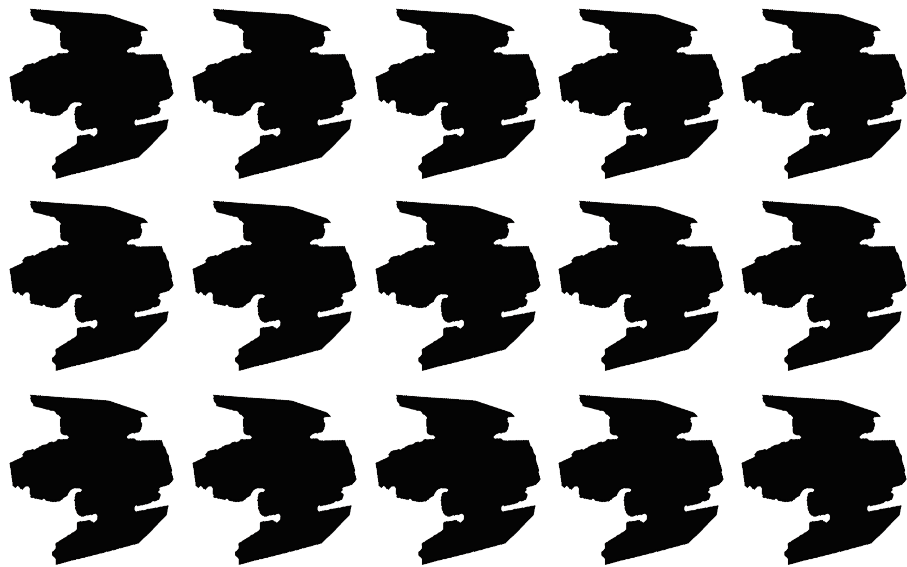


TRANSPORT POOL

MECHANICUM ARVUS LIGHTER  
ORBITAL SHUTTLE

ONE ADSECULARIS COMPANY

Fifteen Mechanicum Arvus Lighter Orbital Shuttles



Point Value 700

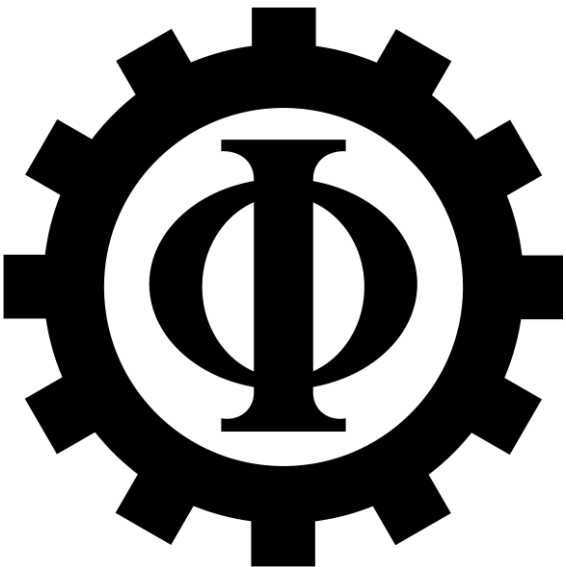


MECHANICUM ARVUS LIGHTER  
ORBITAL SHUTTLE

**Break Point +11:** The Arvus Lighter Orbital Shuttles adds +11 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RC]



Victory Points +7

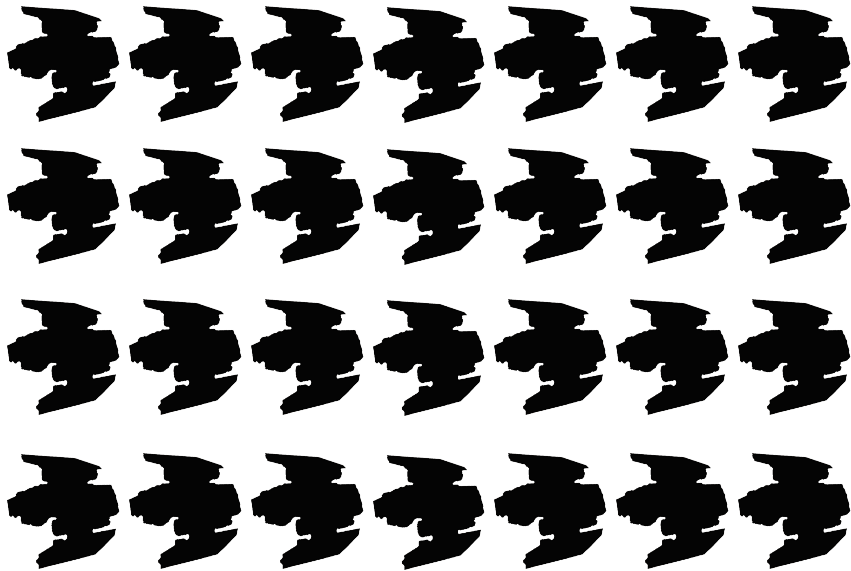
Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ARVUS LIGHTER  
ORBITAL SHUTTLE

ONE ADSECULARIS GRAND COMPANY

Twenty-Eight Mechanicum Arvus Lighter Orbital Shuttles



Point Value 1350

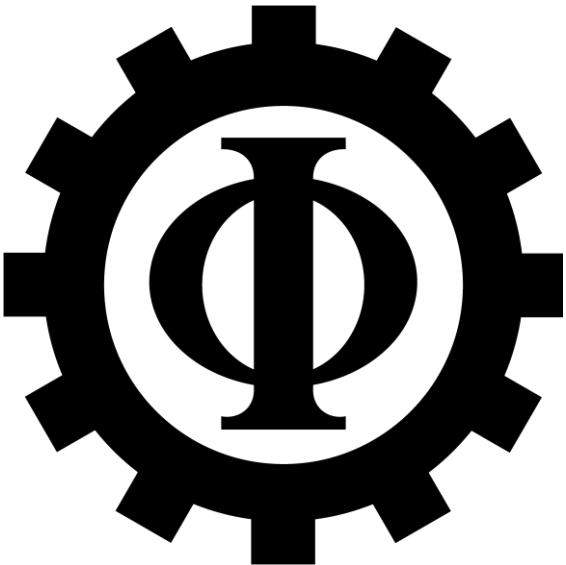


MECHANICUM ARVUS LIGHTER  
ORBITAL SHUTTLE

**Break Point +20:** The Arvus Lighter Orbital Shuttles adds +20 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RC]



Victory Points +14

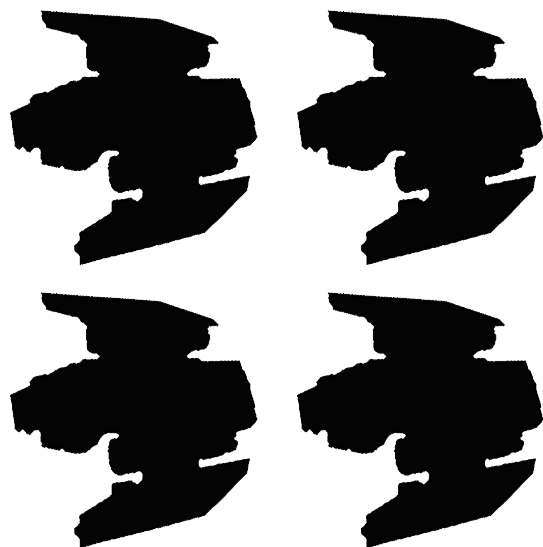
Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ARVUS LIGHTER  
ORBITAL SHUTTLE

