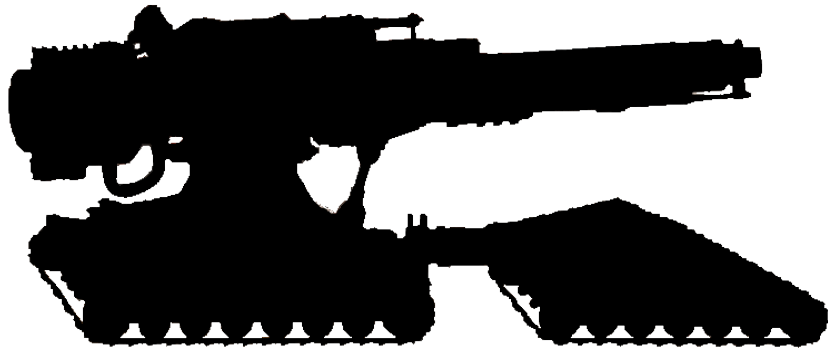


SPECIAL FORMATION

ORDINATUS SAGITTAR

The Ordinatus Sagittar consists of 1 Ordinatus Sagittar.



Point Value 250



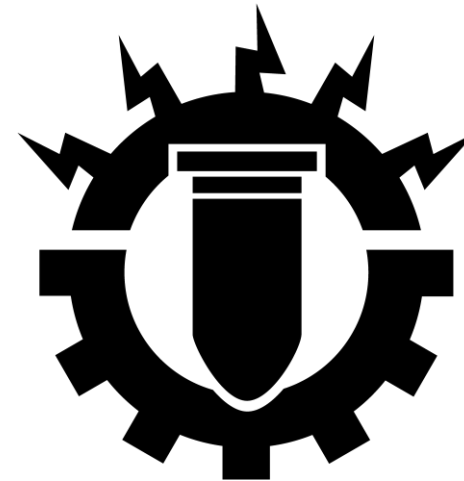
ORDINATUS SAGITTAR

Break Point -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Sagittar	15	2[9]+	8/-4	Volcano Cannon [HM, Dmg+5/+2]	90/180	B2	-8	[DR6], [TR], Dispersion Field, Special*
				Volkite Culverin [T, VK]	25/50	6TL3	-1	
				Anti-Personnel	25	8	-1	

*They possess dispersion fields that grants a +2 bonus to their armor save (armor value is 0 with an active dispersion field) and incoming fire receive a -2 to damage table rolls. Dispersion fields cease to function once they take 3DR of damage (fail 3 armor saves).



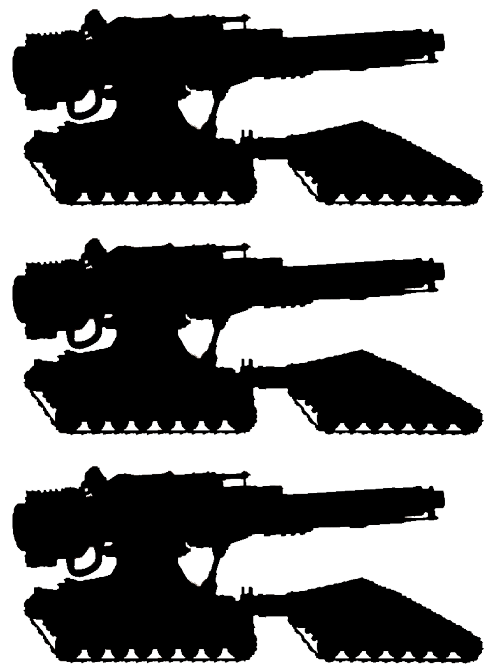
Victory Points 3



Your opponent gains 3 VP when this formation is destroyed

SPECIAL FORMATION

ORDINATUS SAGITTAR MANIPLE

The Ordinatus Sagittar Maniple consists of 3 Ordinatus Sagittar.



 Point Value 750 

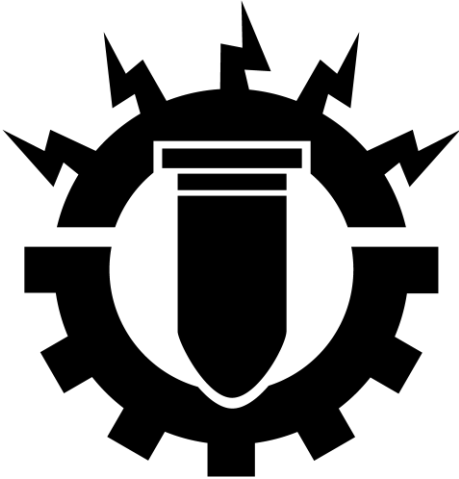
ORDINATUS SAGITTAR

Break Point -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Sagittar	15	2[9]+	8/-4	Volcano Cannon [HM, Dmg+5/+2]	90/180	B2	-8	[DR6], [TR], Dispersion Field, Special*
				Volkite Culverin [T, VK]	25/50	6TL3	-1	
				Anti-Personnel	25	8	-1	

*They possess dispersion fields that grants a +2 bonus to their armor save (armor value is 0 with an active dispersion field) and incoming fire receive a -2 to damage table rolls. Dispersion fields cease to function once they take 3DR of damage (fail 3 armor saves).



