

TRANSPORT POOL

SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

ONE SECUTARII COMPANY

Fourteen Secutarii Arvus Lighter Orbital Shuttles



Point Value 650

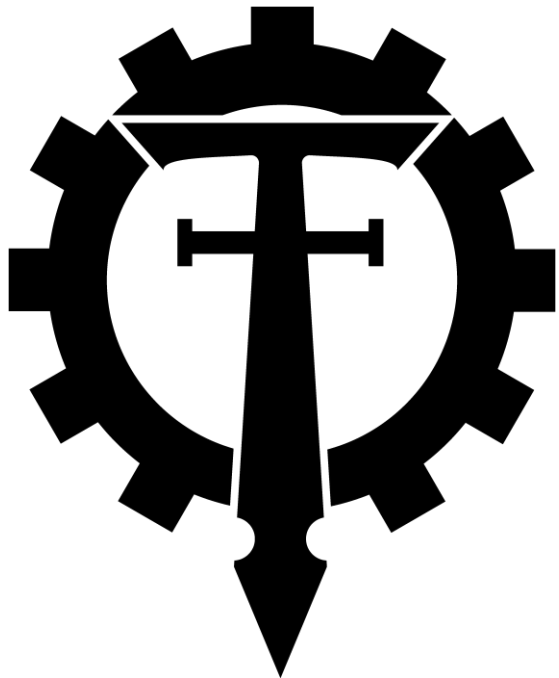


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +10: The Arvus Lighter Orbital Shuttles adds +10 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RC]



Victory Points +7

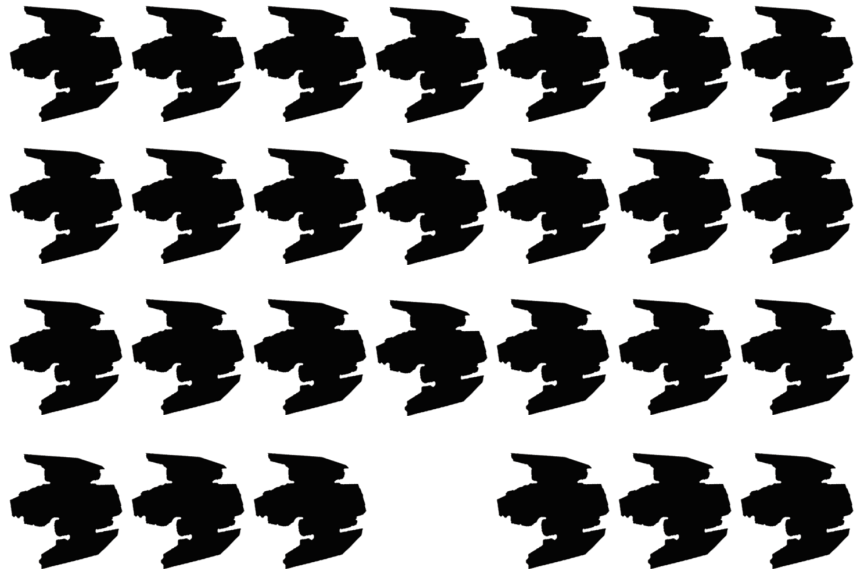
Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

ONE SECUTARII GRAND COMPANY

Twenty-Seven Secutarii Arvus Lighter Orbital Shuttles



Point Value 1300

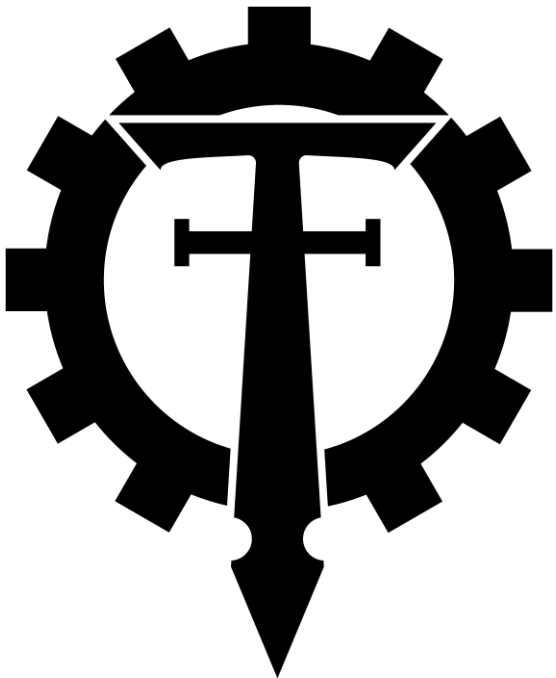


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +19: The Arvus Lighter Orbital Shuttles adds +19 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RC]



Victory Points +13

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

ONE SECUTARII DETACHMENT

Four Secutarii Arvus Lighter Orbital Shuttles



Point Value 250

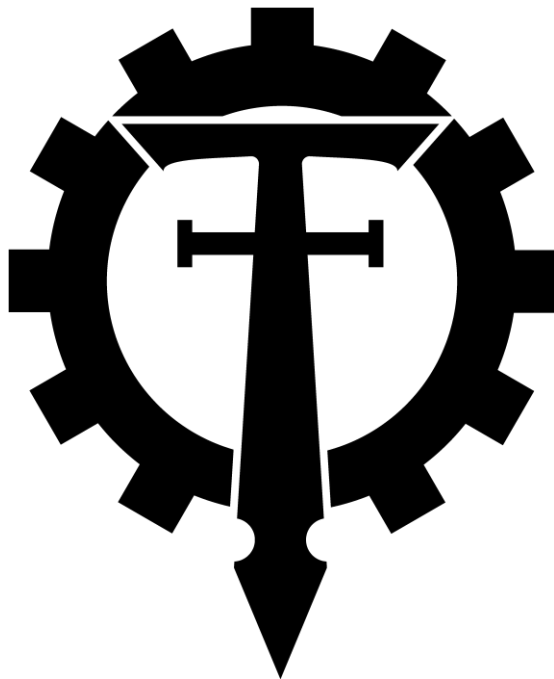


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +4: The Arvus Lighter Orbital Shuttles adds +4 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RC]