ONE ADSECULARIS COVENANT

Four Mechanicum Arvus Lighter Orbital Shuttles



Point Value 200

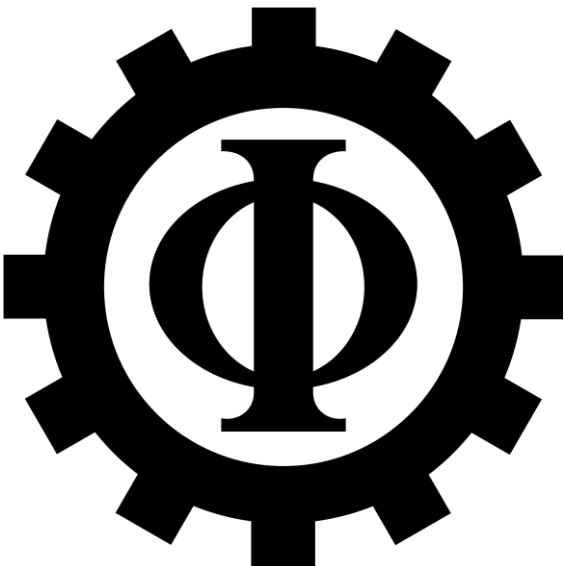


MECHANICUM ARVUS LIGHTER  
ORBITAL SHUTTLE

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

**Morale Value -:** The Mechanicum 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 +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ARVUS LIGHTER  
ORBITAL SHUTTLE

ONE ADSECULARIS GRAND COHORT  
Nine Mechanicum Arvus Lighter Orbital Shuttles



Point Value 450

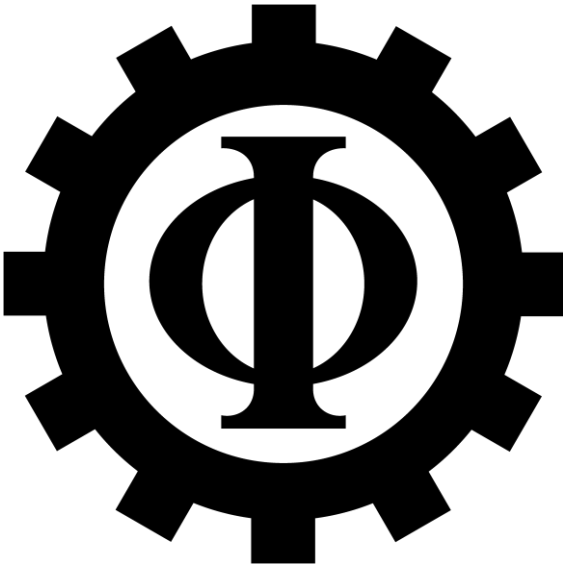


MECHANICUM ARVUS LIGHTER  
ORBITAL SHUTTLE

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

**Morale Value -:** The Mechanicum 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]



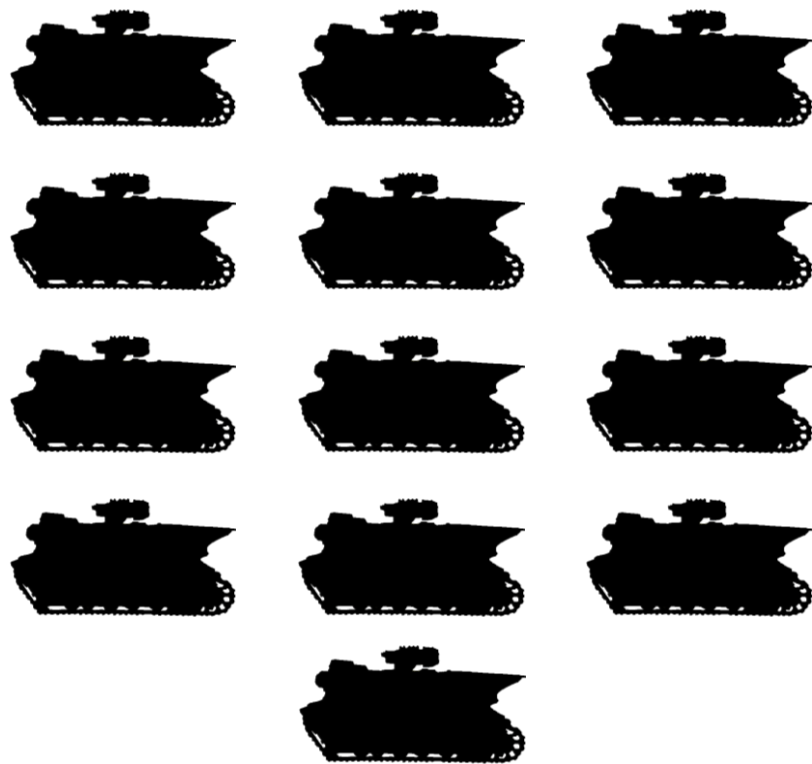
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID  
EXPLORATOR

ONE THALLAX COMPANY  
Thirteen Macronid Explorators



Point Value 1000



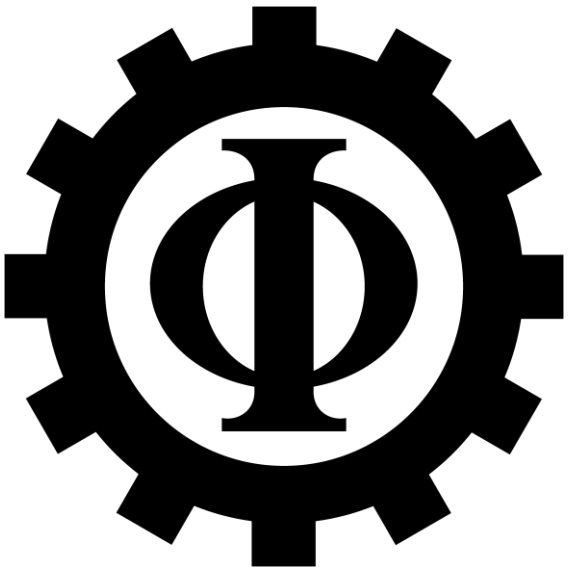
MECHANICUM MACRONID  
EXPLORATOR

**Break Point +9:** The Macronid Explorators adds +9 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
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).



