGE BATTLE AUTOMATA DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

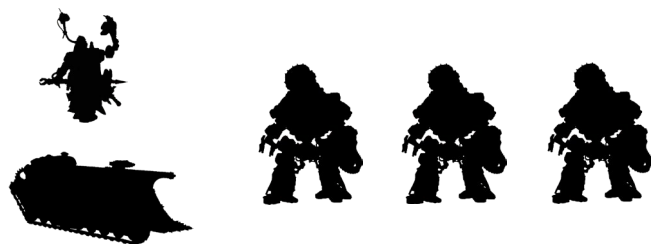
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Thanatar-Cynis Siege Automata	10	3+	2/-2	Plasma Ejector [B,IC,Fire] Mauler Bolt Cannon [AP]	20 25	4 3	-2 -1	[N], [RC], [RA], Special

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

THANATAR SIEGE BATTLE AUTOMATA DETACHMENT

The Thanatar Siege Battle Automata Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 3 Thanatar Siege Automata.



Point Value 500



THANATAR SIEGE BATTLE AUTOMATA DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

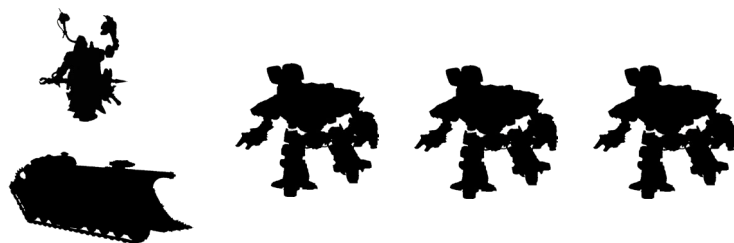
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Thanatar Siege Automata	10	3+	2/-2	Hellex Plasma Mortar [B,IC,M,AY,Fire] Mauler Bolt Cannon [AP]	25/50 25	2 6	-2 -1	[N], [RC], [RA], Special

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

THANATAR CALIX SIEGE BATTLE AUTOMATA DETACHMENT

The Thanatar Calix Siege Battle Automata Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 3 Thanatar Calix Siege Automata.



Point Value 500



THANATAR CALIX SIEGE BATTLE AUTOMATA DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

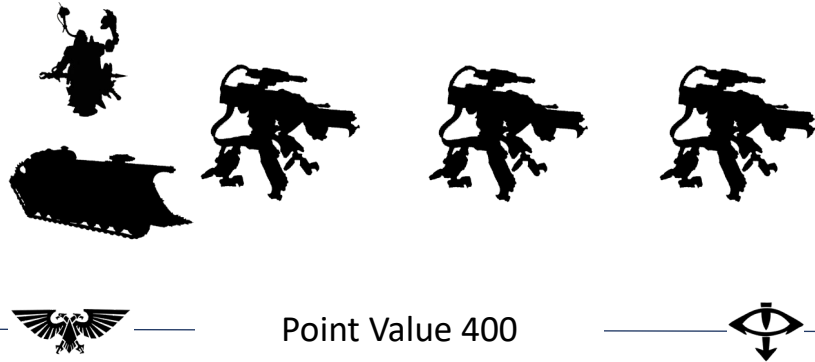
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Thanatar-Calix Siege Automata	10	3+	2/-3	Sollex Heavy Lascannon Mauler Bolt Cannons [AP] Graviton Ram [B]	30/60 25 10	1 6 2	-3 -1 -2	[N], [RC], [RA], Special

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

VORAX CLASS BATTLE AUTOMATA DETACHMENT

The Vorax Class Battle Automata Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 3 Vorax Automata.



VORAX CLASS BATTLE AUTOMATA DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

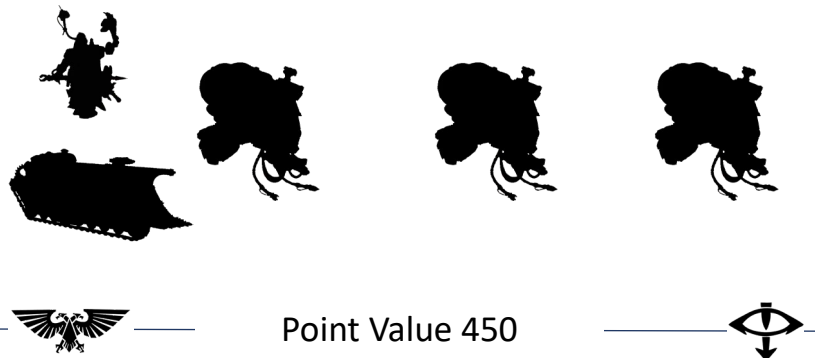
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Vorax Battle Automata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

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

VULTARAX CLASS BATTLE AUTOMATA DETACHMENT

The Vultarax Class Battle Automata Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 3 Vultarax Automata.



VULTARAX CLASS BATTLE AUTOMATA DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Vultarax Stratos Automata	20[K]	4+	2/-1	Arc Blaster [HW] Setheno Havoc Launcher[B,IC]	25 25/50	2 2	-1 0	[N], [RC], [R], [RA]

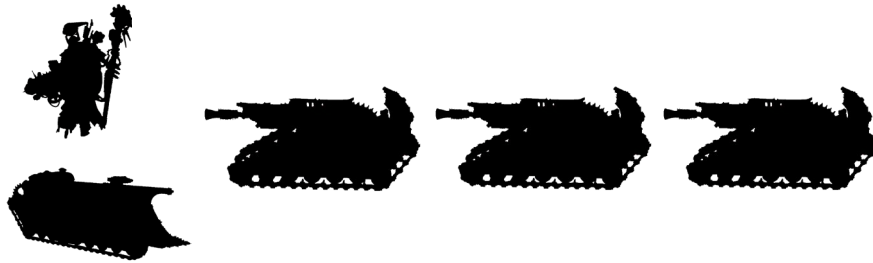
Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

STANDARD SUPPORT CARDS VEHICLES [3]

KRIOS BATTLE TANK DETACHMENT

The Krios Battle Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Krios Battle Tanks.



Point Value 550



KRIOS BATTLE TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Krios Battle Tank	25	3+	2/-1	Lightning Cannon [B,VK,D] Mauler Bolt Cannon [AP]	25/50 25	2 3	-3 -1	[AG], [RC], [N], [RA]

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

KRIOS VENATOR TANK DETACHMENT

The Krios Battle Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Krios Venator Tanks.



Point Value 500



KRIOS VENATOR TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

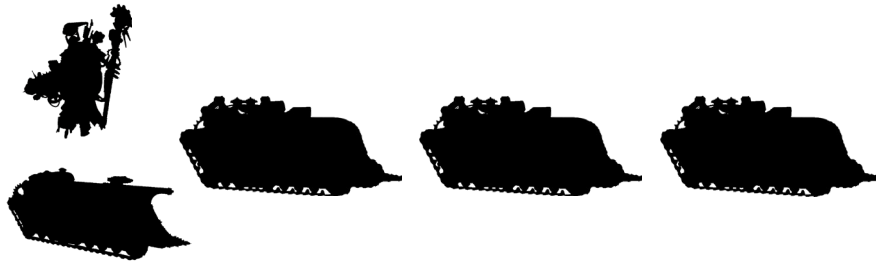
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Krios Venator	25	3+	2/-1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

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

KARACNOS ASSAULT TANK DETACHMENT

The Karacnos Assault Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Karacnos Assault Tanks.



Point Value 700



KARACNOS ASSAULT TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

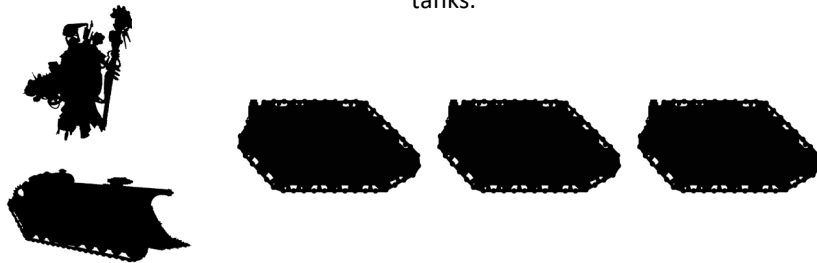
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Karacnos Assault Tank	20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

Victory Points 7 VP

Your opponent gains 4 VPs when this company is broken

MECHANICUM LAND RAIDER PROTEUS A DETACHMENT

The Mechanicum Land Raider Proteus A Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Mechanicum Land Raider Proteus A tanks.



Point Value 550



MECHANICUM LAND RAIDER PROTEUS A DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

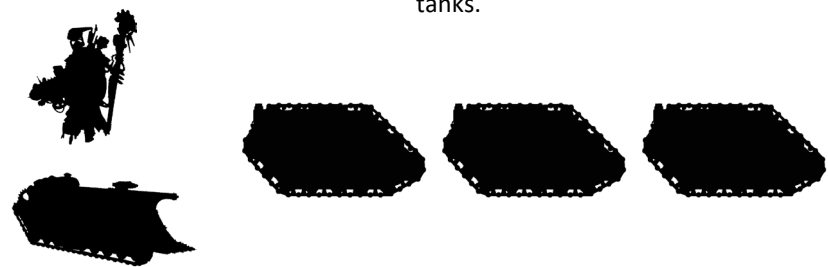
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Mechanicum Land Raider Proteus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

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

MECHANICUM LAND RAIDER PROTEUS B DETACHMENT

The Mechanicum Land Raider Proteus B Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Mechanicum Land Raider Proteus B tanks.