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

ONE SECUTARII GRAND DETACHMENT
Nine Secutarii Arvus Lighter Orbital Shuttles



Point Value 450

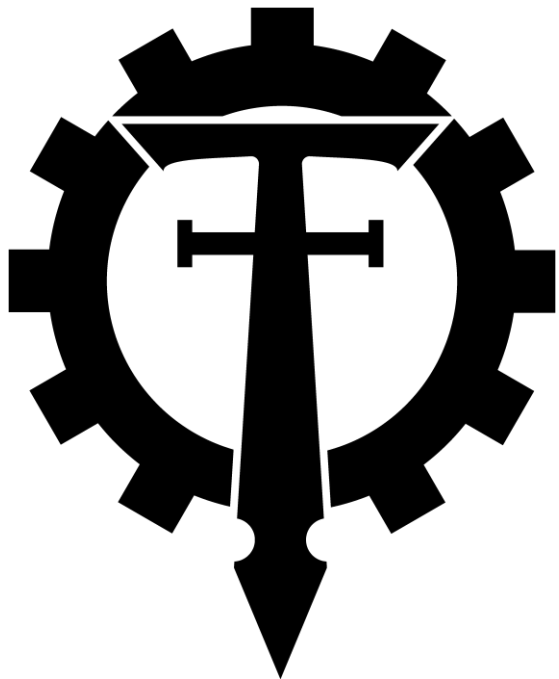


SECUTARII ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +6: The Arvus Lighter Orbital Shuttles adds +6 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RC]



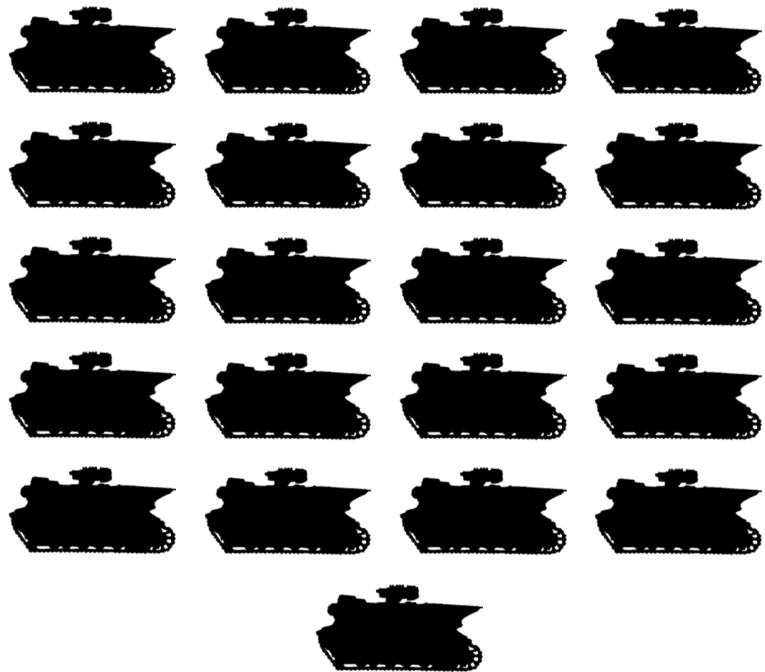
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII COMPANY
Twenty-One Macronid Explorators



Point Value 1650



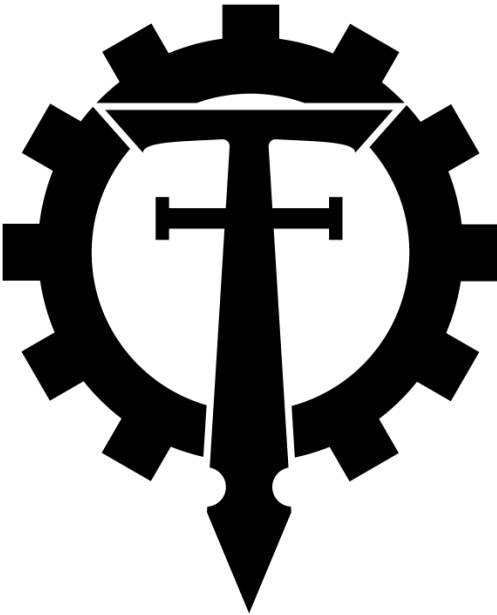
SECUTARII MACRONID EXPLORATOR

Break Point +15: The Macronid Explorators adds +15 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macrocarid Explorer	25	2+	3/-2	2x TL Lascannons	25/50	4TL2	-3	[DR2], [TR2], [R], [RC], [N], Special*
				Anti-Personnel	25	4	-1	

*Can re-roll failed armor saves (second result stands).