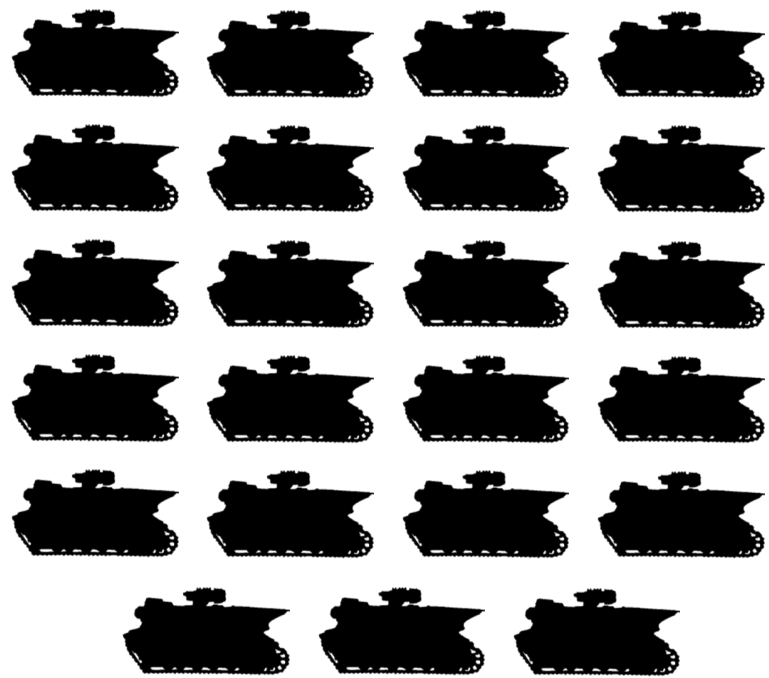
Victory Points +10


Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL


MECHANICUM MACRONID  
EXPLORATOR

ONE THALLAX GRAND COMPANY  
Twenty-three Macronid Explorators





Point Value 1800



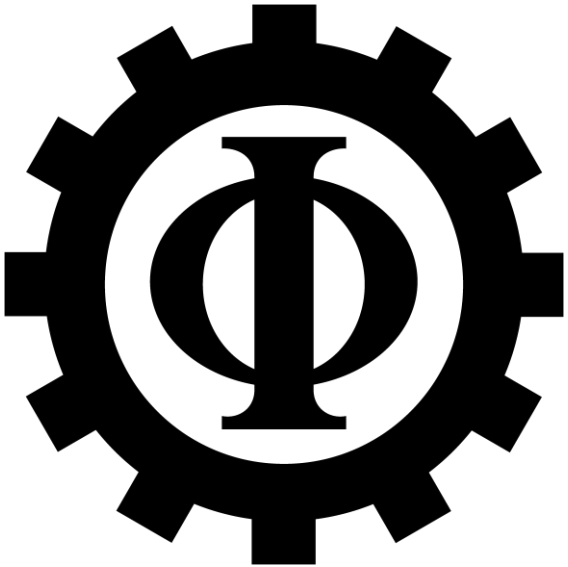
MECHANICUM MACRONID  
EXPLORATOR

**Break Point +16:** The Macronid Explorators adds +16 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
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 +18

Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID  
EXPLORATOR

ONE THALLAX COHORT  
Four Macronid Explorators



Point Value 300



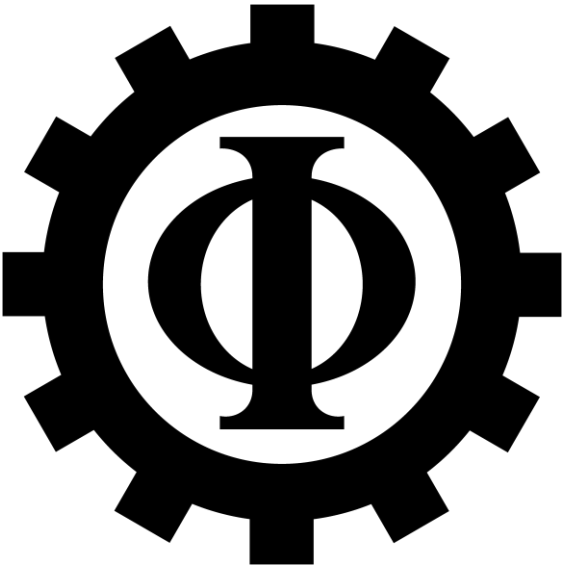
MECHANICUM MACRONID  
EXPLORATOR

**Break Point +3:** The Macronid Explorators adds +3 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
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).



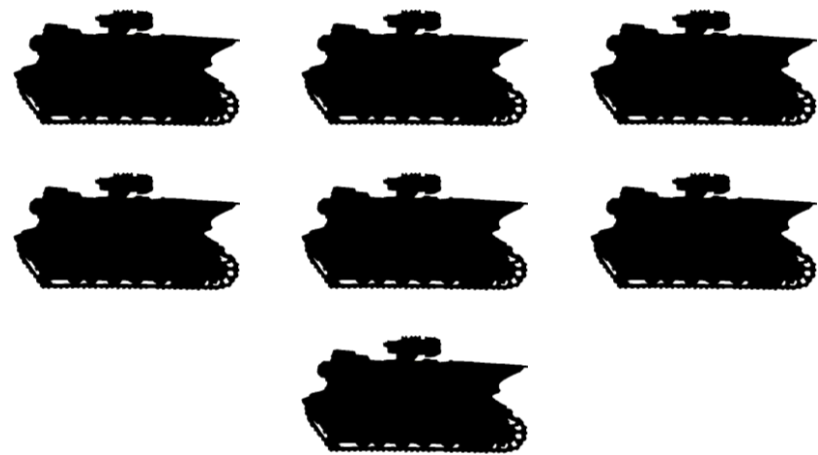
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM MACRONID  
EXPLORATOR

ONE THALLAX GRAND COHORT  
Seven Macronid Explorators



Point Value 550



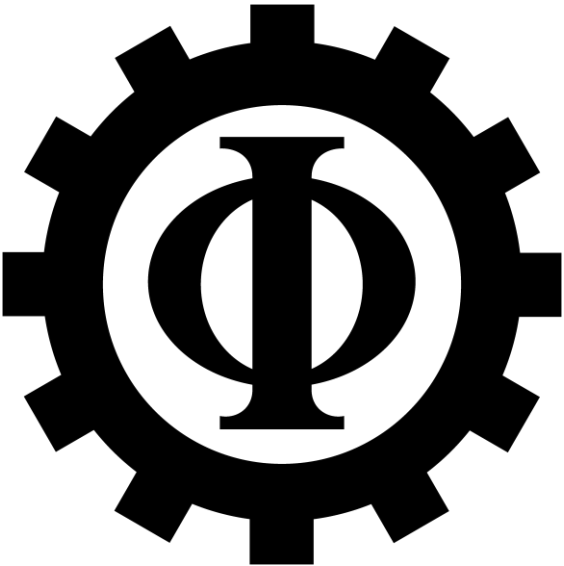
MECHANICUM MACRONID  
EXPLORATOR

**Break Point +5:** The Macronid Explorators adds +5 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
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

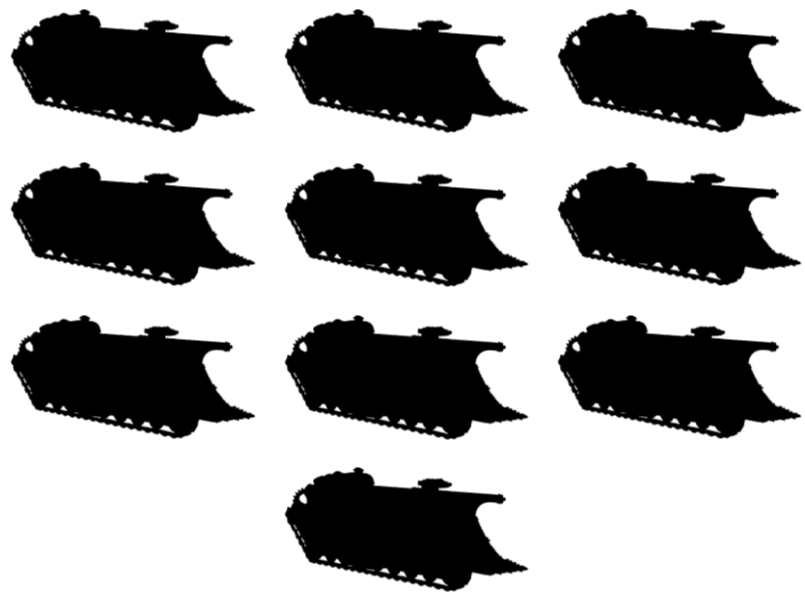
Your opponent gains +3 VP when attached formation is broken