Point Value 550



MECHANICUM LAND RAIDER PROTEUS B DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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	
Mechanicum Land Raider Proteus B	25	2+	3/-2	Lascannons [TL2]	25/50	2	-2	[DR2], [TR2], [AG], [RC], [N], [R]
				Bolters [AP]	25	4	0	

Victory Points 6 VP

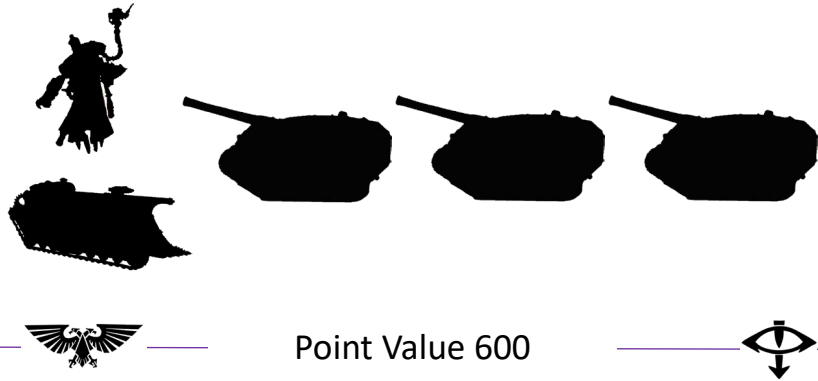
Your opponent gains 3 VPs when this company is broken

STANDARD SUPPORT CARDS

ARTILLERY [3]

ORDO REDUCTOR EARTHSHAKER ARTILLERY TANK DETACHMENT

The Ordo Reductor Earthshaker Artillery Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Earthshaker Artillery Tanks.



Point Value 600

ORDO REDUCTOR EARTHSHAKER ARTILLERY TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

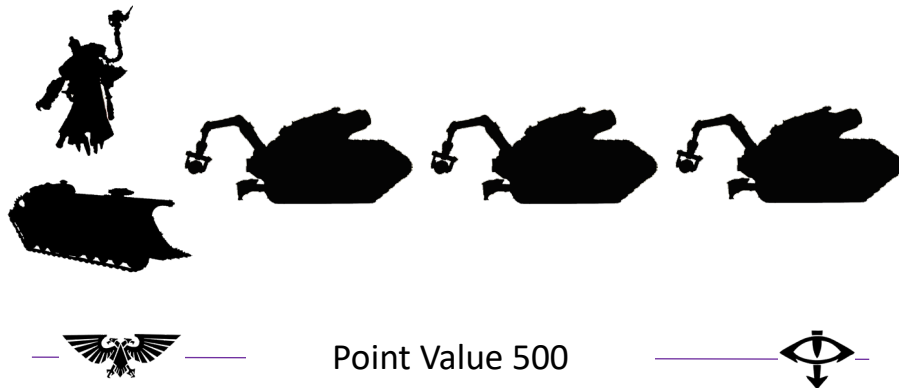
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Earthshaker Artillery Tank	15	3+	2/0	Earthshaker Cannon [AY,HM] Bolters[AP]	120/240 25	2 2	-2 0	[RC], [N]

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR MEDUSA ARTILLERY TANK DETACHMENT

The Ordo Reductor Medusa Artillery Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Medusa Artillery Tanks.



Point Value 500

ORDO REDUCTOR MEDUSA ARTILLERY TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

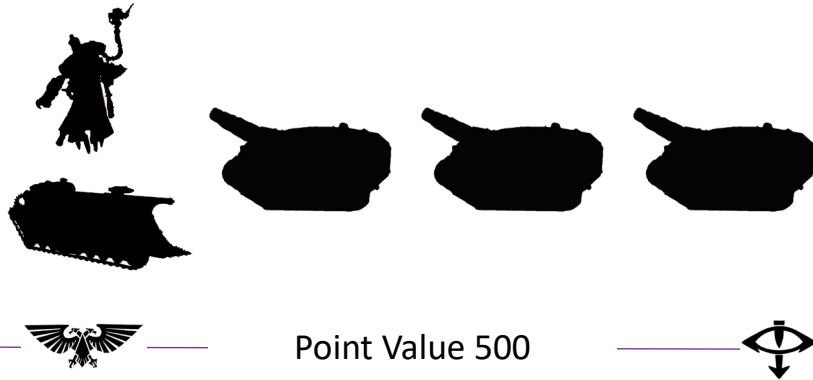
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Medusa Artillery Tank	15	3+	2/0	Medusa Siege Gun [AY,HM,VV] Bolters[AP]	60/120 25	2 2	-3 0	[RC], [N]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR MORTAR ARTILLERY TANK DETACHMENT

The Ordo Reductor Mortar Artillery Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Mortar Artillery Tanks.



ORDO REDUCTOR MORTAR ARTILLERY TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

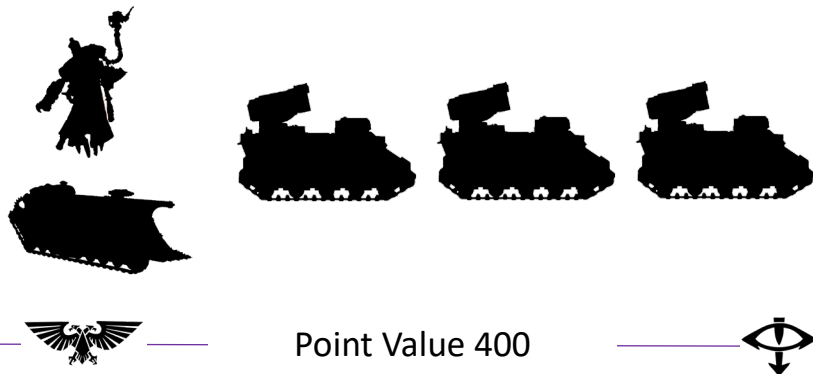
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR WHIRLWIND ARTILLERY TANK DETACHMENT

The Ordo Reductor Whirlwind Artillery Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Whirlwind Artillery Tanks.



ORDO REDUCTOR WHIRLWIND ARTILLERY TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

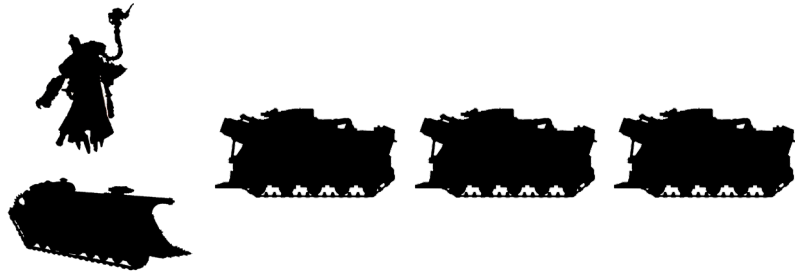
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Whirlwind	25	5+	2/0	Whirlwind Launcher Vengeance Warhead [AY] Castellan Warhead [IC, Fire,AY] Bolters[AP]	25/50 25	2 2	-2 0 0	[RC], [N]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

ORDO REDUCTOR VINDICATOR A ARTILLERY TANK DETACHMENT

The Ordo Reductor Vindicator A Artillery Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Vindicator A Artillery Tanks.



Point Value 400



ORDO REDUCTOR VINDICATOR A ARTILLERY TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

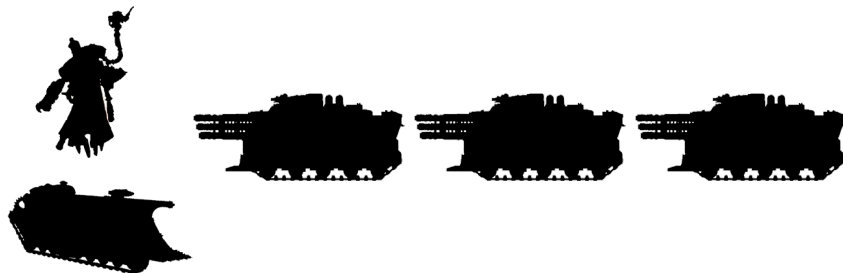
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Vindicator A	20	3+	2/-1	Demolisher Cannon [B2,V,M,] Bolters[AP]	25/50 25	1 2	-3 0	[RA],[RC], [N]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

ORDO REDUCTOR VINDICATOR B ARTILLERY TANK DETACHMENT

The Ordo Reductor Vindicator B Artillery Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Vindicator B Artillery Tanks.



Point Value 400



ORDO REDUCTOR VINDICATOR B ARTILLERY TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

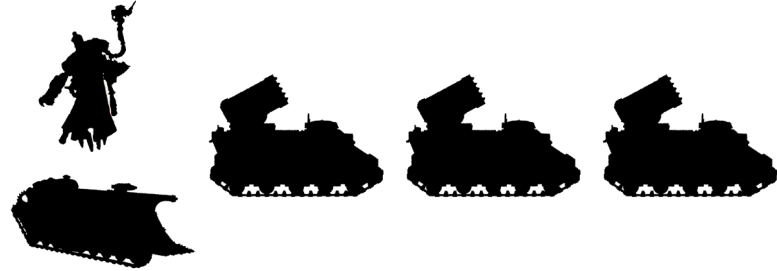
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Vindicator B	20	3+	2/-1	Quad lascannon [TL4] Bolters[AP]	25/50 25	1 2	-2 0	[RC], [N]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

ORDO REDUCTOR WHIRLWIND HYPERIOS ARTILLERY TANK DETACHMENT

The Ordo Reductor Whirlwind Hyperios Artillery Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Whirlwind Hyperios Artillery Tanks.