Victory Points 8
Your opponent gains - 3 VP per Ordinatii destroyed

SPECIAL FORMATION

ORDINATUS ULATOR

The Ordinatus Ulator consists of 1 Ordinatus Ulator.



Point Value 250



ORDINATUS SAGITTAR

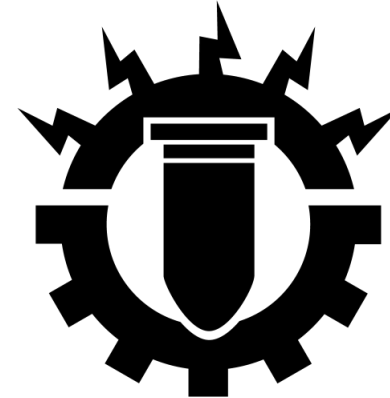
Break Point -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Ulator	15	2[9]+	8/-4	Sonic Destructor [HM, Dmg+5/+2]**	35/70	1	-4	[DR6], [TR], Dispersion Field, Special*
				Volkite Culverin [T, VK]	25/50	6TL3	-1	
				Anti-Personnel	25	8	-1	

*They possess dispersion fields that grants a +2 bonus to their armor save (armor value is 0 with an active dispersion field) and incoming fire receive a -2 to damage table rolls. Dispersion fields cease to function once they take 3DR of damage (fail 3 armor saves).

**All elements and structures in a straight line out to 70cms receives 1-5 hits (roll d10 half the result for amount of hits, then roll to hit normally) and gains +2 to damage and structure damage table rolls.



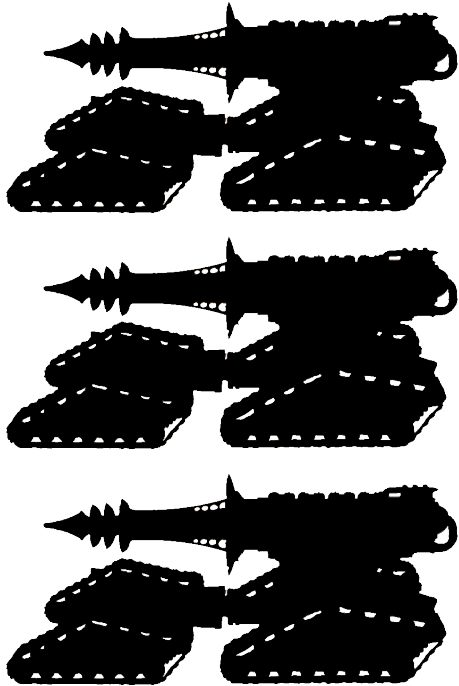
Victory Points 3

Your opponent gains 3 VP when this formation is destroyed

SPECIAL FORMATION

ORDINATUS ULATOR MANIPLE

The Ordinatus Ulator Maniple consists of 3 Ordinatus Ulator.



Point Value 750



ORDINATUS SAGITTAR

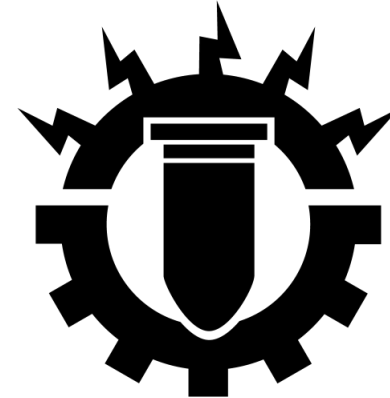
Break Point -: Per Ordinatus.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Ulator	15	2[9]+	8/-4	Sonic Destructor [HM, Dmg+5/+2]**	35/70	1	-4	[DR6], [TR], Dispersion Field, Special*
				Volkite Culverin [T, VK]	25/50	6TL3	-1	
				Anti-Personnel	25	8	-1	

*They possess dispersion fields that grants a +2 bonus to their armor save (armor value is 0 with an active dispersion field) and incoming fire receive a -2 to damage table rolls. Dispersion fields cease to function once they take 3DR of damage (fail 3 armor saves).

**All elements and structures in a straight line out to 70cms receives 1-5 hits (roll d10 half the result for amount of hits, then roll to hit normally) and gains +2 to damage and structure damage table rolls.



