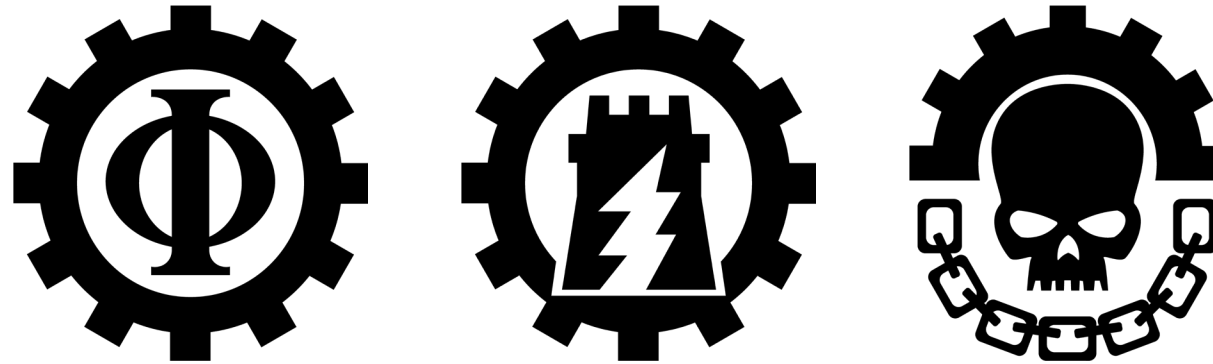


MECHANICUM



UPGRADE CARDS

MKV

COMMAND FORMATION UPGRADES

UPGRADE DEVASTATION DRONES



Command Formation ONLY. Formation of 4 elements that is attacked to the command as an upgrade. At the end of its movement the player may decide to detonate the element removing it from play. Any elements within 5cms of the exploding element are hit on a roll of 7+. Melee hits will make the element explode immediately. Ranged hits on a failed save will cause it to explode as above on a roll 6+. Otherwise no explosion, element is removed

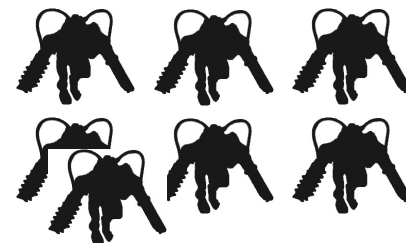
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Devastation Drones [1]	15	4+	1/0	Bomb [W,B]	5	-	-2	Special



Point Value 50
+1VP



UPGRADE MURDER SERVITOR AUTO-CLADE



Command Formation ONLY. May only be given charge orders. If at the end of their charge move there are no opposing elements within 50cms, roll a d10. On a roll of 6+ the formation may continue to receive charge orders. If roll is failed it remains stationary however, it can still participate in close combat normally if engaged.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Murder Servitors [1]	10	10+	2/-1	Close Combat	-	-	-	Special



Point Value 50
+1VP



GRAND UPGRADE MURDER SERVITOR AUTO-CLADE



Command Formation ONLY. May only be given charge orders. If at the end of their charge move there are no opposing elements within 50cms, roll a d10. On a roll of 6+ the formation may continue to receive charge orders. If roll is failed it remains stationary however, it can still participate in close combat normally if engaged.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Murder Servitors [1]	10	10+	2/-1	Close Combat	-	-	-	Special



Point Value 100
+1VP



UPGRADE CORPOSANT STAVES



Command Formation ONLY. This adds the Haywire [HW] weapon trait to close combat attacks to all command formation elements (command and bodyguard elements).



Point Value 50
+1VP



UPGRADE CYBER-OCCULARIS



Command Formation ONLY.

Command element gains a +1 bonus when attempting to issue Special Orders to a formation within command radius. Additionally, formations attached to this command element within command distance ignore the to hit penalty when firing at opposing formation within cover, IF within the short-range band of the weapon used for the attack.



Point Value 100
+1VP



UPGRADE CYBER-FAMILIAR



Command Formation ONLY.

Improves the invulnerable save of the command element by +1. If the command element does not have an invulnerable save it grants one at a value of +2 higher than its base Armor Value [AV].



Point Value 50
+1VP



GRAND UPGRADE ABEYANT



Command Formation ONLY.

The Command element gains the Skimmer [SK] move ability, adds +1 DR, +5cms to base move, the durable [DU] and It will not die [IWD] ability.

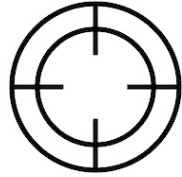


Point Value 50
+1VP



WALKER (AUTOMATA) FORMATION UPGRADES

UPGRADE ENHANCED TARGETTING ARRAY



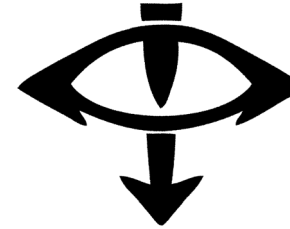
Walkers (automata) and Vehicles ONLY. Formation ignores to hit penalties for long range and cover.



Point Value 50
+1VP



UPGRADE THE PARAGON OF METAL



Traitor Walkers (automata) and Vehicles ONLY. The formation may receive orders normally when out of command radius. Elements of the formation gain the it will not die [IWD] ability. If there are opposing formations within 20cms, the formation with this upgrade **MUST** receive charge orders. The formation is **NOT** eligible to capture or contest objectives. If a special order is attempted on this formation and it fails on an unmodified roll of 1, the formation suffers the Malefica result on the cybertheurgy table.

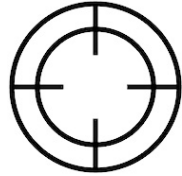


Point Value 50
+1VP



VEHICLE FORMATION UPGRADES

UPGRADE ENHANCED TARGETTING ARRAY



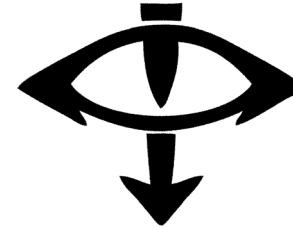
Walkers (automata) and Vehicles ONLY. Formation ignores to hit penalties for long range and cover.



Point Value 50
+1VP



UPGRADE THE PARAGON OF METAL



Traitor Walkers (automata) and Vehicles ONLY. The formation may receive orders normally when out of command radius. Elements of the formation gain the it will not die [IWD] ability. If there are opposing formations within 20cms, the formation with this upgrade **MUST** receive charge orders. The formation is **NOT** eligible to capture or contest objectives. If a special order is attempted on this formation and it fails on an unmodified roll of 1, the formation suffers the Malefica result on the cybertheurgy table.



Point Value 50
+1VP



UPGRADE ANBARIC CLAW



Vehicles ONLY. A defensive field that grants each element in the formation +1 CAF die in close combat.



Point Value 50
+1VP