Point Value 350



ORDO REDUCTOR WHIRLWIND HYPERIOS ARTILLERY TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

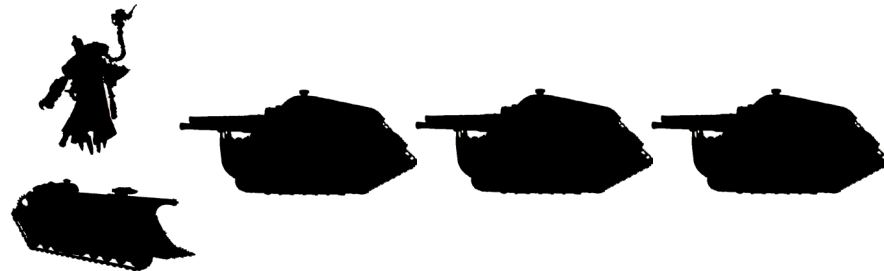
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Whirlwind Hyperios	25	5+	2/0	Hyperios Warhead [HS, AA] Bolters[AP]	25/50 25	1 2	-2 0	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

ORDO REDUCTOR MINOTAUR DETACHMENT

The Ordo Reductor Artillery Tank Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 3 Minotaur Tanks.



Point Value 900



ORDO REDUCTOR ARTILLERY TANK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Minotaurs	15	2+	3/0	Dual earthshaker [AY,HM] Bolters[AP]	120/240 25	4 2	-2 0	[DR2], [RC], [N], Special

Victory Points 9

Your opponent gains 5 VPs when this Detachment is broken

STANDARD SUPPORT CARDS

WEAPON PLATFORMS [1]

MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 1)

The Mechanicum Tarantula Sentry Gun Battery consists of 5 Mechanicum Tarantula sentry guns (Type 1)



Point Value 200



MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 1)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type I	5	6+	1/0	Heavy bolters [AP]	25	4	0	[RC], [N], [IF]

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 2)

The Mechanicum Tarantula Sentry Gun Battery consists of 5 Mechanicum Tarantula sentry guns (Type 2)



Point Value 200



MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 2)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type II	5	6+	1/0	Heavy Flamers [FW,AP]	10	4	0	[RC], [N], [IF]

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 3)

The Mechanicum Tarantula Sentry Gun Battery consists of 5 Mechanicum Tarantula sentry guns (Type 3)



Point Value 150



MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 3)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

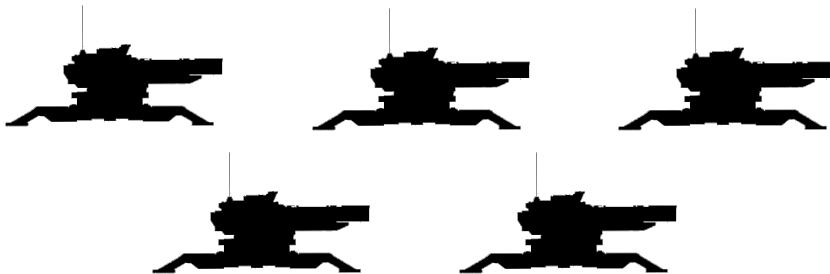
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type III	5	6+	1/0	Lascannons [TL2,AP]	25/50	1	-2	[RC], [N], [IF]

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 4)

The Mechanicum Tarantula Sentry Gun Battery consists of 5 Mechanicum Tarantula sentry guns (Type 4)



Point Value 200



MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 4)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type IV	5	6+	1/0	Rotor Cannon	15/30	4	0	[RC], [N], [IF]

Victory Points 2 VP

Your opponent gains 1 VP when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 5)

The Mechanicum Tarantula Sentry Gun Battery consists of 5 Mechanicum Tarantula sentry guns (Type 5)



Point Value 150



MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 5)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

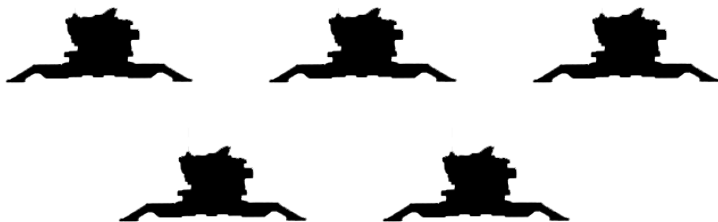
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type V	5	6+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [N], [IF]

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 6)

The Mechanicum Tarantula Sentry Gun Battery consists of 5 Mechanicum Tarantula sentry guns (Type 6)



Point Value 250



MECHANICUM TARANTULA SENTRY GUN BATTERY (TYPE 6)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type VI	5	6+	1/0	Volkite Culverin [TL2,VK]	25/50	2	-1	[RC], [N], [IF]

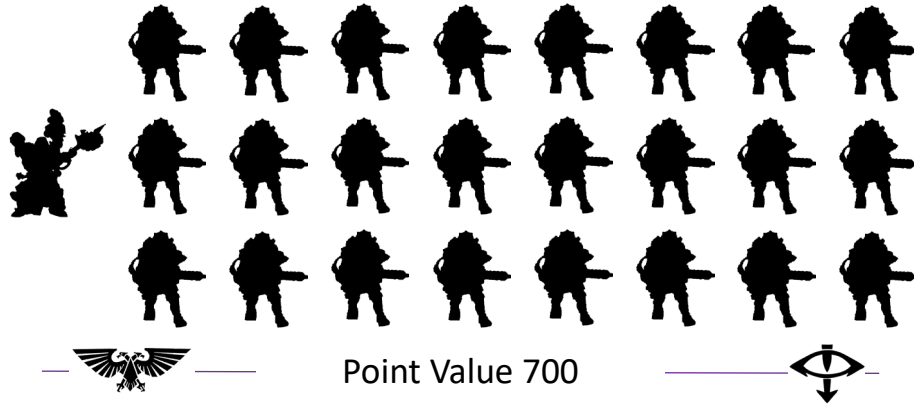
Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

GRAND COMPANY CARDS INFANTRY [1]

ADSECULARIS GRAND COVENANT

The Adsecularis Grand Covenant consists of 1 Tech Priest Lacyraemarta and 24 Tech-Thralls.



ADSECULARIS GRAND COVENANT

Break Point 18: The Grand Detachment is broken if it has lost 18 stands.

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

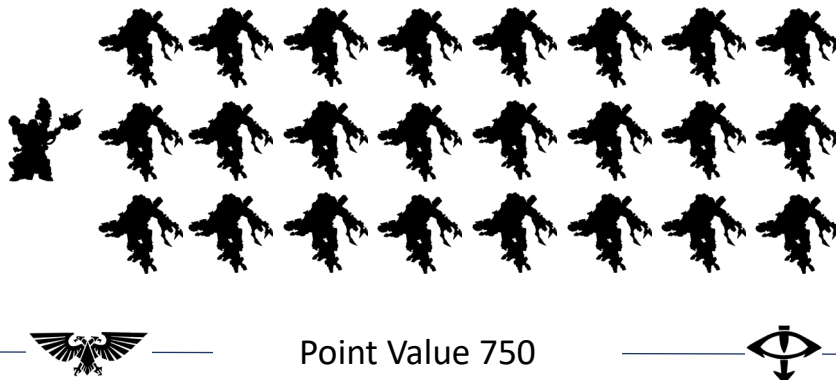
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Adsecularis Tech Thralls	10	9[9]+	1/0	Las-lock [A]	20	2	0	[RC].[N]

Victory Points 7

Your opponent gains 4 VPs when this company is broken

ADSECULARIS ASSAULT GRAND COVENANT

The Adsecularis Grand Covenant consists of 1 Tech Priest Lacyraemarta and 24 Assault Tech-Thralls.



ADSECULARIS ASSAULT GRAND COVENANT

Break Point 18: The Grand Detachment 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
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 8 VP

Your opponent gains 4 VPs when this company is broken

MYRMIDON DESTRUCTORS GRAND FORMATION

The Myrmidon Destructors consists of 1 Tech Priest Lacyraemarta and 12 Myrmidon Destructors.



Point Value 1000



MYRMIDON DESTRUCTORS GRAND FORMATION

Break Point 9: The Detachment is broken if it has lost 9 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Myrmidon Destructors	10	5[7]+	2/-2	Heavy Weapons Irradiation Projector [RAD]	25/50 10	4 2	-3 0	[N], [RC], Special

Victory Points 10

Your opponent gains 5 VPs when this company is broken

MYRMIDON SECUTORS GRAND FORMATION

The Myrmidon Destructors consists of 1 Tech Priest Lacyraemarta and 12 Myrmidon Secutors.



Point Value 750



MYRMIDON SECUTORS GRAND FORMATION

Break Point 9: The Detachment is broken if it has lost 9 stands.

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

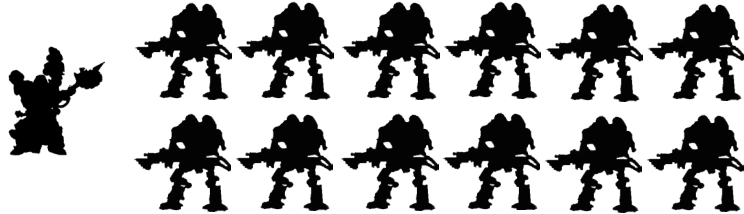
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Myrmidon Secutors	10	5[7]+	2/-2	Plasma Fusil Rad-cleanser [A,RAD]	25 10	3 2	-1 0	[N], [RC]

Victory Points 8 VP

Your opponent gains 4 VPs when this company is broken

THALLAX FERROX GRAND COHORT

The Thallax Ferrox Grand Cohort consists of 1 Tech Priest Lacyraemarta and 12 Thallax Ferrox.