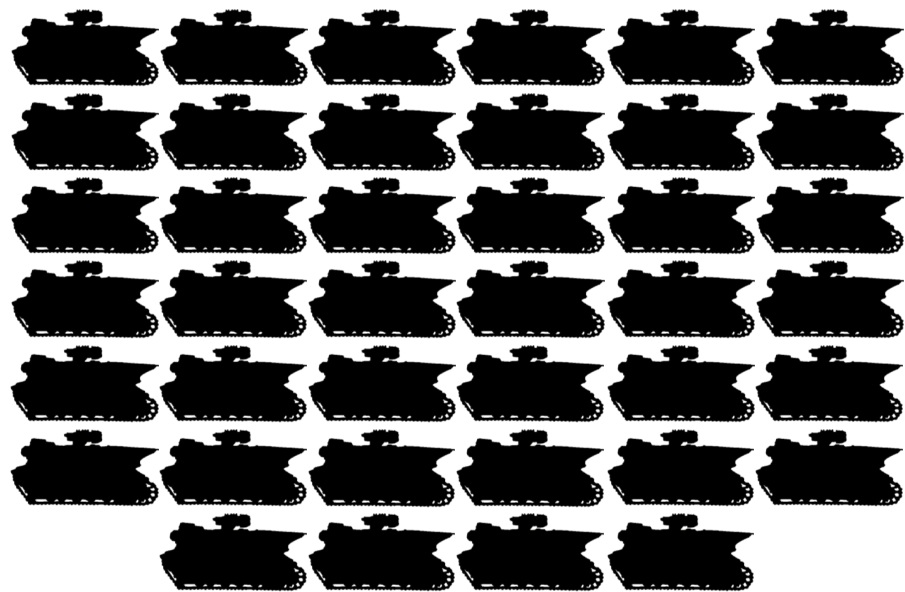
Victory Points +17

Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII GRAND COMPANY
Fourty Macronid Explorators



Point Value 3150



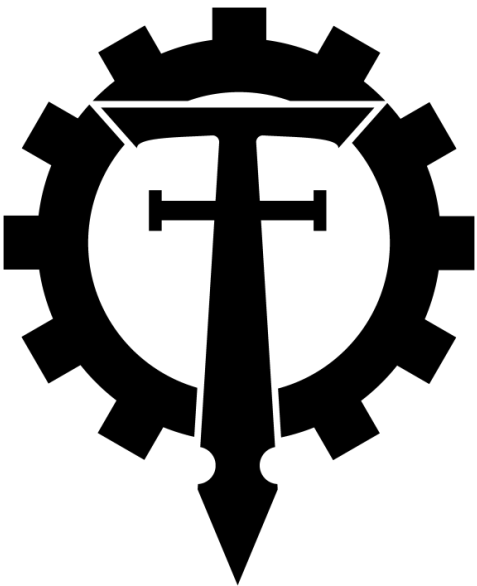
SECUTARII MACRONID EXPLORATOR

Break Point +28: The Macronid Explorators adds +28 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macrocarid Explorator	25	2+	3/-2	2x TL Lascannons	25/50	4TL2	-3	[DR2], [TR2], [R], [RC], [N], Special*
				Anti-Personnel	25	4	-1	

*Can re-roll failed armor saves (second result stands).



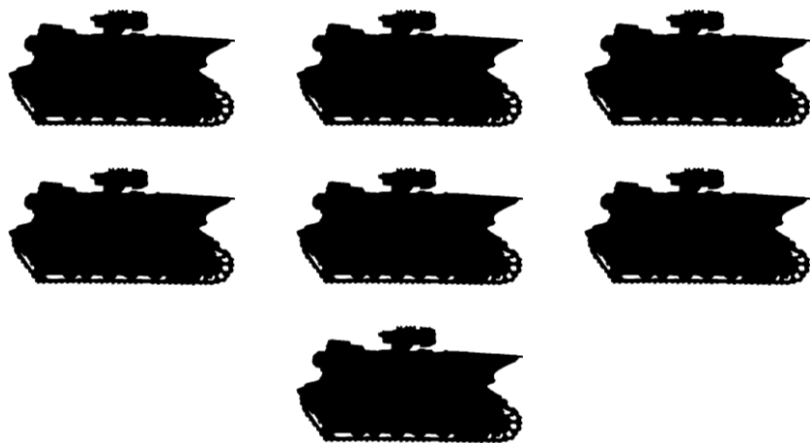
Victory Points +32

Your opponent gains +16 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII DETACHMENT
Seven Macronid Explorators



Point Value 550



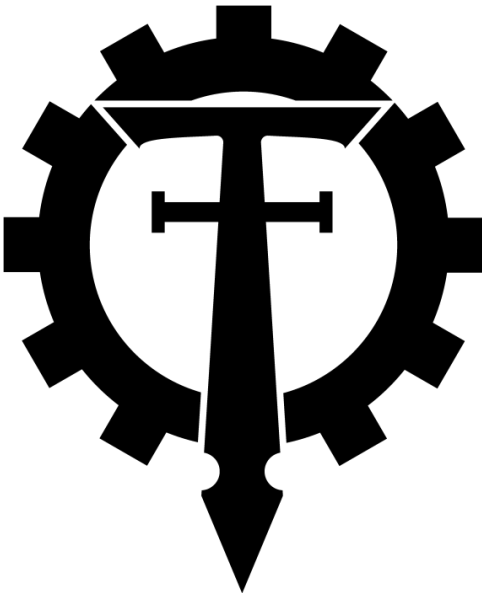
SECUTARII MACRONID EXPLORATOR

Break Point +5: The Macronid Explorators adds +5 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macrocarid Explorator	25	2+	3/-2	2x TL Lascannons	25/50	4TL2	-3	[DR2], [TR2], [R], [RC], [N], Special*
				Anti-Personnel	25	4	-1	

*Can re-roll failed armor saves (second result stands).