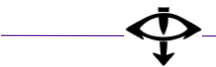
TRANSPORT POOL

MECHANICUM TRIAROS ARMORED  
CONVEYORS

ONE ADSECLARIS COMPANY  
Ten Triaros Armored Conveyor



Point Value 650

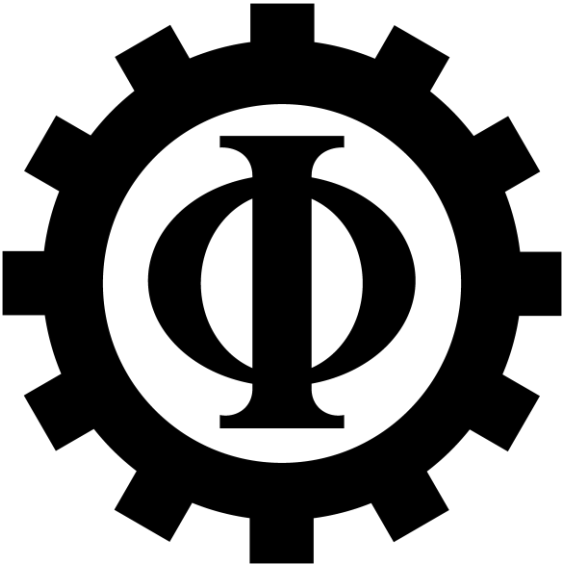


MECHANICUM TRIAROS ARMORED  
CONVEYORS

**Break Point +7:** The Triaros Armoured Conveyors adds +7 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
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



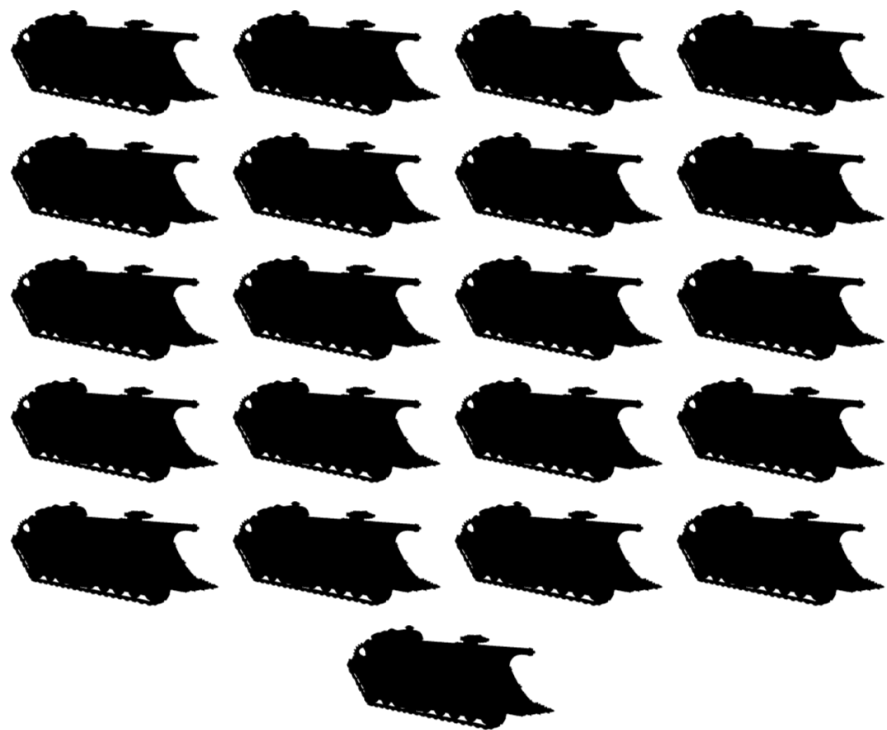
Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED  
CONVEYORS

ONE ADSEULARIS GRAND COMPANY  
Twenty-one Triaros Armored Conveyor



Point Value 1400

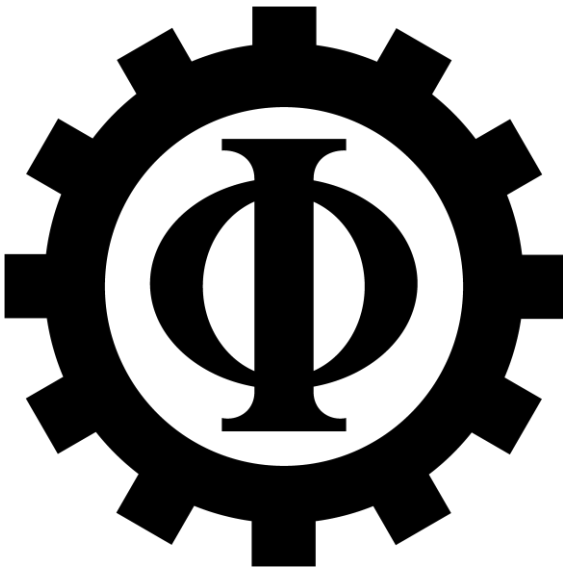


MECHANICUM TRIAROS ARMORED  
CONVEYORS

**Break Point +15:** The Triaros Armoured Conveyors adds +15 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
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