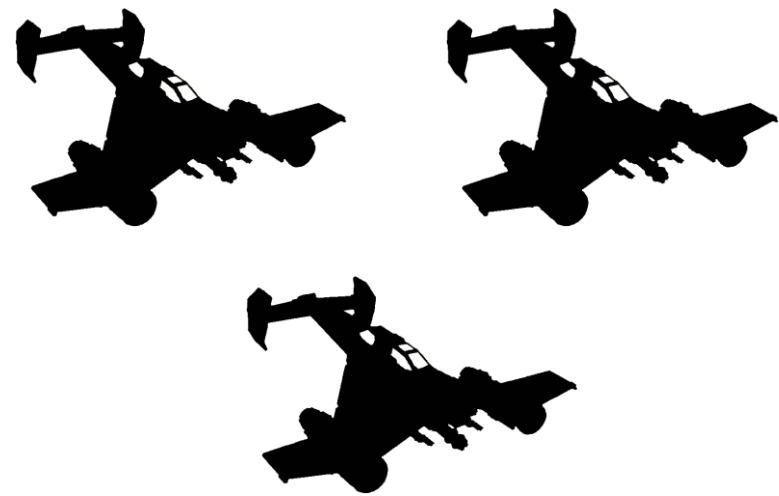
Victory Points 8

Your opponent gains - 3 VP per Ordinatii destroyed

SPECIAL FORMATION

MECHANICUM AVENGER STRIKE FIGHTER SQUADRON

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



Point Value 350



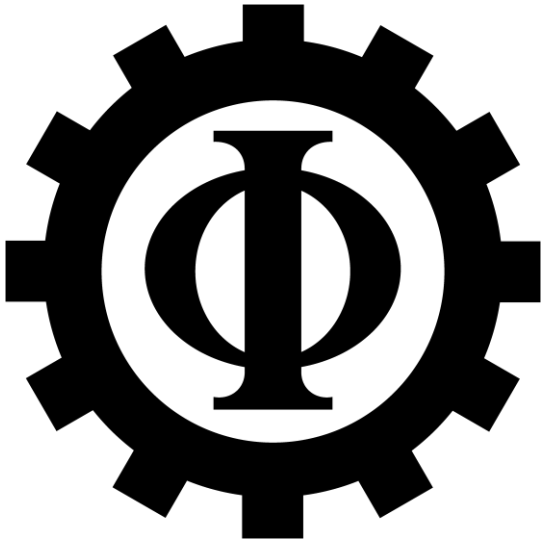
MECHANICUM AVENGER STRIKE FIGHTER SQUADRON

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter	[F]	4+	3/-2	Avenger Bolt Cannon	20/35	4	-1	[N], [RC], Special*
				2x Lascannons	25/50	2	-3	
				Missile Launchers	25/50	2	-2	
				Air Défense	25	2	-1	

* Invulnerable save of [6]+ versus AA missiles



Victory Points 4

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

MECHANICUM AVENGER STRIKE FIGHTER WING

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

Avenger Squadron



Avenger Squadron



Point Value 700



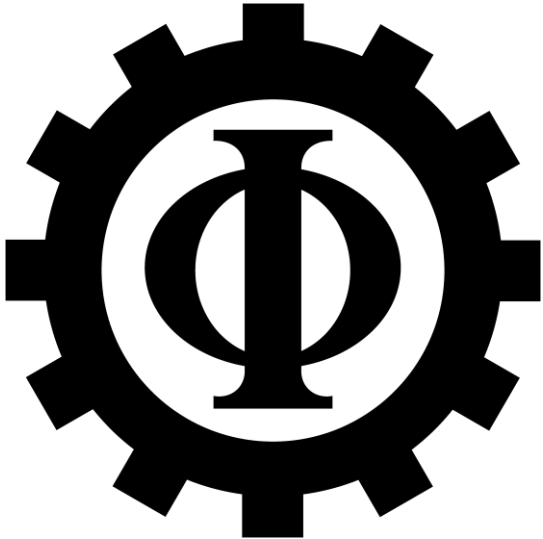
MECHANICUM AVENGER STRIKE FIGHTER WING

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter	[F]	4+	3/-2	Avenger Bolt Cannon	20/35	4	-1	[N], [RC], Special*
				2x Lascannons	25/50	2	-3	
				Missile Launchers	25/50	2	-2	
				Air Défense	25	2	-1	