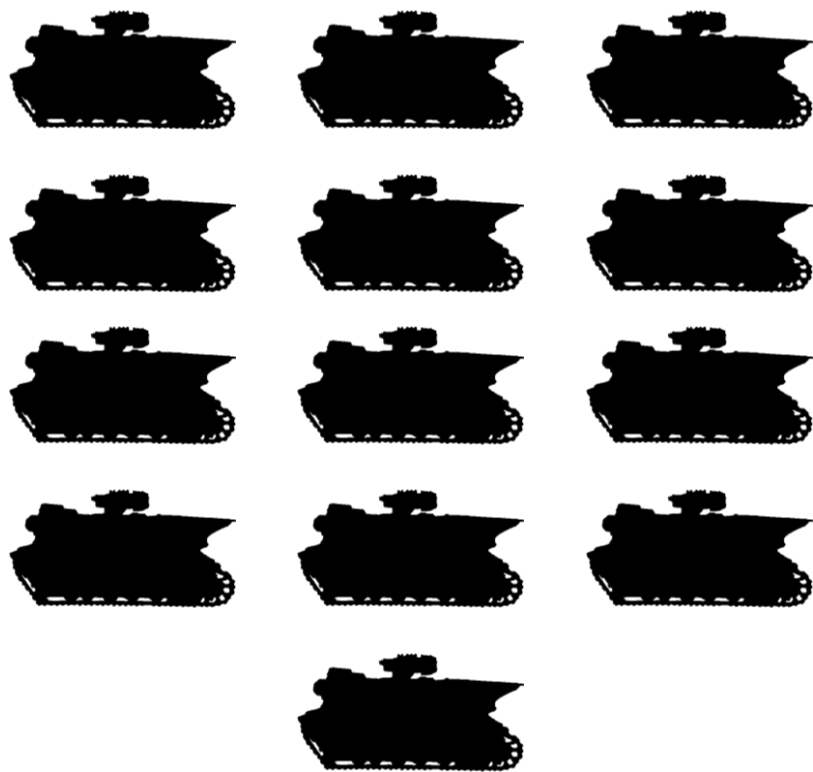
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

SECUTARII MACRONID EXPLORATOR

ONE SECUTARII GRAND DETACHMENT
Thirteen Macronid Explorators



Point Value 1000



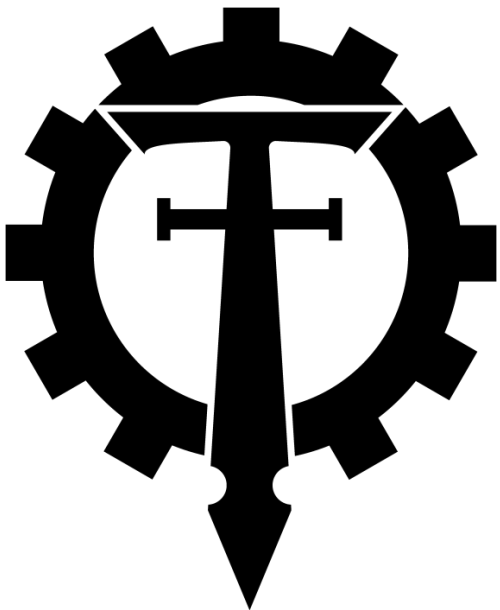
SECUTARII MACRONID EXPLORATOR

Break Point +9: The Macronid Explorators adds +9 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Macrocarid Explorator	25	2+	3/-2	2x TL Lascannons	25/50	4TL2	-3	[DR2], [TR2], [R], [RC], [N], Special*
				Anti-Personnel	25	4	-1	

*Can re-roll failed armor saves (second result stands).



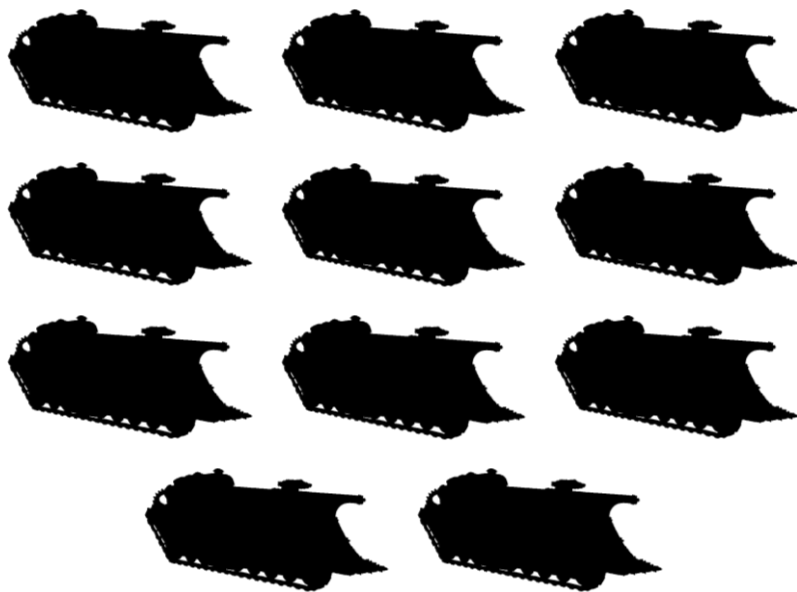
Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