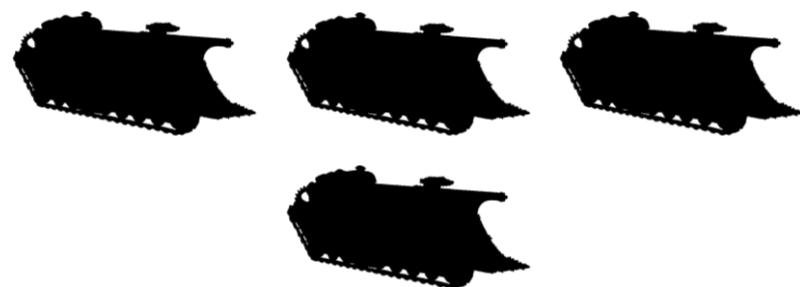
Victory Points +14

Your opponent gains +7 VP when attached formation is broken

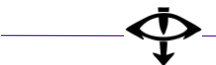
TRANSPORT POOL

MECHANICUM TRIAROS ARMORED  
CONVEYORS

ONE ADSECULARIS COVENANT  
Four Triaros Armored Conveyor



Point Value 250

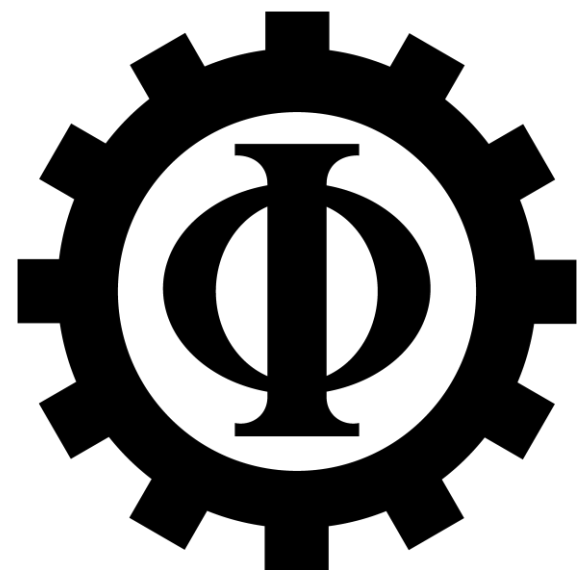


MECHANICUM TRIAROS ARMORED  
CONVEYORS

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

**Morale Value -:** The Mechanicum 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



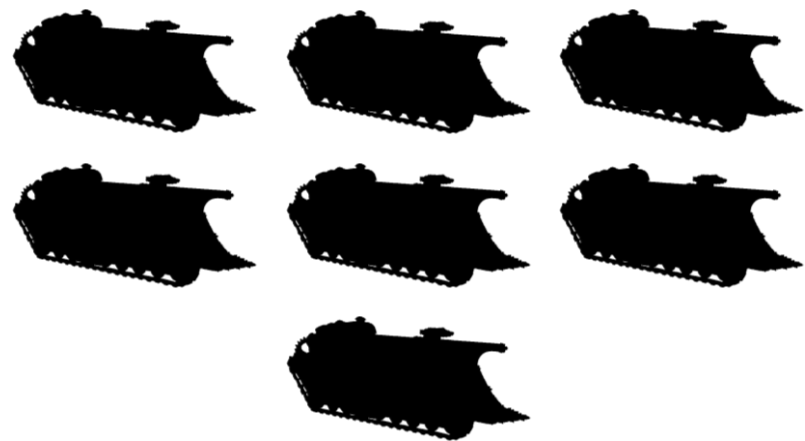
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

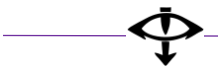
TRANSPORT POOL

MECHANICUM TRIAROS ARMORED  
CONVEYORS

ONE ADSECULARIS GRAND COVENANT  
Seven Triaros Armored Conveyor



Point Value 450

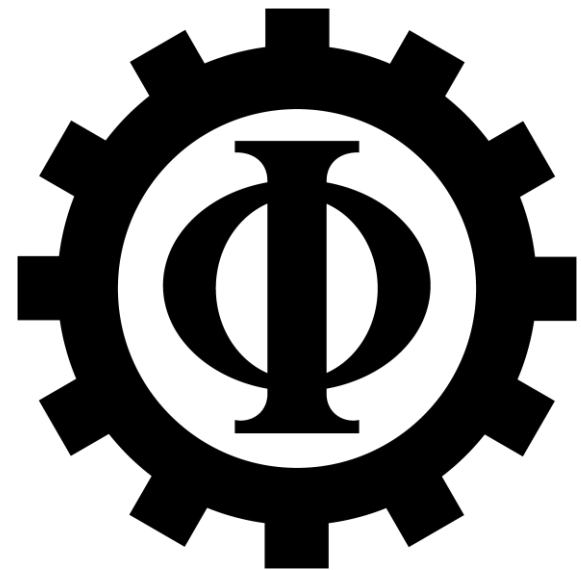


MECHANICUM TRIAROS ARMORED  
CONVEYORS

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

**Morale Value -:** The Mechanicum 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



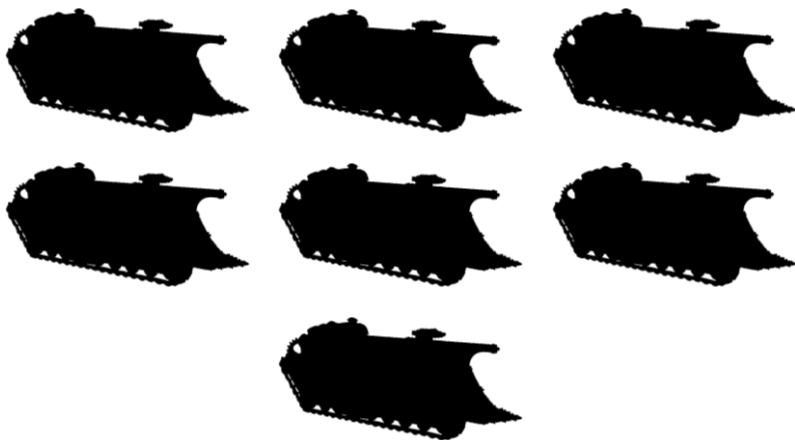
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED  
CONVEYORS

ONE THALLAX COMPANY  
Seven Triaros Armored Conveyor



Point Value 450

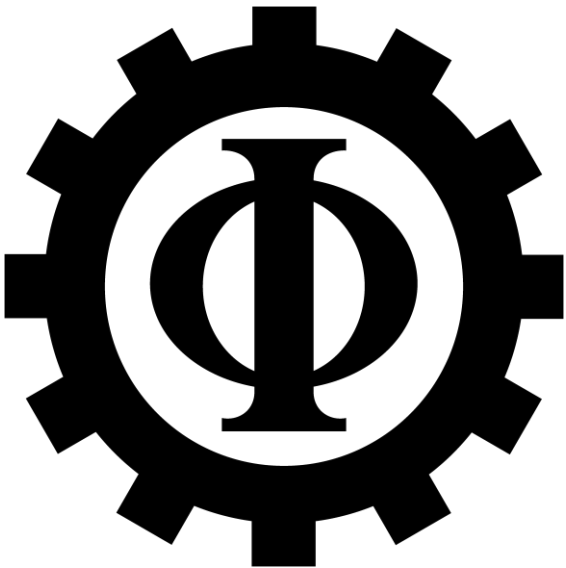


MECHANICUM TRIAROS ARMORED  
CONVEYORS

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

**Morale Value -:** The Mechanicum 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



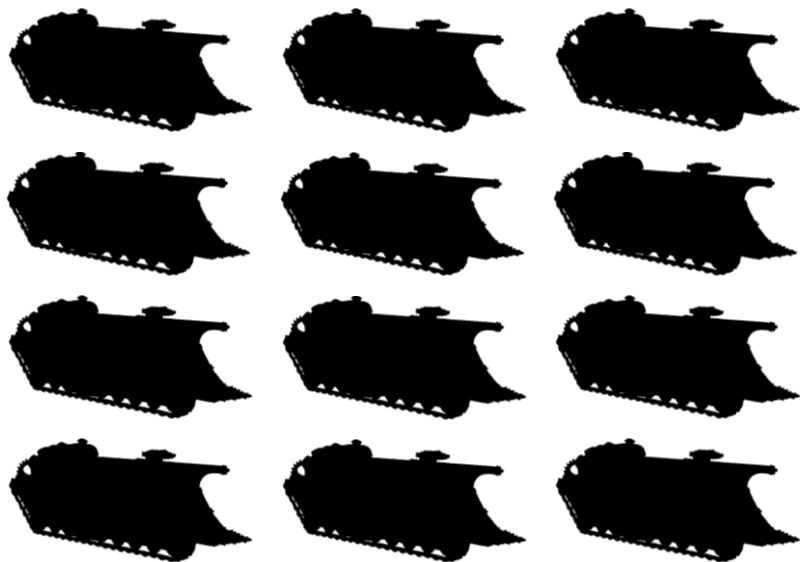
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED  
CONVEYORS