* Invulnerable save of [6]+ versus AA missiles



Victory Points 7

Your opponent gains 4 VP when this Wing is broken

SPECIAL FORMATION

MECHANICUM AVENGER STRIKE FIGHTER AIR FORCE

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

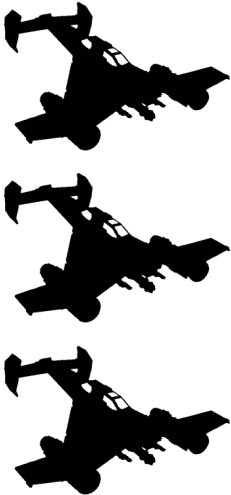
Avenger Squadron



Avenger Squadron



Avenger Squadron



Point Value 1000



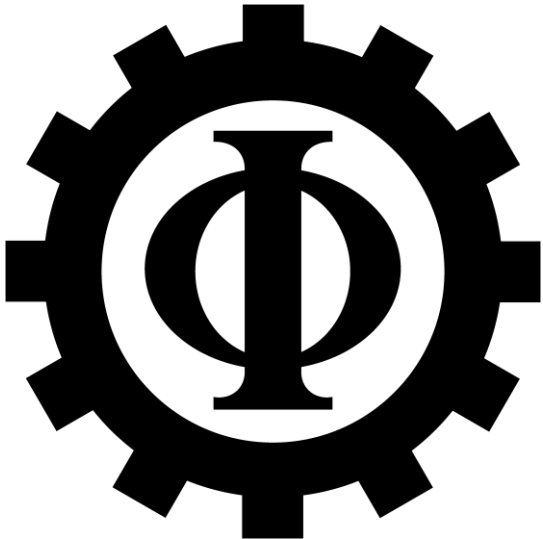
MECHANICUM AVENGER STRIKE FIGHTER AIR FORCE

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter	[F]	4+	3/-2	Avenger Bolt Cannon	20/35	4	-1	[N], [RC], Special*
				2x Lascannons	25/50	2	-3	
				Missile Launchers	25/50	2	-2	
				Air Défense	25	2	-1	

* Invulnerable save of [6]+ versus AA missiles



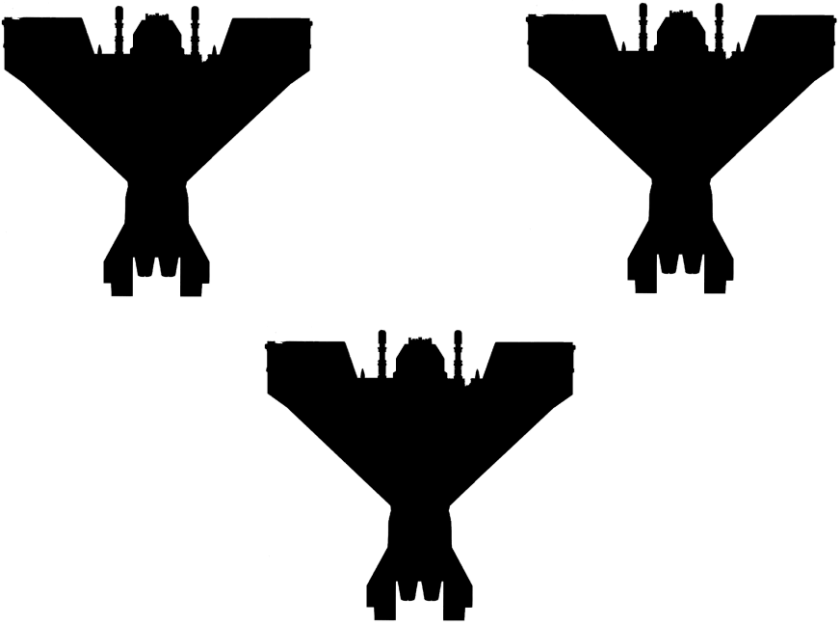
Victory Points 10

Your opponent gains 5 VP when this Air Force is broken

SPECIAL FORMATION

MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
INTERCEPTOR SQUADRON

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



Point Value 250



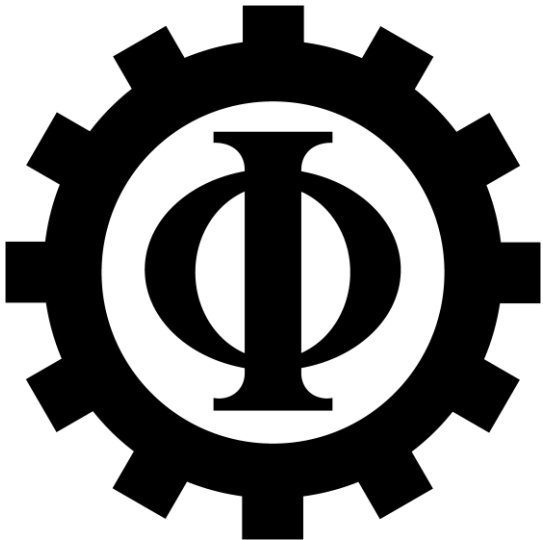
MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
INTERCEPTOR SQUADRON

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Interceptor	[F]	5[8]+	3/-2	TL Lascannons	25/50	2TL1	-3	[RC], Special*
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped
with special missile support cards.