SECUTARII TRIAROS ARMORED
CONVEYORS

ONE SECUTARII COMPANY
Eleven Triaros Armored Conveyor



Point Value 750

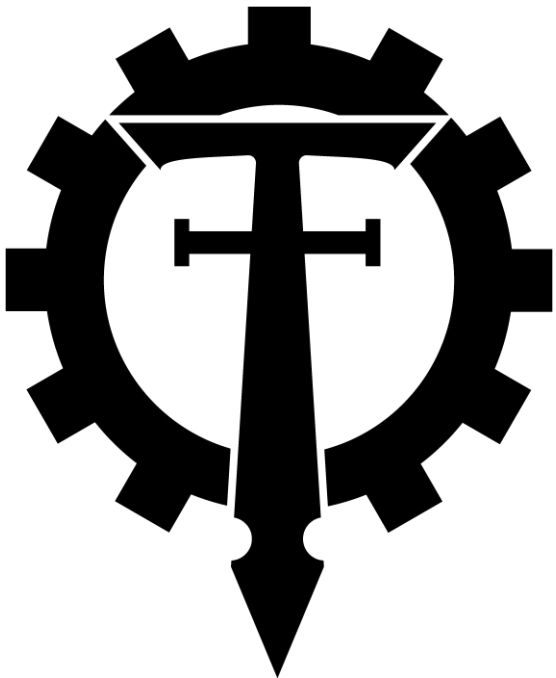


SECUTARII TRIAROS ARMORED
CONVEYORS

Break Point +8: The Triaros Armoured Conveyors adds +8 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



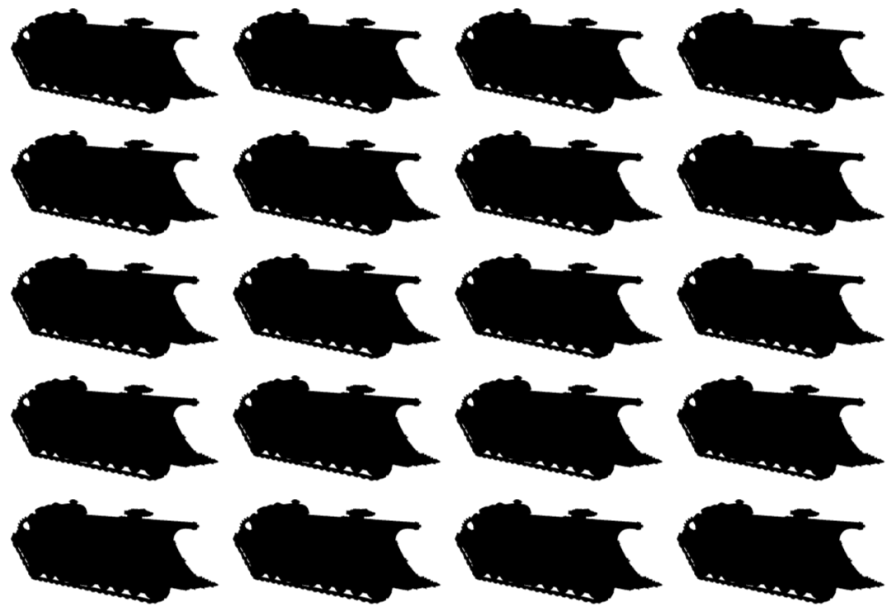
Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

SECUTARII TRIAROS ARMORED
CONVEYORS

ONE SECUTARII GRAND COMPANY
Twenty Triaros Armored Conveyor



Point Value 1350

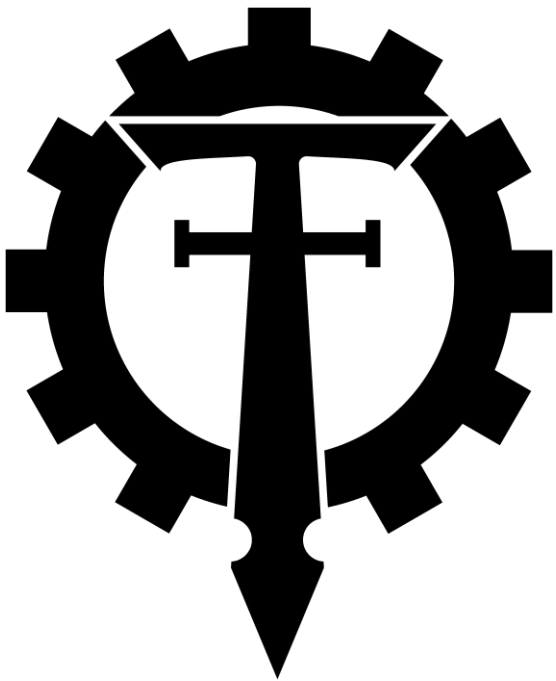


SECUTARII TRIAROS ARMORED
CONVEYORS

Break Point +14: The Triaros Armoured Conveyors adds +14 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