Point Value 600



THALLAX FERROX GRAND COHORT

Break Point 9: The Grand Detachment is broken if it has lost 9 stands.

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

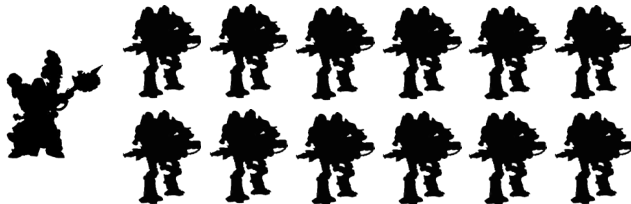
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Thallax Ferrox	15[J]	4+	2/-2	Lightning Gun [IC]	20	1	-3	[SU], [MB], [RC], [R], Special

Victory Points 6

Your opponent gains 3 VPs when this company is broken

THALLAX DESTRUCTOR GRAND COHORT

The Thallax Destructor Grand Cohort consists of 1 Tech Priest Lacyraemarta and 12 Thallax Destructor.



Point Value 600



THALLAX DESTRUCTOR GRAND COHORT

Break Point 9: The Grand Detachment is broken if it has lost 9 stands.

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

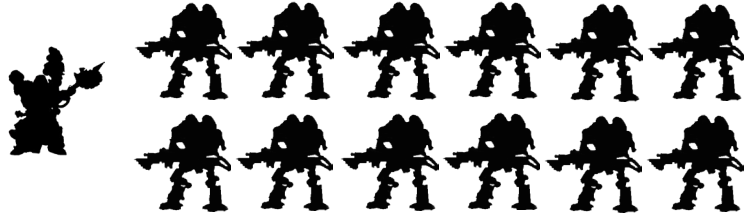
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Thallax Destructor	15[J]	4+	1/0	Photon Thruster	25/50	2	-2	[SU], [MB], [RC], [R], Special

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

THALLAX ICARIAN GRAND COHORT

The Thallax Icarian Grand Cohort consists of 1 Tech Priest Lacyraemarta and 12 Thallax Icarian.



Point Value 700



THALLAX ICARIAN GRAND COHORT

Break Point 9: The Grand Detachment is broken if it has lost 9 stands.

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

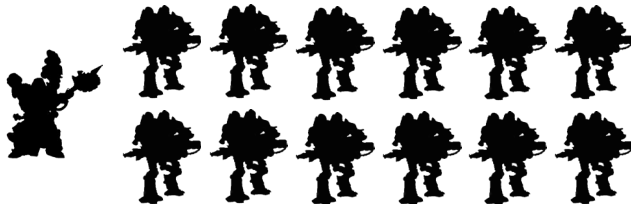
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Thallax Icarian	15[J]	4+	2/-1	Multi Laser AA	20/35	3	-1	[SU], [MB], [RC], [R], Special

Victory Points 7

Your opponent gains 4 VPs when this company is broken

THALLAX EMPYRITE GRAND COHORT

The Thallax Empyrite Grand Cohort consists of 1 Tech Priest Lacyraemarta and 12 Thallax Empyrite.



Point Value 800



THALLAX EMPYRITE GRAND COHORT

Break Point 9: The Grand Detachment is broken if it has lost 9 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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 8 VP

Your opponent gains 4 VPs when this company is broken

URSARAX GRAND COHORT

The Ursarax Grand Cohort consists of 1 Tech Priest Lacyraemarta and 12 Ursarax.



Point Value 900



URSARAX GRAND COHORT

Break Point 9: The Grand Detachment is broken if it has lost 9 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Lacyraemarta	15	5+	2/-1	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Ursarax Cohort	15[J]	5[7]+	3/-2B	Volkite Incinerator [VK]	10	4	-1	[SU], [RC], [IWD]

Victory Points 9

Your opponent gains 5 VPs when this company is broken

GRAND COMPANY CARDS WALKERS [2]

ARLATAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

The Arlatax Class Battle Automata Grand Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Arlatax Automata.



Point Value 750



ARLATAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 models.

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

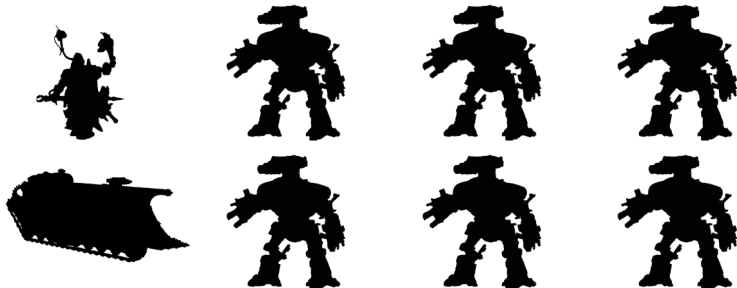
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Arlatax Battle Automata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

Victory Points 8 VP

Your opponent gains 4 VPs when this company is broken

CASTELLAX CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 1)

The Castellax Class Battle Automata Grand Detachment (Type 1) consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Castellax Automata (Type 1).



Point Value 650



CASTELLAX CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 1)

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

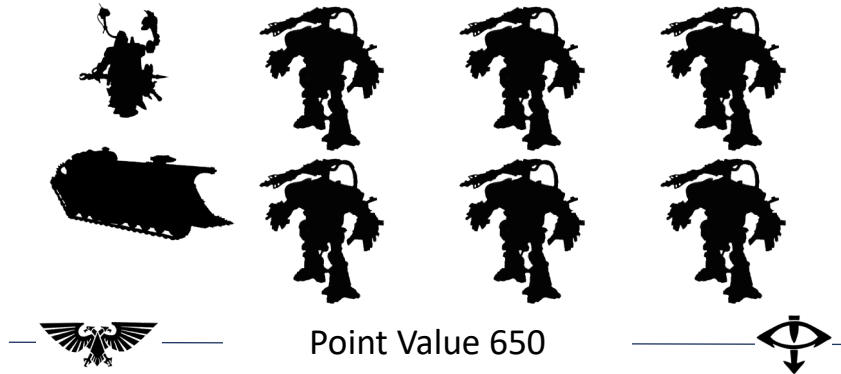
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Castellax Battle Automata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

Victory Points 7 VP

Your opponent gains 4 VPs when this company is broken

CASTELLAX CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 2)

The Castellax Class Battle Automata Grand Detachment (Type 2) consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Castellax Automata (Type 2).



CASTELLAX CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 2)

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

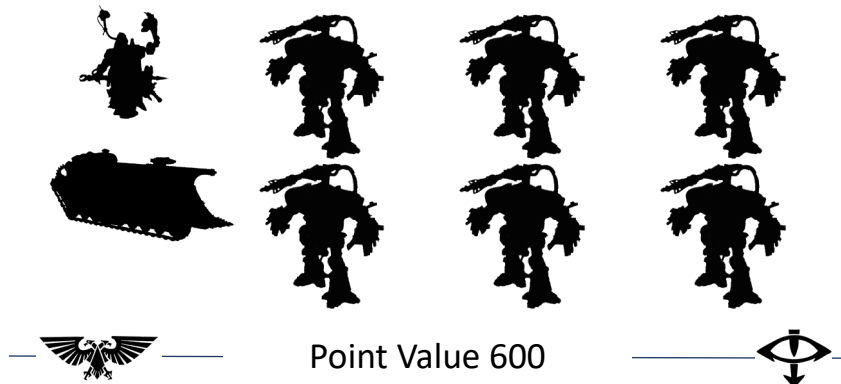
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Castellax Battle Automata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

Victory Points 7 VP

Your opponent gains 4 VPs when this company is broken

CASTELLAX CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 3)

The Castellax Class Battle Automata Grand Detachment (Type 3) consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Castellax Automata (Type 3).



CASTELLAX CLASS BATTLE AUTOMATA GRAND DETACHMENT (TYPE 3)

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

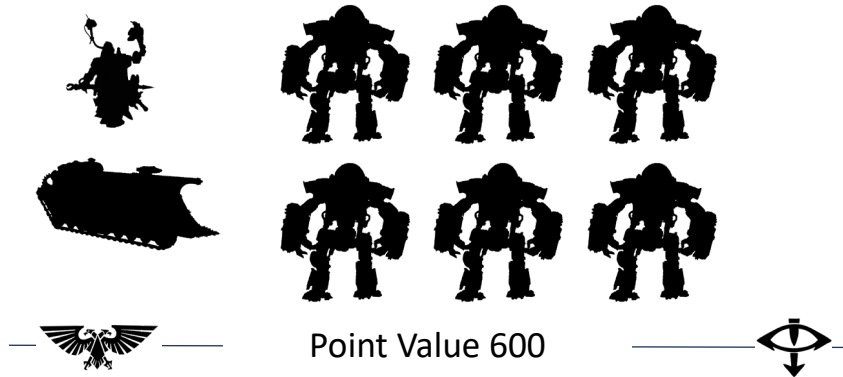
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Castellax Battle Automata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

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

DOMITAR CLASS BATTLE AUTOMATA GRAND DETACHMENT

The Domitar Class Battle Automata Grand Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Domitar Automata.