ONE THALLAX GRAND COMPANY  
Twelve Triaros Armored Conveyor



Point Value 800

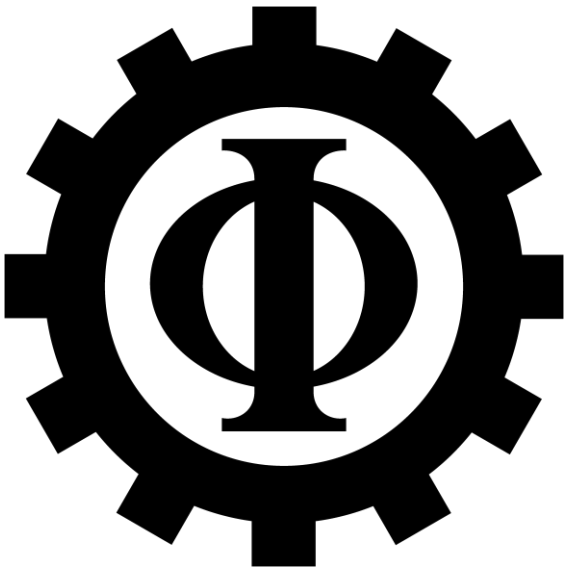


MECHANICUM TRIAROS ARMORED  
CONVEYORS

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

**Morale Value -:** The Mechanicum 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

MECHANICUM TRIAROS ARMORED  
CONVEYORS

ONE THALLAX COHORT  
Two Triaros Armored Conveyor



Point Value 150

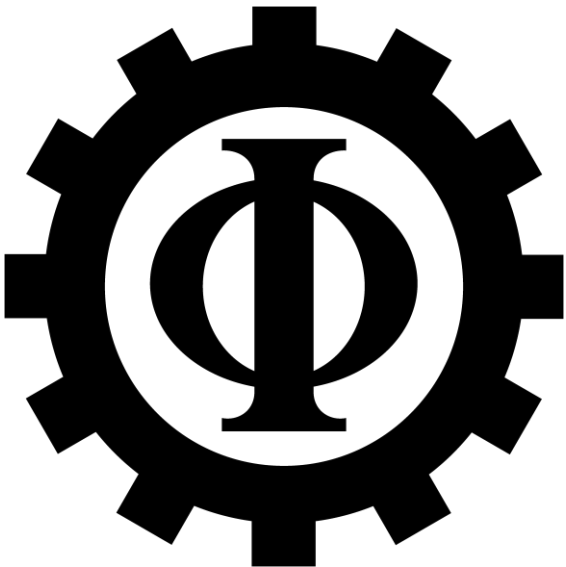


MECHANICUM TRIAROS ARMORED  
CONVEYORS

**Break Point +1:** The Triaros Armoured Conveyors adds +1 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
Triaros Armored Conveyor	20	1+	3/-2	Anti-Personnel	25	4	-1	[DR2], [TR4], [AG], [RC], [N], Special



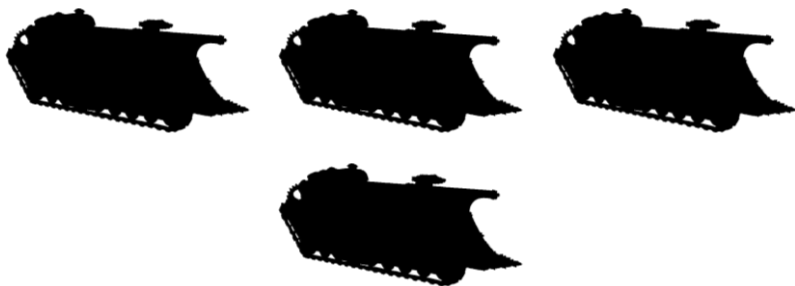
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM TRIAROS ARMORED  
CONVEYORS

ONE THALLAX GRAND COHORT  
Four Triaros Armored Conveyor



Point Value 250

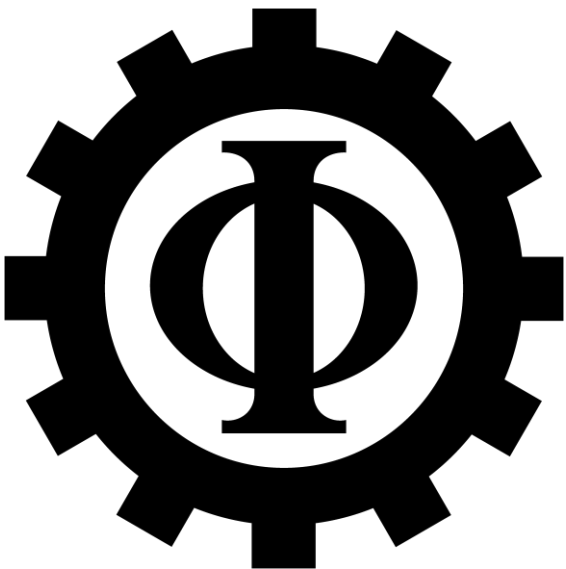


MECHANICUM TRIAROS ARMORED  
CONVEYORS

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

**Morale Value -:** The Mechanicum 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

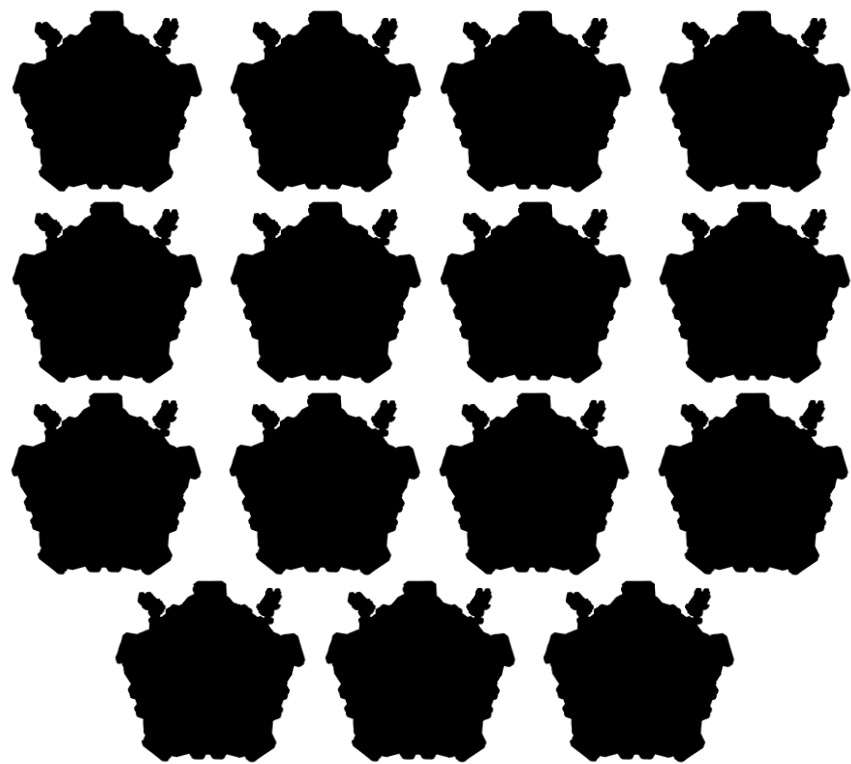
Your opponent gains +2 VP when attached formation is broken




TRANSPORT POOL


MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

ONE ADSECULARIS COMPANY  
Fifteen Termite Assault Drills





Point Value 1050



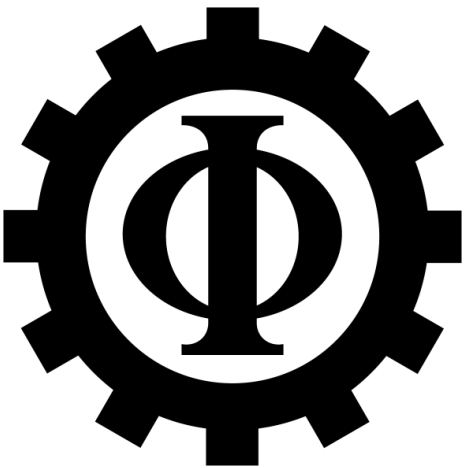
MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