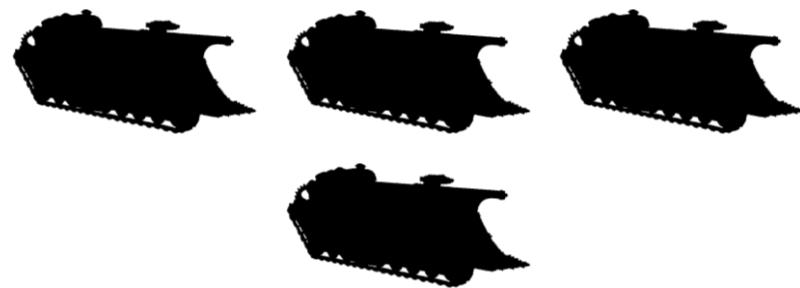
Victory Points +14

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

SECUTARII TRIAROS ARMORED
CONVEYORS

ONE SECUTARII DETACHMENT
Four Triaros Armored Conveyor



Point Value 250

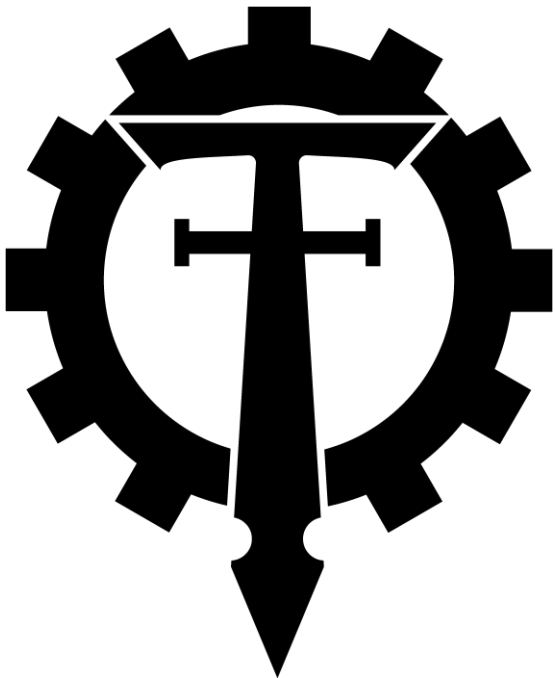


SECUTARII TRIAROS ARMORED
CONVEYORS

Break Point +3: The Triaros Armoured Conveyors adds +3 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



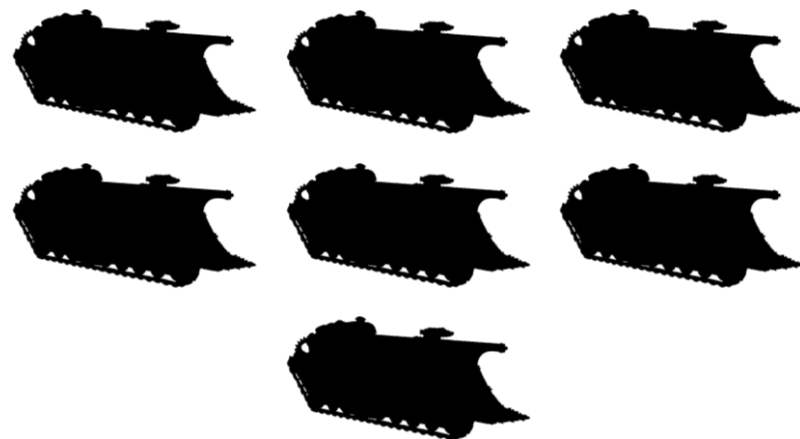
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

SECUTARII TRIAROS ARMORED
CONVEYORS

ONE SECUTARII GRAND DETACHMENT
Seven Triaros Armored Conveyor



Point Value 450

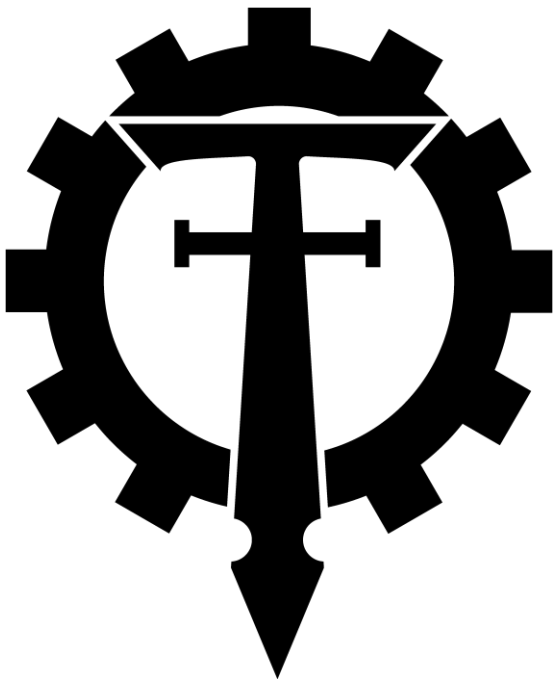


SECUTARII TRIAROS ARMORED
CONVEYORS

Break Point +5: The Triaros Armoured Conveyors adds +5 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