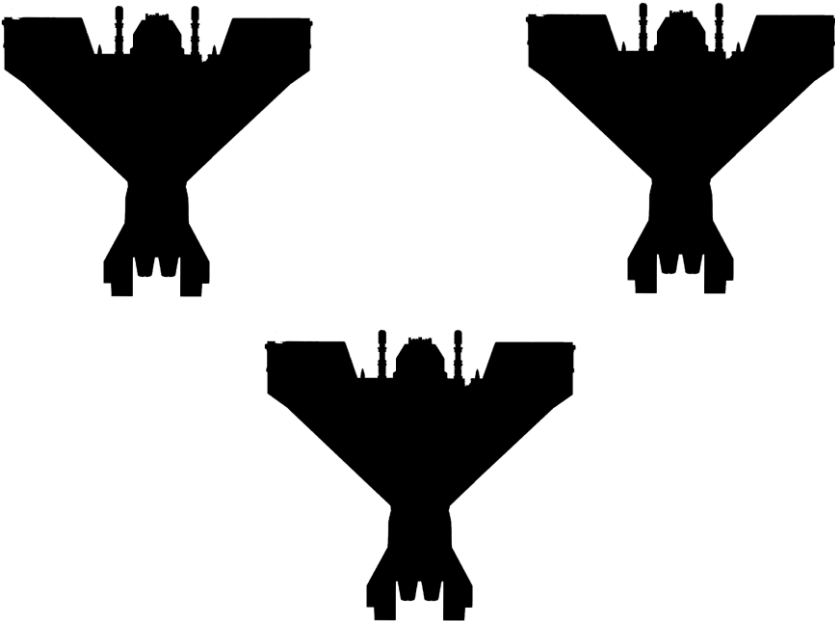


Victory Points 3
Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
GROUND ATTACK SQUADRON

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



Point Value 300



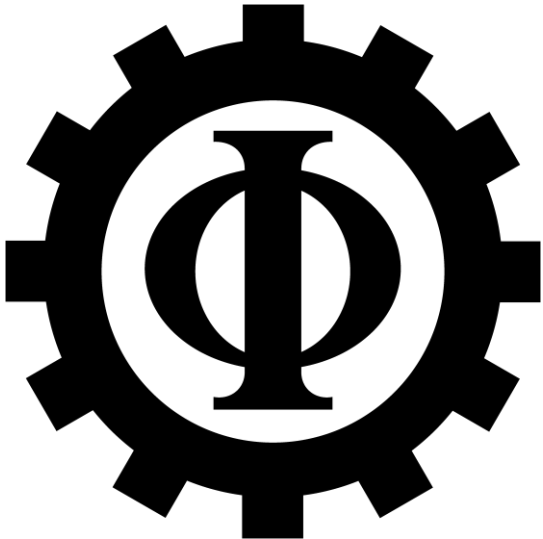
MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
GROUND ATTACK SQUADRON

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Ground Attack	[F]	5[8]+	2/-2	TL Lascannons	25/50	2TL1	-3	[RC], Special*
				Phosphex Bombs {IC, Fire+2}	0	B2	-1	
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped
with special missile support cards.



Victory Points 3

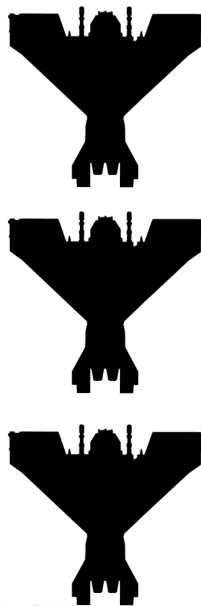
Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
INTERCEPTOR WING

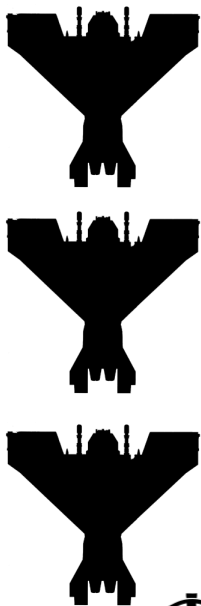
The Primaris Lightning Strike Fighter Interceptor Wing consists of 2 Squadrons of 3 Lightning Strike Fighter Interceptors.

Lightning
Interceptor
Squadron



Point Value 500

Lightning
Interceptor
Squadron



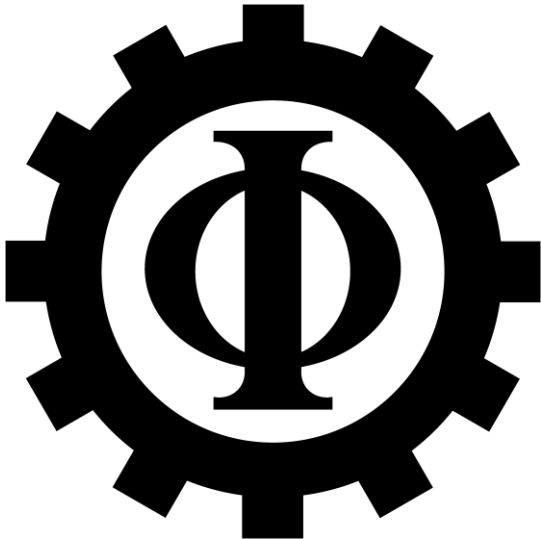
MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
INTERCEPTOR WING

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Interceptor	[F]	5[8]+	3/-2	TL Lascannons	25/50	2TL1	-3	[RC], Special*
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards.