**Break Point +11:** The Termites add +11 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.

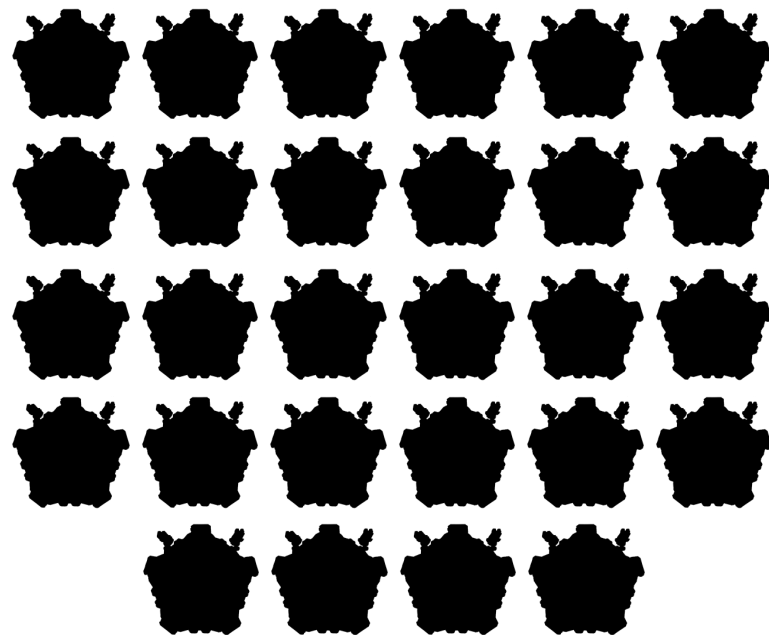


**Victory Points +11**  
Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

ONE ADSECULARIS GRAND COMPANY  
Twenty-eight Termite Assault Drills



Point Value 1950



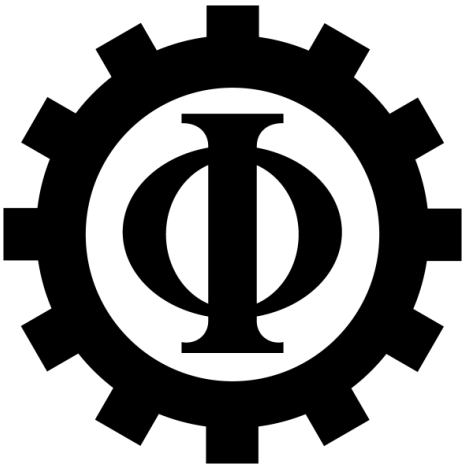
MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

**Break Point +20:** The Termites add +20 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 +20

Your opponent gains +10 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

ONE ADSECULARIS COVENANT  
Five Termite Assault Drills



Point Value 350



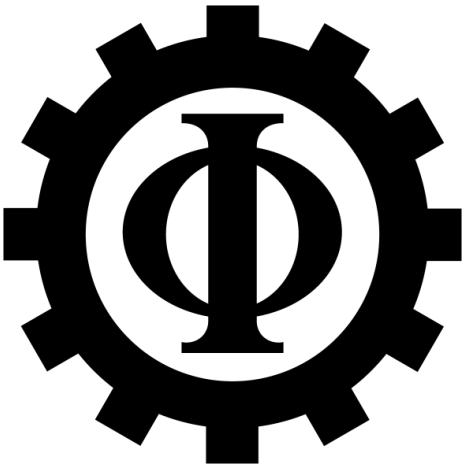
MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

**Break Point +4:** The Termites add +4 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.



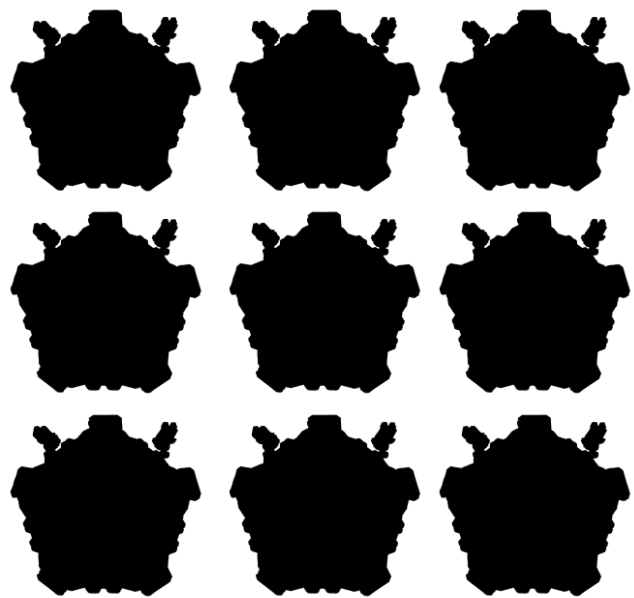
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

ONE ADSECLARIS GRAND COVENANT  
Nine Termite Assault Drills



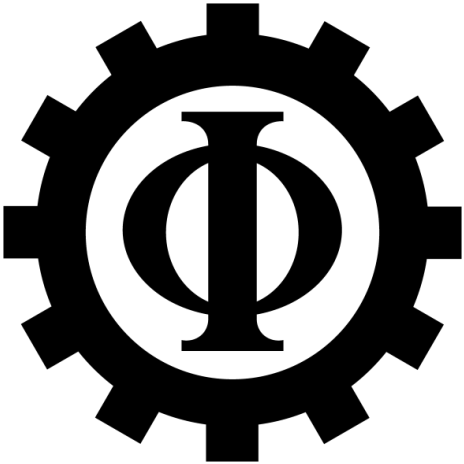
MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

**Break Point +6:** The Termites add +6 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.

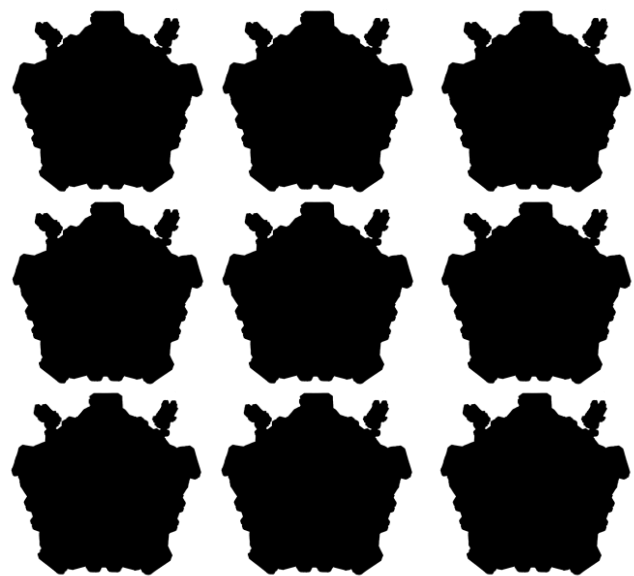


Victory Points +6  
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

ONE THALLAX COMPANY  
Nine Termite Assault Drills



Point Value 600



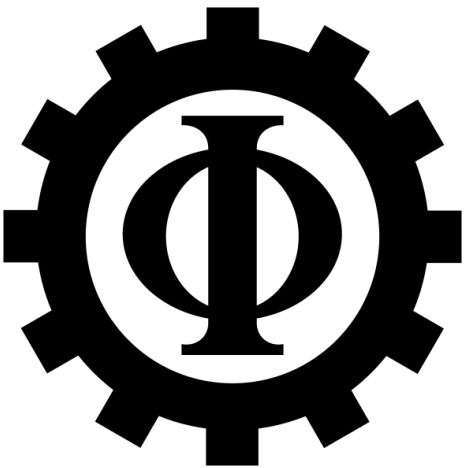
MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