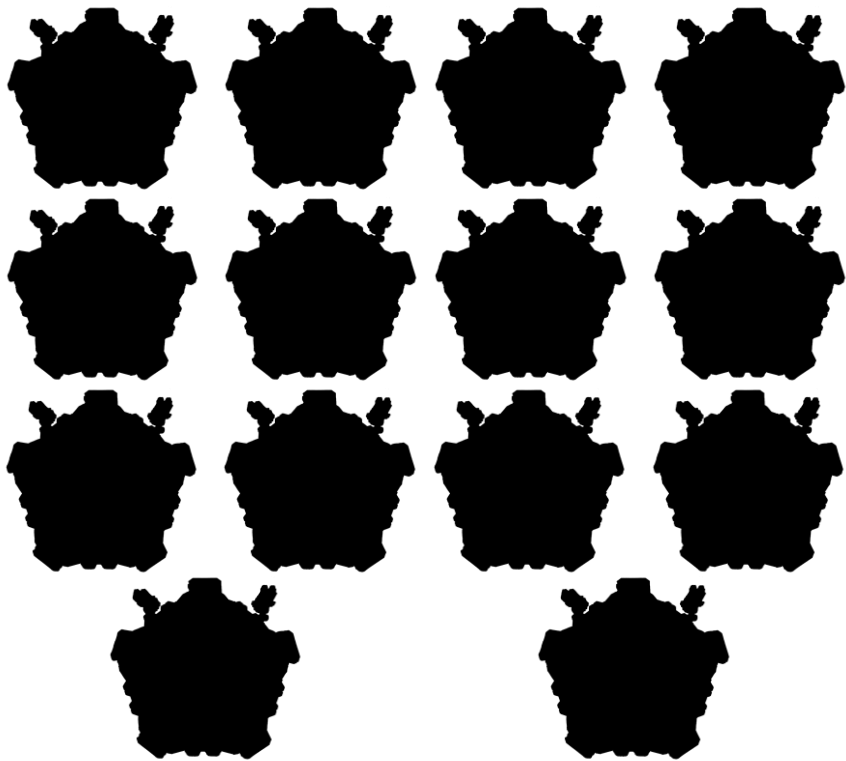
Victory Points +5



Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

SECUTARII PATTERN TERMITE
ASSAULT DRILL

ONE SECUTARII COMPANY
Fourteen Termite Assault Drills



 Point Value 950 

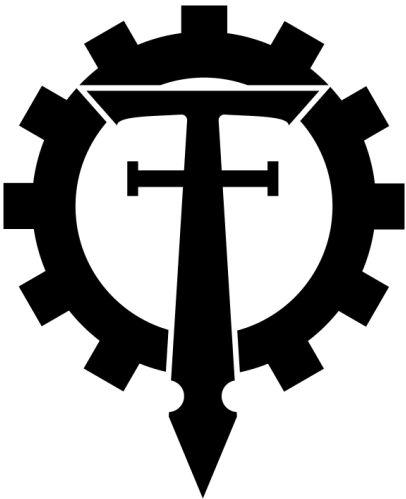
SECUTARII PATTERN TERMITE
ASSAULT DRILL

Break Point +10: The Termites add +10 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



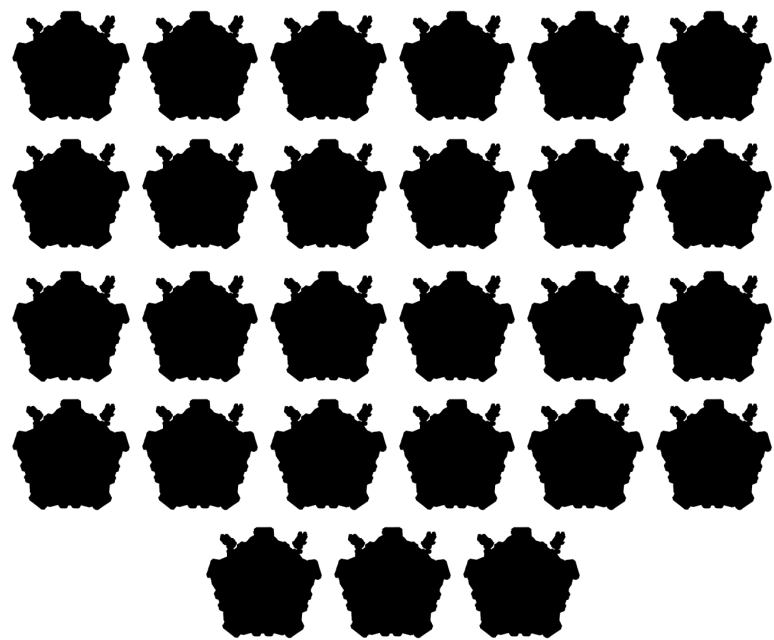
Victory Points +10


Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL


SECUTARII PATTERN TERMITE
ASSAULT DRILL

ONE SECUTARII GRAND COMPANY
Twenty-Seven Termite Assault Drills





Point Value 1850



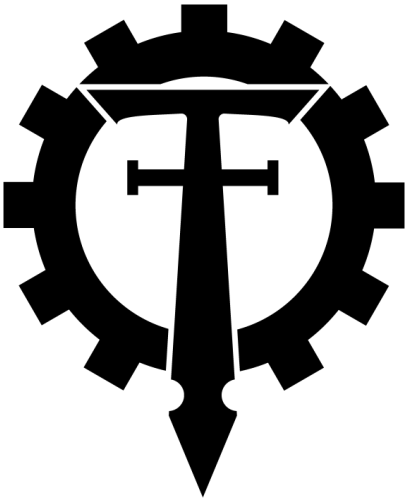
SECUTARII PATTERN TERMITE
ASSAULT DRILL

Break Point +19: The Termites add +19 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +19
Your opponent gains +10 VP when attached formation is broken

TRANSPORT POOL

SECUTARII PATTERN TERMITE
ASSAULT DRILL

ONE SECUTARII DETACHMENT
Five Termite Assault Drills



Point Value 350



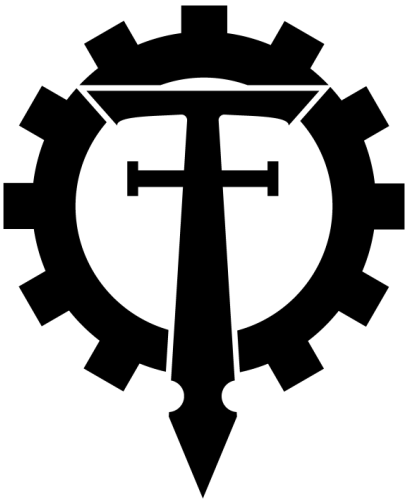
SECUTARII PATTERN TERMITE
ASSAULT DRILL

Break Point +4: The Termites add +4 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