Point Value 600

DOMITAR CLASS BATTLE AUTOMATA GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

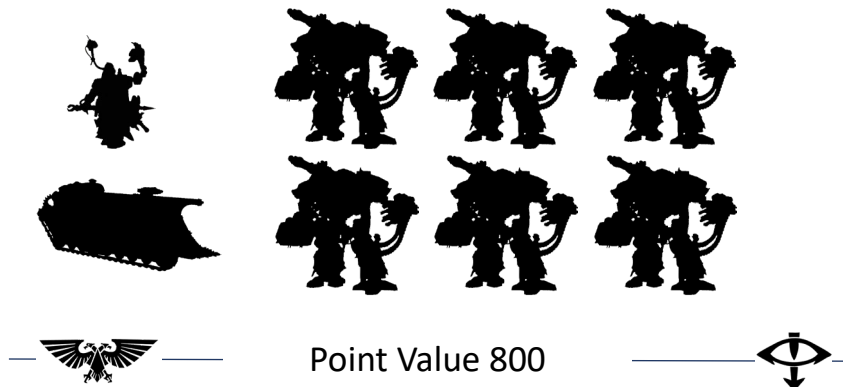
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Domitar Battle Automata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

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

THANATAR CYNIS SIEGE BATTLE AUTOMATA GRAND DETACHMENT

The Thanatar Cynis Siege Battle Automata Grand Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Thanatar Cynis Siege Automata.



Point Value 800

THANATAR CYNIS SIEGE BATTLE AUTOMATA GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

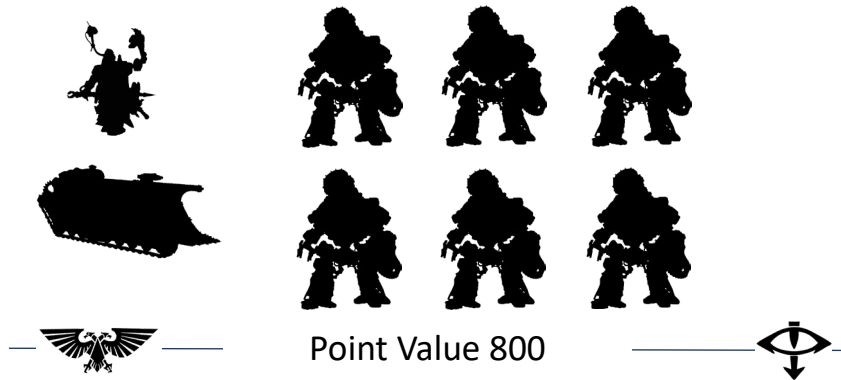
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Thanatar-Cynis Siege Automata	10	3+	2/-2	Plasma Ejector [B,IC,Fire] Mauler Bolt Cannon [AP]	20 25	4 3	-2 -1	[N], [RC], [RA], Special

Victory Points 5 VP

Your opponent gains 3 VPs when this company is broken

THANATAR SIEGE BATTLE AUTOMATA GRAND DETACHMENT

The Thanatar Siege Battle Automata Grand Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Thanatar Siege Automata.



THANATAR SIEGE BATTLE AUTOMATA GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

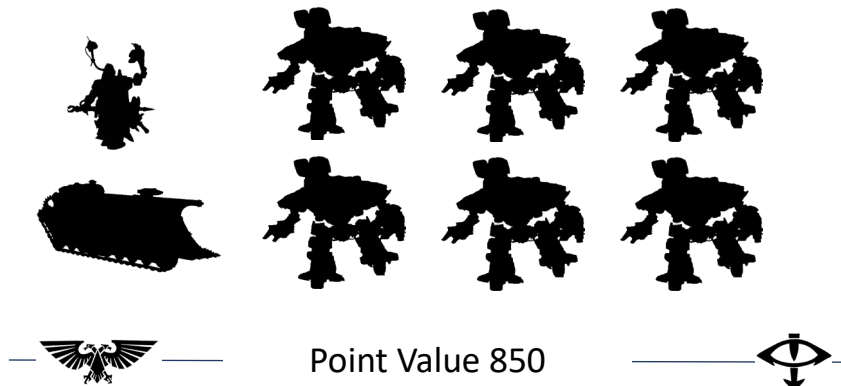
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Thanatar Siege Automata	10	3+	2/-2	Hellex Plasma Mortar [B,IC,M,AY,Fire] Mauler Bolt Cannon [AP]	25/50 25	2 6	-2 -1	[N], [RC], [RA], Special

Victory Points 8 VP

Your opponent gains 4 VPs when this company is broken

THANATAR CALIX SIEGE BATTLE AUTOMATA GRAND DETACHMENT

The Thanatar Calix Siege Battle Automata Grand Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Thanatar Calix Siege Automata.



THANATAR CALIX SIEGE BATTLE AUTOMATA GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

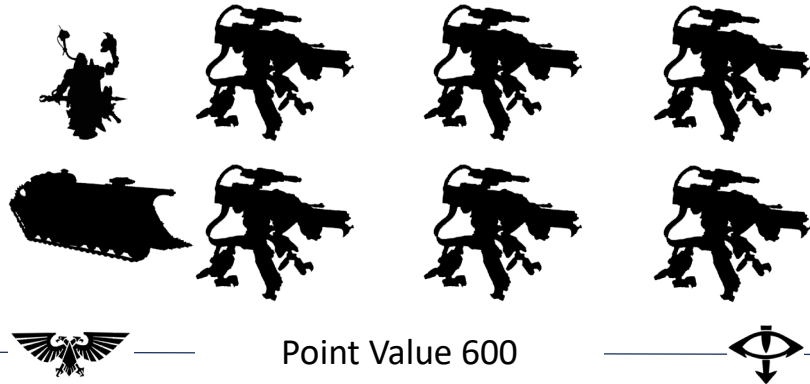
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Thanatar-Calix Siege Automata	10	3+	2/-3	Sollex Heavy Lascannon Mauler Bolt Cannons [AP] Graviton Ram [B]	30/60 25 10	1 6 2	-3 -1 -2	[N], [RC], [RA], Special

Victory Points 9 VP

Your opponent gains 5 VPs when this company is broken

VORAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

The Vorax Class Battle Automata Grand Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Vorax Automata.



VORAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

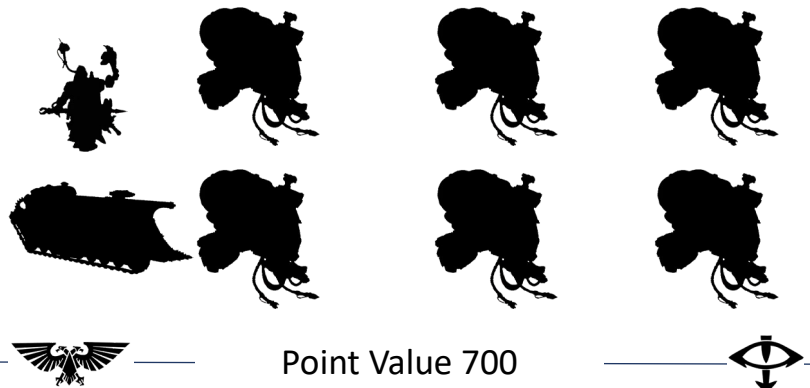
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Engineer	15	5+	2/-1	Support Weapons [VK]	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Vorax Battle Automata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

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

VULTARAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

The Vultarax Class Battle Automata Grand Detachment consists of 1 Tech Priest Engineer, 1 Triaros Armored Conveyor and 6 Vultarax Automata.



VULTARAX CLASS BATTLE AUTOMATA GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Vultarax Stratos Automata	20[K]	4+	2/-1	Arc Blaster [HW] Setheno Havoc Launcher[B,IC]	25 25/50	2 2	-1 0	[N], [RC], [R], [RA]

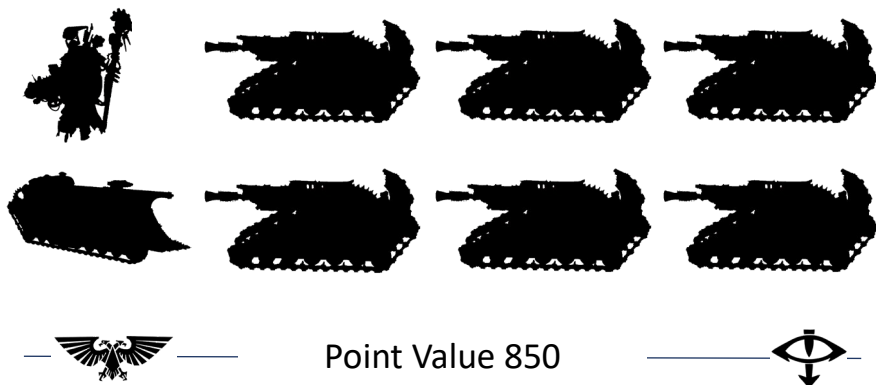
Victory Points 7 VP

Your opponent gains 4 VPs when this company is broken

GRAND COMPANY CARDS
VEHICLES [3]

KRIOS BATTLE TANK GRAND DETACHMENT

The Krios Battle Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Krios Battle Tanks.



KRIOS BATTLE TANK GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

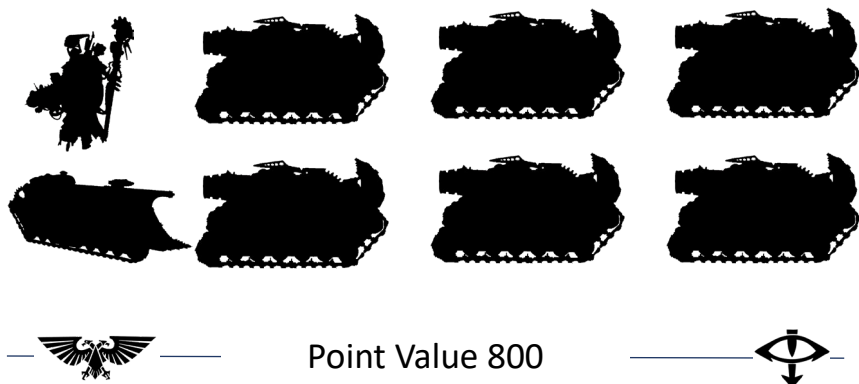
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Krios Battle Tank	25	3+	2/-1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

Victory Points 9 VP

Your opponent gains 5 VPs when this company is broken

KRIOS VENATOR TANK GRAND DETACHMENT

The Krios Battle Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Krios Venator Tanks.