Victory Points 5


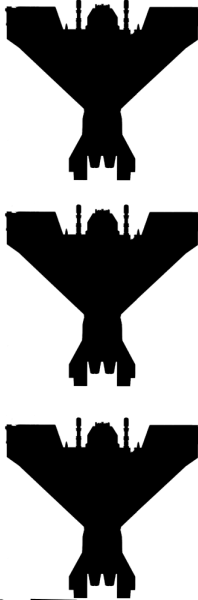
Your opponent gains 3 VP when this Wing is broken

SPECIAL FORMATION


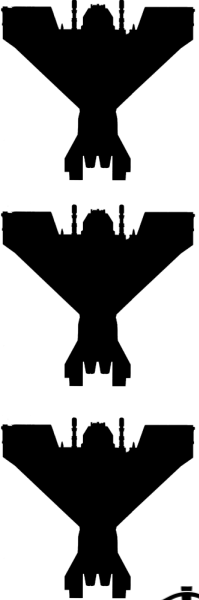
MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
GROUND ATTACK WING

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

Lightning Ground Attack Squadron



Lightning Ground Attack Squadron



Point Value 550

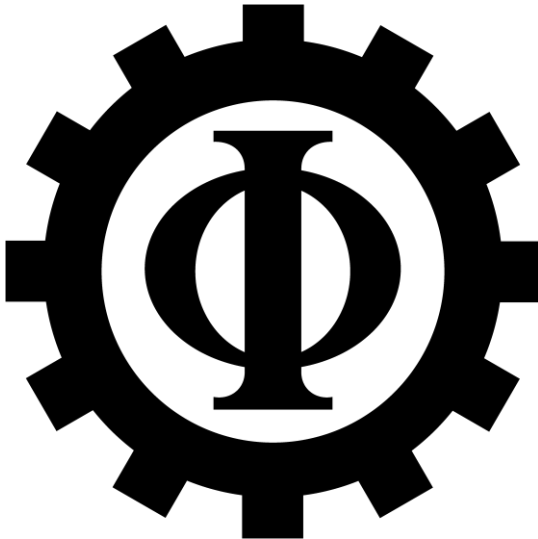
MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
GROUND ATTACK WING

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Ground Attack	[F]	5[8]+	2/-2	TL Lascannons	25/50	2TL1	-3	[RC], Special*
				Phosphex Bombs {IC, Fire+2}	0	B2	-1	
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards.




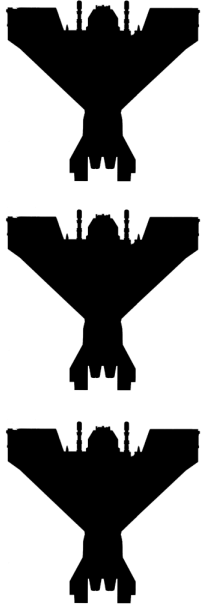
Victory Points 6
Your opponent gains 3 VP when this Wing is broken

SPECIAL FORMATION

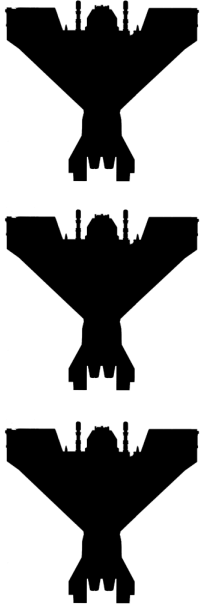
MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
INTERCEPTOR AIR FORCE

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

Lightning Interceptor Squadron


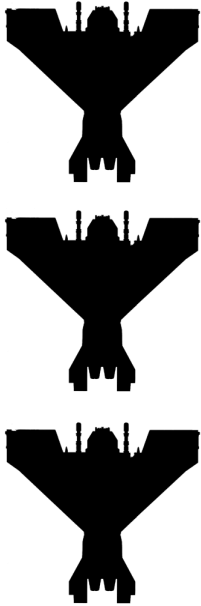


Lightning Interceptor Squadron



Point Value 750

Lightning Interceptor Squadron



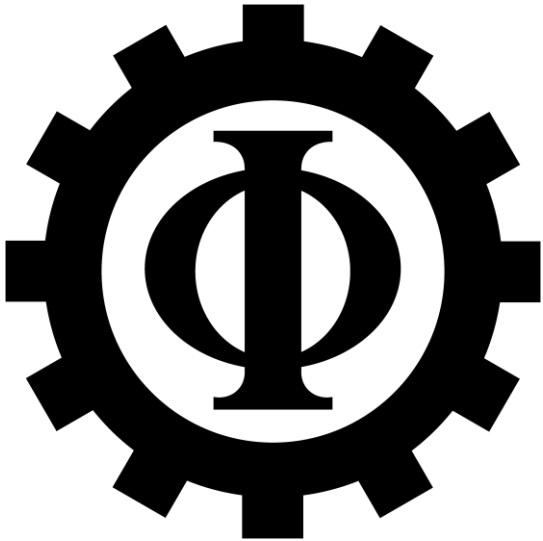
MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
INTERCEPTOR AIR FORCE

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Interceptor	[F]	5[8]+	3/-2	TL Lascannons	25/50	2TL1	-3	[RC], Special*
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards.