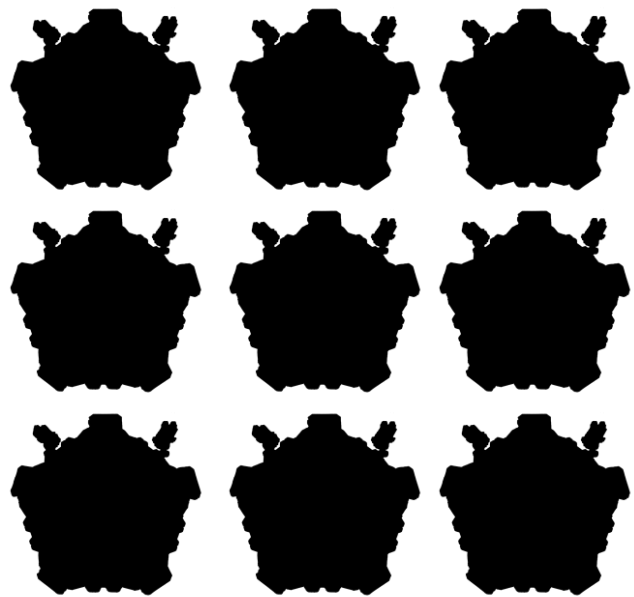
Victory Points +4


Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL


SECUTARII PATTERN TERMITE
ASSAULT DRILL

ONE SECUTARII GRAND DETACHMENT
Nine Termite Assault Drills





Point Value 600



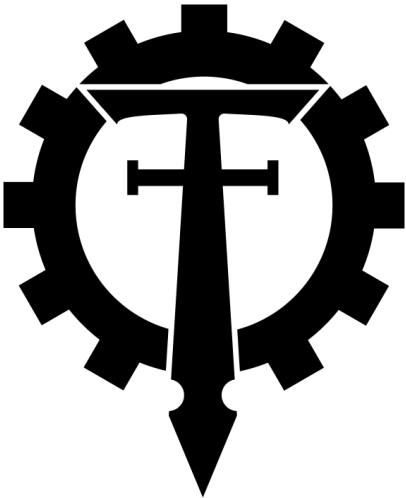
SECUTARII PATTERN TERMITE
ASSAULT DRILL

Break Point +6: The Termites add +6 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], [RC] Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

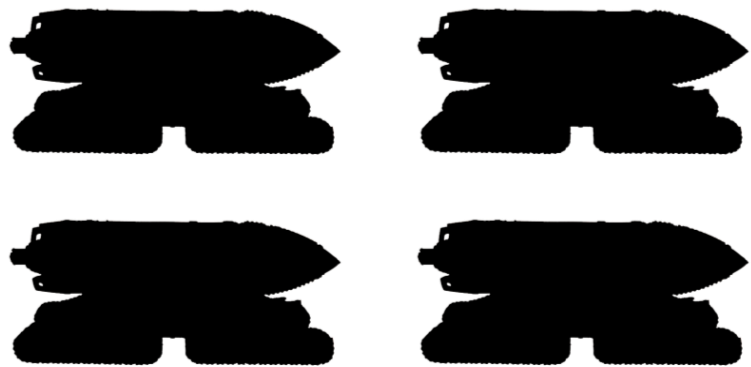


Victory Points +6
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ORDINATUS AKTEUS
MOLE

ONE SECUTARII COMPANY
Four Akteus Moles



Point Value 700



SECUTARII ORDINATUS AKTEUS
MOLE

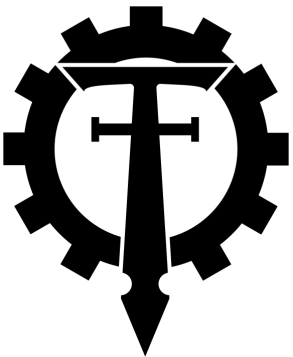
Break Point +3: The Akteus Moles adds +3 to the break point of the formation it is added to.

Morale Value -: does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11], [DU], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ORDINATUS AKTEUS MOLE

ONE SECUTARII GRAND COMPANY
Seven Akteus Moles and 1 Termite Assault Drill



Point Value 1250



SECUTARII ORDINATUS AKTEUS MOLE

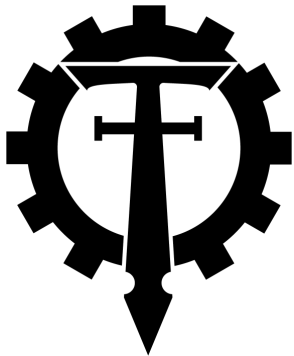
Break Point +6: The Akteus Moles adds +6 to the break point of the formation it is added to.

Morale Value -: does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11], [DU], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +13

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ORDINATUS AKTEUS MOLE

ONE SECUTARII DETACHMENT
One Akteus Moles and One Termite Assault Drill



Point Value 250



SECUTARII ORDINATUS AKTEUS MOLE

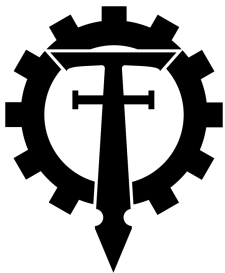
Break Point +1: The Akteus Moles adds +1 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU],[RC], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11], [DU],[RC], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

SECUTARII ORDINATUS AKTEUS MOLE

ONE SECUTARII GRAND DETACHMENT
Two Akteus Moles and One Termite Assault Drill



Point Value 400



SECUTARII ORDINATUS AKTEUS MOLE

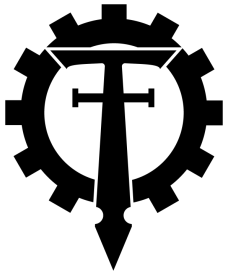
Break Point +2: The Akteus Moles adds +2 to the break point of the formation it is added to.

Morale Value -: Does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU],[RC], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11], [DU],[RC], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

*The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +4

Your opponent gains +2 VP when attached formation is broken