KRIOS VENATOR TANK GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

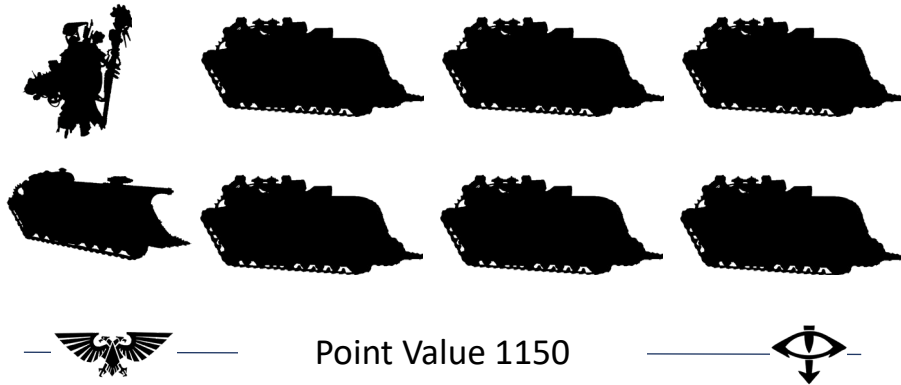
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Krios Venator	25	3+	2/-1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

Victory Points 8 VP

Your opponent gains 4 VPs when this company is broken

KARACNOS ASSAULT TANK GRAND DETACHMENT

The Karacnos Assault Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Karacnos Assault Tanks.



KARACNOS ASSAULT TANK GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

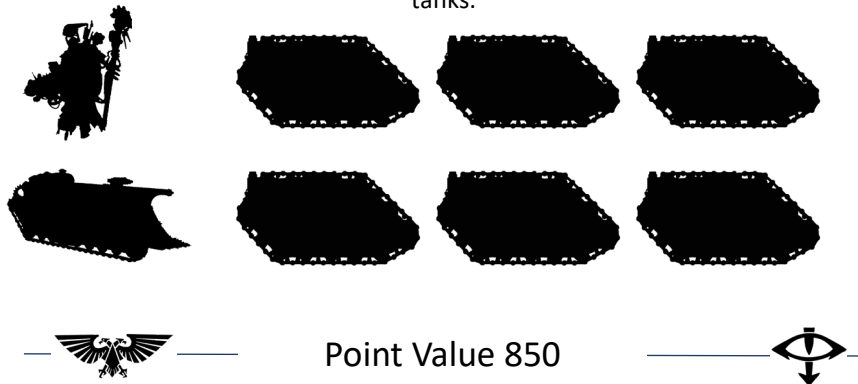
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Karacnos Assault Tank	20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

Victory Points 12 VP

Your opponent gains 6 VPs when this company is broken

MECHANICUM LAND RAIDER PROTEUS A GRAND DETACHMENT

The Mechanicum Land Raider Proteus A Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Mechanicum Land Raider Proteus A tanks.



MECHANICUM LAND RAIDER PROTEUS A GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

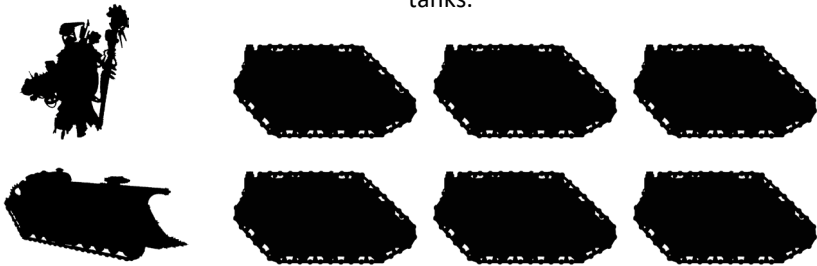
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Mechanicum Land Raider Proteus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

Victory Points 9 VP

Your opponent gains 5 VPs when this company is broken

MECHANICUM LAND RAIDER PROTEUS B GRAND DETACHMENT

The Mechanicum Land Raider Proteus B Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Mechanicum Land Raider Proteus B tanks.



Point Value 850



MECHANICUM LAND RAIDER PROTEUS B GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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	
Mechanicum Land Raider Proteus B	25	2+	3/-2	Lascannons [TL2]	25/50	2	-2	[DR2], [TR2], [AG], [RC], [N], [R]
				Bolters [AP]	25	4	0	

Victory Points 9 VP

Your opponent gains 5 VPs when this company is broken

GRAND COMPANY CARDS

ARTILLERY [3]

ORDO REDUCTOR EARTHSHAKER ARTILLERY TANK GRAND DETACHMENT

The Ordo Reductor Earthshaker Artillery Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Earthshaker Artillery Tanks.



Point Value 1000



ORDO REDUCTOR EARTHSHAKER ARTILLERY TANK GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

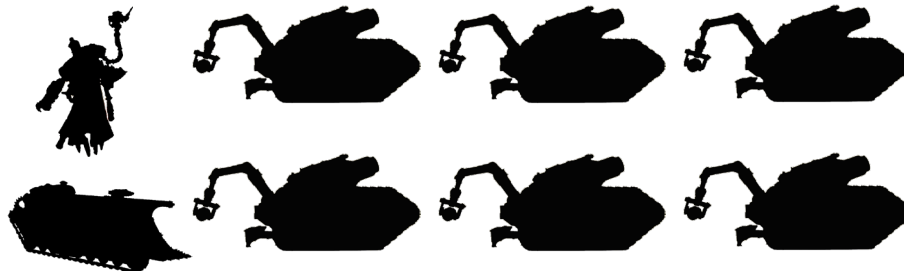
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Earthshaker Artillery Tank	15	3+	2/0	Earthshaker Cannon [AY,HM] Bolters[AP]	120/240 25	2 2	-2 0	[RC], [N]

Victory Points 10

Your opponent gains 5 VPs when this Detachment is broken

ORDO REDUCTOR MEDUSA ARTILLERY TANK GRAND DETACHMENT

The Ordo Reductor Medusa Artillery Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Medusa Artillery Tanks.



Point Value 800



ORDO REDUCTOR MEDUSA ARTILLERY TANK GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

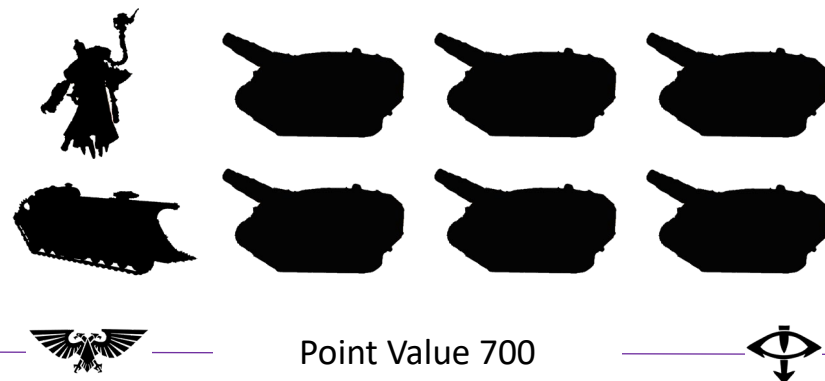
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Medusa Artillery Tank	15	3+	2/0	Medusa Siege Gun [AY,HM,VV] Bolters[AP]	60/120 25	2 2	-3 0	[RC], [N]

Victory Points 8

Your opponent gains 4 VPs when this Detachment is broken

ORDO REDUCTOR MORTAR ARTILLERY TANK GRAND DETACHMENT

The Ordo Reductor Mortar Artillery Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Mortar Artillery Tanks.



Point Value 700

ORDO REDUCTOR MORTAR ARTILLERY TANK GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

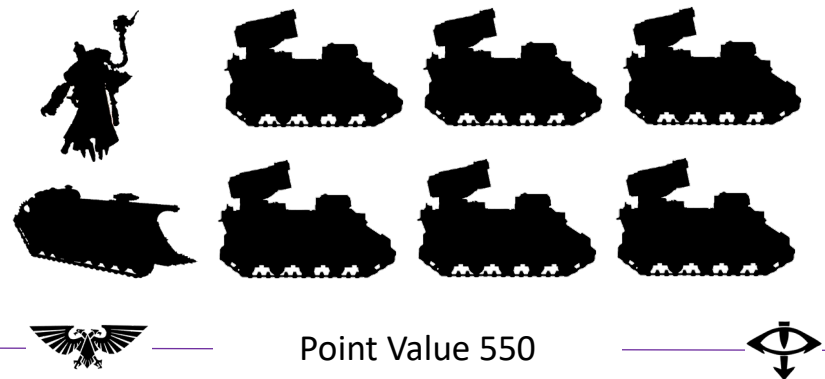
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Mortar Artillery Tank	15	3+	2/0	Colossus Mortar [IC, AY,HM] Bolters[AP]	50/100 25cm	2 2	-1 0	[RC], [N]

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

ORDO REDUCTOR WHIRLWIND ARTILLERY TANK GRAND DETACHMENT

The Ordo Reductor Whirlwind Artillery Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Whirlwind Artillery Tanks.