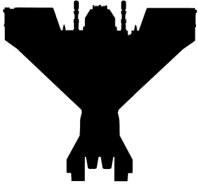
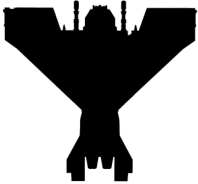
Victory Points 8
Your opponent gains 4 VP when this Air Force is broken

SPECIAL FORMATION


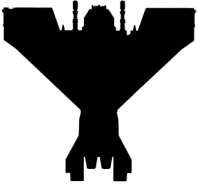
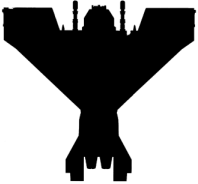
MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
GROUND ATTACK AIR FORCE

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

Lightning
Ground
Attack
Squadron


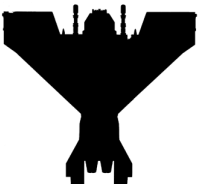
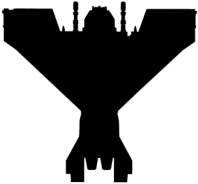
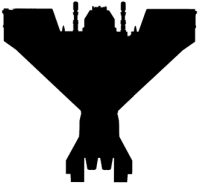


Lightning
Ground
Attack
Squadron



Point Value 850

Lightning
Ground
Attack
Squadron



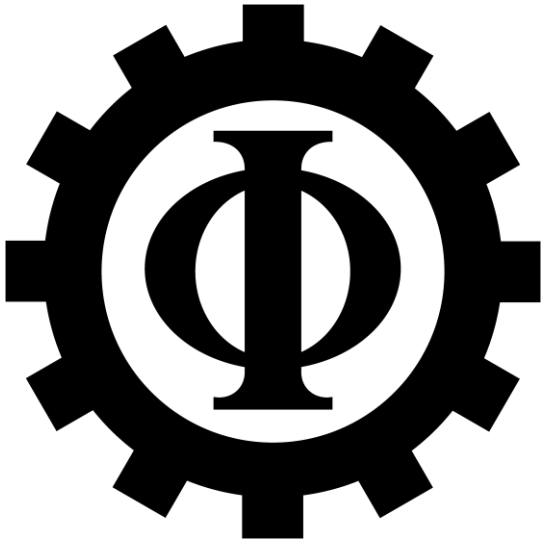
MECHANICUM PRIMARIS
LIGHTNING STRIKE FIGHTER
GROUND ATTACK AIR FORCE

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter Ground Attack	[F]	5[8]+	2/-2	TL Lascannons	25/50	2TL1	-3	[RC], Special*
				Phosphex Bombs {IC, Fire+2}	0	B2	-1	
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped
with special missile support cards.



Victory Points 9

Your opponent gains 5 VP when this Air Force is broken

SPECIAL FORMATION

ARCHMAGOS DRAYKAVAC

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



Point Value 400

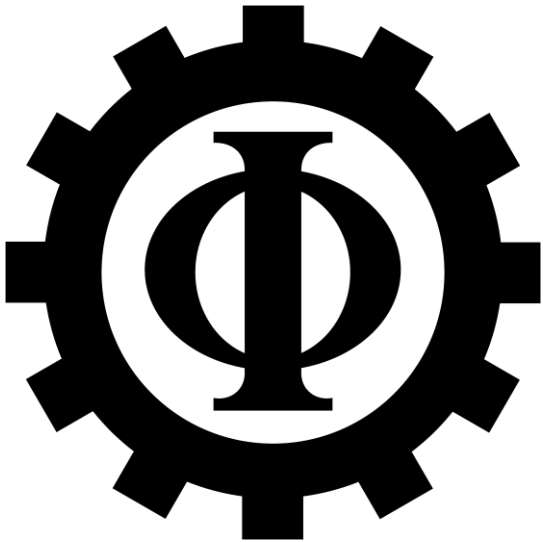


ARCHMAGOS DRAYKAVAC

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Draykavac (Traitor)	15	3[6]+	5/-4	CC Weapons	-	-	-	[HQ3], [FR], [MK], [AG], [CY3]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]



Victory Points 4

Your opponent gains 2 VP when this formation is broken.