Point Value 550

ORDO REDUCTOR WHIRLWIND ARTILLERY TANK GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

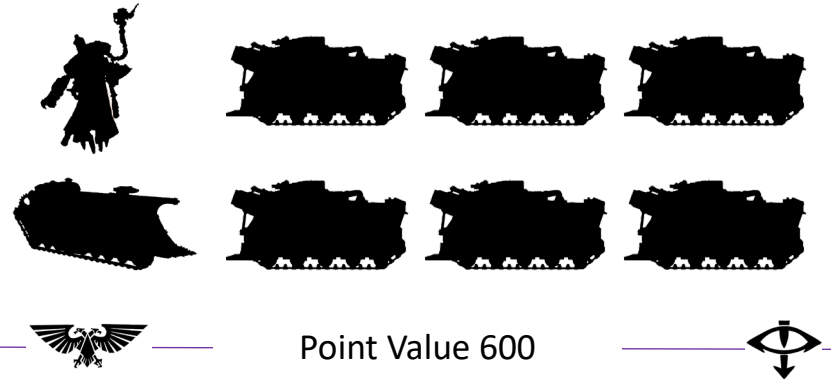
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Whirlwind	25	5+	2/0	Whirlwind Launcher Vengeance Warhead [AY] Castellan Warhead [IC, Fire,AY] Bolters[AP]	25/50 25	2 2	-2 0	[RC], [N]

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR VINDICATOR A ARTILLERY TANK GRAND DETACHMENT

The Ordo Reductor Vindicator A Artillery Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Vindicator A Artillery Tanks.



ORDO REDUCTOR VINDICATOR A ARTILLERY TANK GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

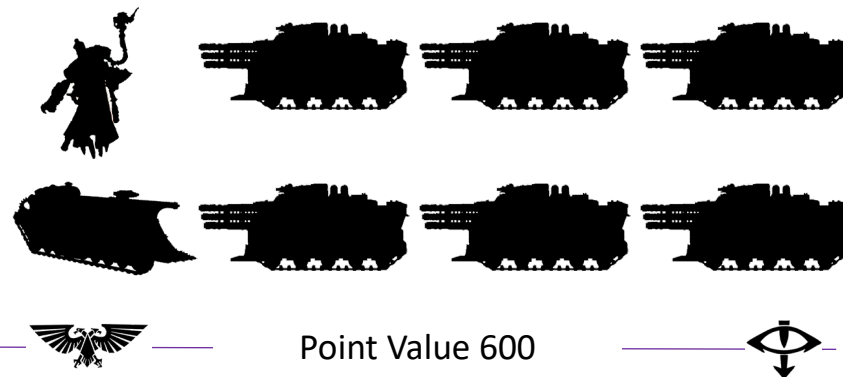
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Vindicator A	20	3+	2/-1	Demolisher Cannon [B2,V,M,] Bolters[AP]	25/50 25	1 2	-3 0	[RA],[RC], [N]

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR VINDICATOR B ARTILLERY TANK GRAND DETACHMENT

The Ordo Reductor Vindicator B Artillery Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Vindicator B Artillery Tanks.



ORDO REDUCTOR VINDICATOR B ARTILLERY TANK GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

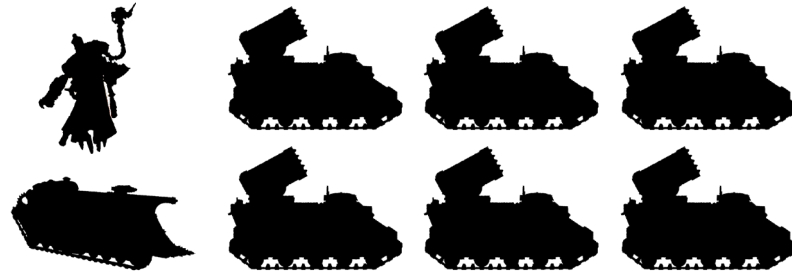
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tech Priest - Reductor	15	5+	2/-1B	Support Weapons	25	1	-2	[HQ1], [MB], [MK], Special
Triaros Armored Conveyor	20	2+	4/-2	Mauler Bolt Cannon [AP] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Vindicator B	20	3+	2/-1	Quad lascannon [TL4] Bolters[AP]	25/50 25	1 2	-2 0	[RC], [N]

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR WHIRLWIND HYPERIOS ARTILLERY TANK GRAND DETACHMENT

The Ordo Reductor Whirlwind Hyperios Artillery Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Whirlwind Hyperios Tanks.



Point Value 500



ORDO REDUCTOR WHIRLWIND HYPERIOS ARTILLERY TANK GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Whirlwind Hyperios	25	5+	2/0	Hyperios Warhead [HS, AA] Bolters[AP]	25/50 25	1 2	-2 0	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

ORDO REDUCTOR MINOTAUR GRAND DETACHMENT

The Ordo Reductor Artillery Tank Grand Detachment consists of 1 Tech Priest Reductor, 1 Triaros Armored Conveyor and 6 Minotaur Tanks.



Point Value 1600



ORDO REDUCTOR ARTILLERY TANK GRAND DETACHMENT

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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] Volkite charger [VK,A,AP]	25 20	3 4	-1 0	[DR2], [TR4], [RA], [AG], [RC], [N], Special
Ordo Reductor Minotaurs	15	2+	3/0	Dual earthshaker [AY,HM] Bolters[AP]	120/240 25	4 2	-2 0	[DR2], [RC], [N], Special

Victory Points 16

Your opponent gains 8 VPs when this Detachment is broken

GRAND SUPPORT CARDS WEAPON PLATFORMS [1]

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 1)

The Mechanicum Tarantula Sentry Gun Grand Battery consists of 10
Mechanicum Tarantula sentry guns (Type 1)



Point Value 400



MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 1)

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type I	5	6+	1/0	Heavy bolters [AP]	25	4	0	[RC], [N], [IF]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 2)

The Mechanicum Tarantula Sentry Gun Grand Battery consists of 10
Mechanicum Tarantula sentry guns (Type 2)



Point Value 400



MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 2)

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type II	5	6+	1/0	Heavy Flamers [FW,AP]	10	4	0	[RC], [N], [IF]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 3)

The Mechanicum Tarantula Sentry Gun Grand Battery consists of 10
Mechanicum Tarantula sentry guns (Type 3)



Point Value 350



MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 3)

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type III	5	6+	1/0	Lascannons [TL2,AP]	25/50	1	-2	[RC], [N], [IF]

Victory Points 4

Your opponent gains 2 VP's when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 4)

The Mechanicum Tarantula Sentry Gun Grand Battery consists of 10
Mechanicum Tarantula sentry guns (Type 4)



Point Value 400



MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 4)

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type IV	5	6+	1/0	Rotor Cannon	15/30	4	0	[RC], [N], [IF]

Victory Points 4 VP

Your opponent gains 2 VP's when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 5)

The Mechanicum Tarantula Sentry Gun Grand Battery consists of 10
Mechanicum Tarantula sentry guns (Type 5)



Point Value 350



MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 5)

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type V	5	6+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [N], [IF]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 6)

The Mechanicum Tarantula Sentry Gun Grand Battery consists of 10
Mechanicum Tarantula sentry guns (Type 6)



Point Value 500



MECHANICUM TARANTULA SENTRY GUN GRAND BATTERY (TYPE 6)

Break Point 6: The Grand Detachment is broken if it has lost 6 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type VI	5	6+	1/0	Volkite Culverin [TL2,VK]	25/50	2	-1	[RC], [N], [IF]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

DARK MECHANICUM

STANDARD SUPPORT CARDS

INFANTRY [1]

DARK MECHANICUM HARPAX SCOUT DETACHMENT

The Harpax Scout Detachment consists of 5 Harpax Scout stands.



Point Value 250



DARK MECHANICUM HARPAX SCOUT DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Harpax Scout	20[]	6+	2/-1	Harpax Lascutter [VW,B]	15	1	-2	[RC]
				Exo-planar Repeaters [AP,VK]	15/30	1	0	

Victory Points 3

Your opponent gains 2 VPs when this company is broken

STANDARD SUPPORT CARDS WALKERS [3]

DARK MECHANICUM ERRAX ASSAULT STALKER A DETACHMENT

The Dark Mechanicum Errax Assault Stalker A Detachment consists of 3 Errax Assault Stalkers A.



Point Value 300



DARK MECHANICUM ERRAX ASSAULT STALKER A DETACHMENT

Break Point 2: The Detachment is broken if it has lost 2 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errax Assault Stalker A	25	4+	4/-3	Errax Meltagun Mechadendrites [B]	25 -	3 -	-2 -	[DU], [RC] [DR2], [RA]

Victory Points 3

Your opponent gains 2 VPs when this company is broken

DARK MECHANICUM ERRAX ASSAULT STALKER B DETACHMENT

The Dark Mechanicum Errax Assault Stalker B Detachment consists of 3 Errax Assault Stalkers B.



Point Value 300



DARK MECHANICUM ERRAX ASSAULT STALKER B DETACHMENT

Break Point 2: The Detachment is broken if it has lost 2 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errax Assault Stalker B	25	4+	4/-3	Bolters [AP,A] Mechadendrites [B]	25 -	3 -	0 -	[DU], [RC] [DR2], [RA]

Victory Points 3

Your opponent gains 2 VPs when this company is broken

DARK MECHANICUM ERRAX ASSAULT STALKER C DETACHMENT

The Dark Mechanicum Errax Assault Stalker C Detachment consists of 3 Errax Assault Stalkers C.



Point Value 300



DARK MECHANICUM ERRAX ASSAULT STALKER C DETACHMENT

Break Point 2: The Detachment is broken if it has lost 2 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errax Assault Stalker C	25	4+	4/-3	Errax Lascutter [W,B,TL2] Mechadendrites [B]	15 -	1 -	-3 -	[DU], [RC] [DR2], [RA]

Victory Points 3

Your opponent gains 2 VPs when this company is broken

DARK MECHANICUM TENEBRAX BATTLE STALKER A DETACHMENT

The Dark Mechanicum Tenebrax Battle Stalker A Detachment consists of 3 Tenebrax Battle Stalkers A.



Point Value 300



DARK MECHANICUM TENEBRAX BATTLE STALKER A DETACHMENT

Break Point 2: The Detachment is broken if it has lost 2 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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]

Victory Points 3

Your opponent gains 2 VPs when this company is broken

DARK MECHANICUM TENEBRAX BATTLE STALKER B DETACHMENT

The Dark Mechanicum Tenebrax Battle Stalker B Detachment consists of 3 Tenebrax Battle Stalkers B.



Point Value 350



DARK MECHANICUM TENEBRAX BATTLE STALKER B DETACHMENT

Break Point 2: The Detachment is broken if it has lost 2 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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]

Victory Points 4

Your opponent gains 2 VPs when this company is broken

DARK MECHANICUM TENEBRAX BATTLE STALKER C DETACHMENT

The Dark Mechanicum Tenebrax Battle Stalker C Detachment consists of 3 Tenebrax Battle Stalkers C.



Point Value 300



DARK MECHANICUM TENEBRAX BATTLE STALKER C DETACHMENT

Break Point 2: The Detachment is broken if it has lost 2 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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 3

Your opponent gains 2 VPs when this company is broken

STANDARD SUPPORT CARDS

HEAVY WALKERS [4]

DARK MECHANICUM SERPEROS HEAVY STALKER A DETACHMENT

The Dark Mechanicum Serperos Heavy Stalker A Detachment consists of 3 Serperos Heavy Stalkers A.



Point Value 650



DARK MECHANICUM SERPEROS HEAVY STALKER A DETACHMENT

Break Point 2: The Detachment is broken if it has lost 2 stands.

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

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

Victory Points 7

Your opponent gains 4 VPs when this company is broken

DARK MECHANICUM SERPEROS HEAVY STALKER B DETACHMENT

The Dark Mechanicum Serperos Heavy Stalker B Detachment consists of 3 Serperos Heavy Stalkers B.



Point Value 700



DARK MECHANICUM SERPEROS HEAVY STALKER B DETACHMENT

Break Point 2: The Detachment is broken if it has lost 2 stands.

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

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

Victory Points 7

Your opponent gains 4 VPs when this company is broken

GRAND SUPPORT CARDS INFANTRY [1]

DARK MECHANICUM HARPAX SCOUT GRAND DETACHMENT

The Harpax Scout Grand Detachment consists of 10 Harpax Scout stands.



Point Value 450



DARK MECHANICUM HARPAX SCOUT GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Harpax Scout	20[]	6+	2/-1	Harpax Lascutter [VV,B]	15	1	-2	[RC]
				Exo-planar Repeaters [AP,VK]	15/30	1	0	

Victory Points 5

Your opponent gains 3 VPs when this company is broken

GRAND SUPPORT CARDS WALKERS [3]

DARK MECHANICUM ERRAX ASSAULT STALKER A GRAND DETACHMENT

The Dark Mechanicum Errax Assault Stalker A Grand Detachment consists of 6 Errax Assault Stalkers A.



Point Value 550



DARK MECHANICUM ERRAX ASSAULT STALKER A GRAND DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errax Assault Stalker A	25	4+	4/-3	Errax Meltagun Mechadendrites [B]	25 -	3 -	-2 -	[DU], [RC] [DR2], [RA]

Victory Points 6

Your opponent gains 3 VPs when this company is broken

DARK MECHANICUM ERRAX ASSAULT STALKER B GRAND DETACHMENT

The Dark Mechanicum Errax Assault Stalker B Grand Detachment consists of 6 Errax Assault Stalkers B.



Point Value 600



DARK MECHANICUM ERRAX ASSAULT STALKER B GRAND DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errax Assault Stalker B	25	4+	4/-3	Bolters [AP,A] Mechadendrites [B]	25 -	3 -	0 -	[DU], [RC] [DR2], [RA]

Victory Points 6

Your opponent gains 3 VPs when this company is broken

DARK MECHANICUM ERRAX ASSAULT STALKER C GRAND DETACHMENT

The Dark Mechanicum Errax Assault Stalker C Grand Detachment consists of 6 Errax Assault Stalkers C.



Point Value 600



DARK MECHANICUM ERRAX ASSAULT STALKER C GRAND DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Errax Assault Stalker C	25	4+	4/-3	Errax Lascutter [W,B,TL2] Mechadendrites [B]	15 -	1 -	-3 -	[DU], [RC] [DR2], [RA]

Victory Points 6

Your opponent gains 3 VPs when this company is broken

DARK MECHANICUM TENEBRAX BATTLE STALKER A GRAND DETACHMENT

The Dark Mechanicum Tenebrax Battle Stalker A Grand Detachment consists of 6 Tenebrax Battle Stalkers A.



Point Value 650



DARK MECHANICUM TENEBRAX BATTLE STALKER A GRAND DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

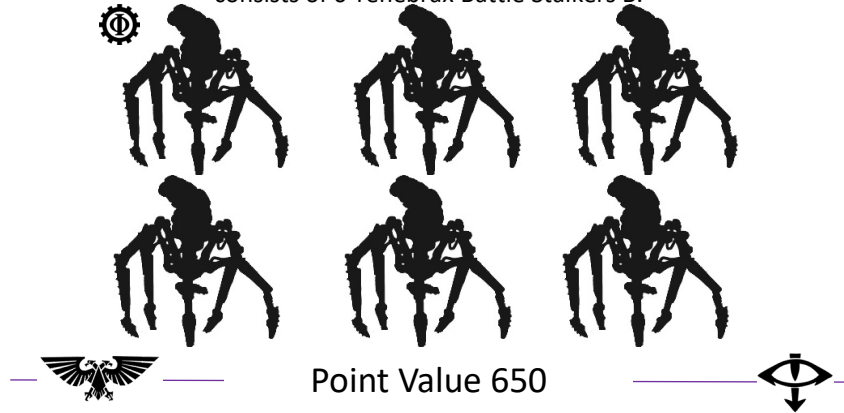
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tenebrax Battle Stalker A	25	4+	3/-2	Storm Laser Flenser Exo-planar Cannon [VK,IC]	35/70 20/35	3 3	-2 -1	[DU], [RC] [DR2], [RA]

Victory Points 7

Your opponent gains 4 VPs when this company is broken

DARK MECHANICUM TENEBRAX BATTLE STALKER B GRAND DETACHMENT

The Dark Mechanicum Tenebrax Battle Stalker B Grand Detachment consists of 6 Tenebrax Battle Stalkers B.



DARK MECHANICUM TENEBRAX BATTLE STALKER B GRAND DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

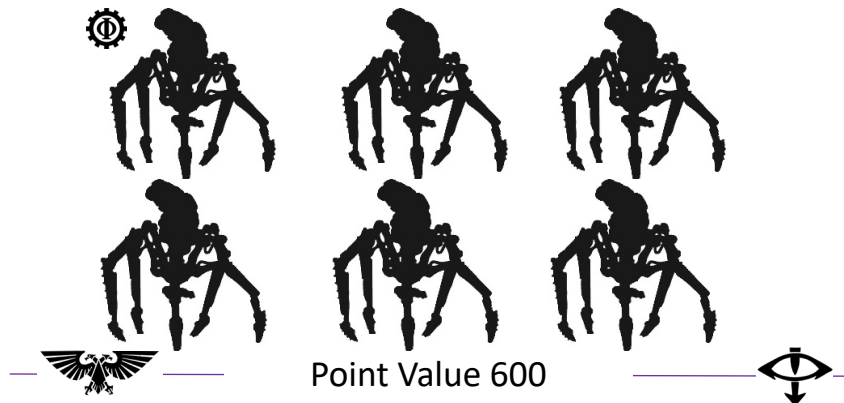
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tenebrax Battle Stalker B	25	4+	3/-2	Storm Laser Flenser Bolters [AP,A]	35/70 25	3 4	-2 0	[DU], [RC] [DR2], [RA]

Victory Points 7

Your opponent gains 4 VPs when this company is broken

DARK MECHANICUM TENEBRAX BATTLE STALKER C GRAND DETACHMENT

The Dark Mechanicum Tenebrax Battle Stalker C Grand Detachment consists of 6 Tenebrax Battle Stalkers C.



DARK MECHANICUM TENEBRAX BATTLE STALKER C GRAND DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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 6

Your opponent gains 3 VPs when this company is broken

GRAND SUPPORT CARDS

HEAVY WALKERS [4]

DARK MECHANICUM SERPEROS HEAVY STALKER A GRAND DETACHMENT

The Dark Mechanicum Serperos Heavy Stalker A Grand Detachment consists of 6 Serperos Heavy Stalkers A.



Point Value 1350



DARK MECHANICUM SERPEROS HEAVY STALKER A GRAND DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

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

Victory Points 14

Your opponent gains 7 VPs when this company is broken

DARK MECHANICUM SERPEROS HEAVY STALKER B GRAND DETACHMENT

The Dark Mechanicum Serperos Heavy Stalker B Grand Detachment consists of 6 Serperos Heavy Stalkers B.



Point Value 1400



DARK MECHANICUM SERPEROS HEAVY STALKER B GRAND DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands.

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

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

Victory Points 14

Your opponent gains 7 VPs when this company is broken