SPECIAL FORMATION

ARCHMAGOS INAR SATAREL

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



Point Value 400

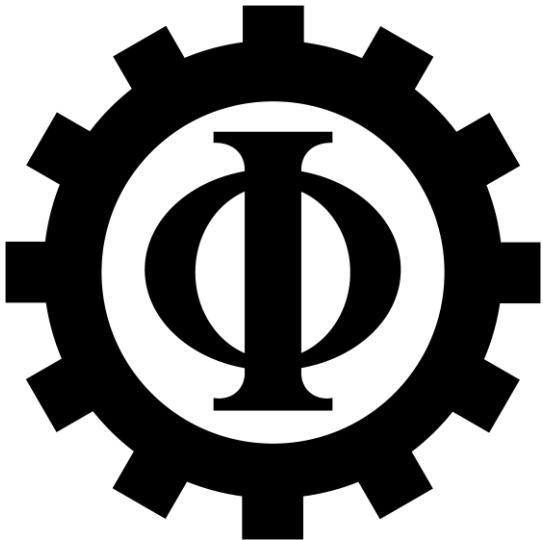


ARCHMAGOS INAR SATAREL

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Archmagos Inar Satarel (Traitor)	15	5[4]+	4/-3	TL Maxima Bolter	25	2	-1	[DR2], [HQ3], [FR], [MK], [CY3]
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]



Victory Points 4

Your opponent gains 2 VP when this formation is broken.

SPECIAL FORMATION

MAGOS REDUCTOR CALLEB DECIMA

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



Point Value 350



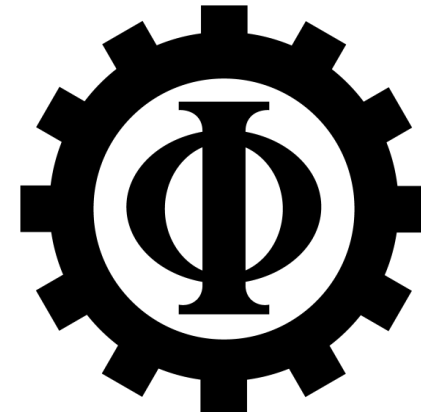
MAGOS REDUCTOR CALLEB DECIMA

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magos Reductor Calleb Decima (Loyalist)	10	5[6]+	5/-4	Curse of the Ommissiah [A]	20	4	-1	[HQ3] [MB], [MK], [AG], [IWD], Special
Scyllax Guardian Automata	15	5+	2/-2	Rotor Cannons	20/30	4	0	[N], [AG]

*Formations within his command radius gain +1 to damage table rolls. He must charge enemy formations within 15cms.



Victory Points 4

Your opponent gains 2 VP when this formation is broken.

SPECIAL FORMATION

ANARCHARIS SCORIA

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



Point Value 450

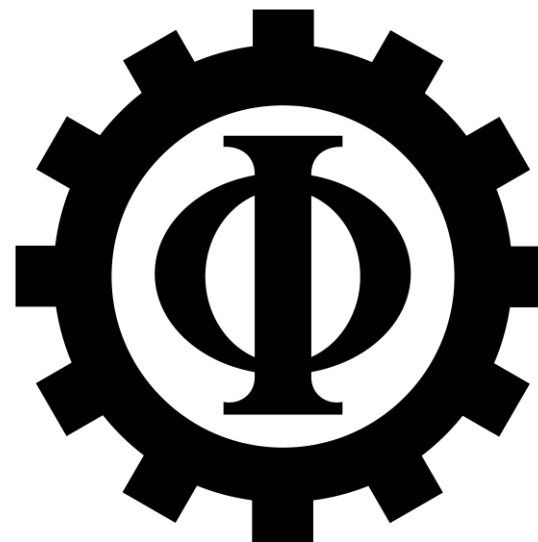


ANARCHARIS SCORIA

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anarcharis Scoria (Traitor)	15	3[4]+	6/-4	Photon thruster	25/50	2	-2	[DR2], [HQ3], [MK], [AW], [IWD], [AG], [CY3]
Arlatax Battle Automata	15[J]	4[7]+	4/-3	Arlatax Cannon [A]	25	2	-1	[IWD], [DR2], [RC]



Victory Points 5

Your opponent gains 3 VP when this formation is broken.

SPECIAL FORMATION

ARCHMAGOS

Archmagos consists of one Archmagos stand.



Point Value Free



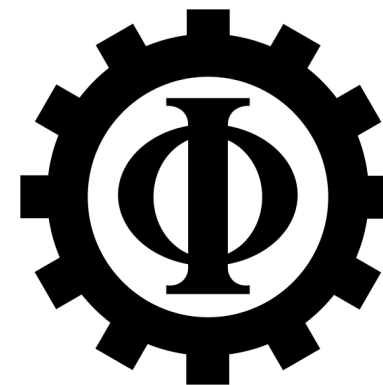
ARCHMAGOS

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

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

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

*A mechanicum tagmata force must include the Archmagos as its army commander. One company cards magos is replaced by the Archmagos of the type replaced. In this capacity a +1-reserve roll bonus is added.



Victory Points -

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