**Break Point +6:** The Termites add +6 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.



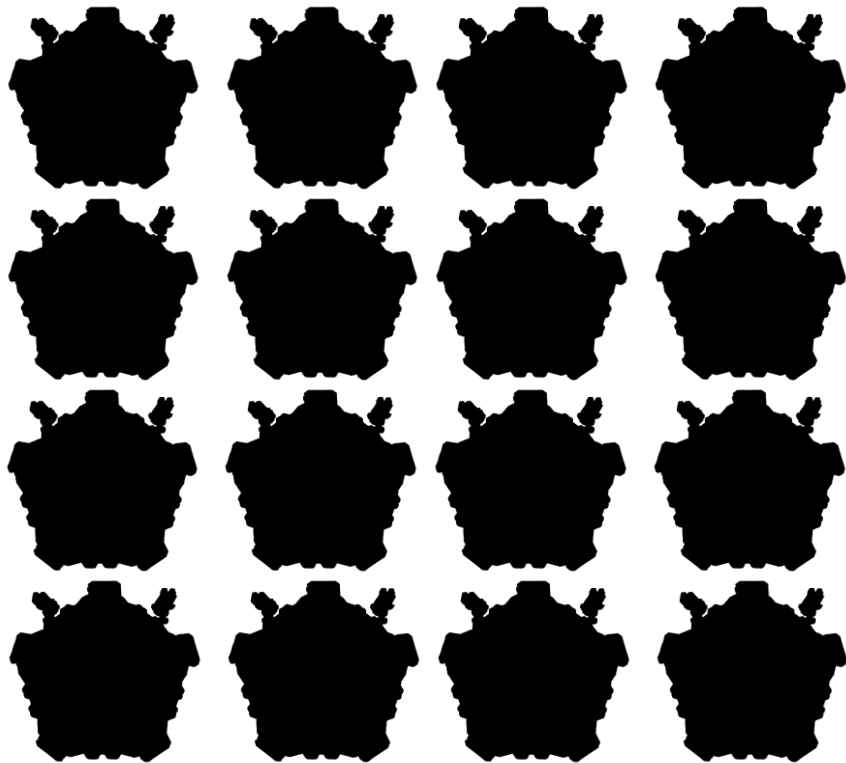
Victory Points +6


Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL


MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

ONE THALLAX GRAND COMPANY  
Sixteen Termite Assault Drills





Point Value 1100



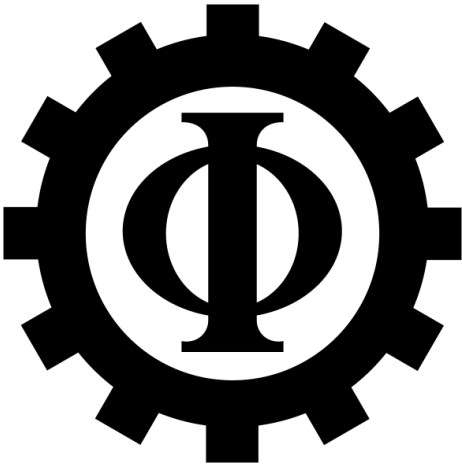
MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

**Break Point +11:** The Termites add +11 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 +11

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

ONE THALLAX COHORT  
Three Termite Assault Drills



Point Value 200



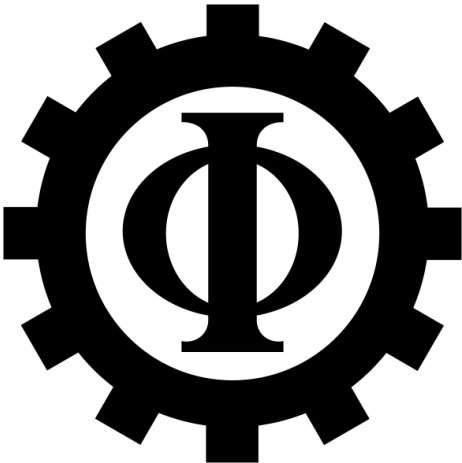
MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

**Break Point +2:** The Termites add +2 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 +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

ONE THALLAX GRAND COHORT  
Five Termite Assault Drills



Point Value 350



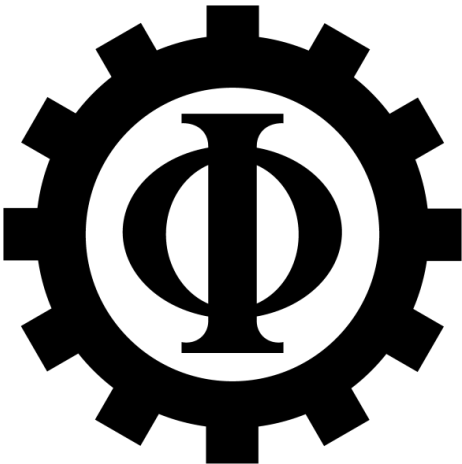
MECHANICUM PATTERN TERMITE  
ASSAULT DRILL

**Break Point +4:** The Termites add +4 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 +4

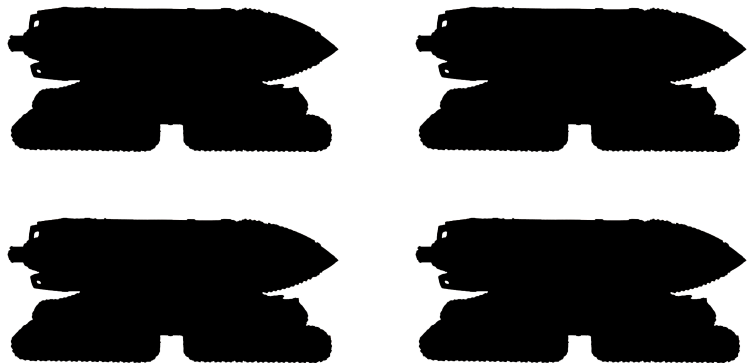
Your opponent gains +2 VP when attached formation is broken



TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE ADSECLARIS COMPANY  
Four Akteus Moles



Point Value 700



MECHANICUM ORDINATUS AKTEUS MOLE

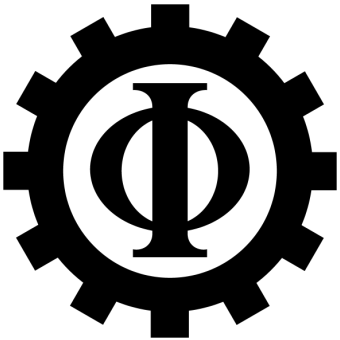
**Break Point +3:** The Akteus Moles adds +3 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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

MECHANICUM ORDINATUS AKTEUS MOLE

ONE ADSECLARIS GRAND COMPANY  
Eight Akteus Moles



Point Value 1350



MECHANICUM ORDINATUS AKTEUS MOLE

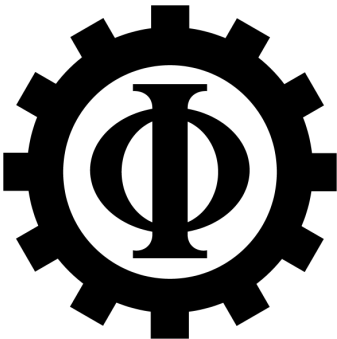
**Break Point +6:** The Akteus Moles adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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 +14

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS  
MOLE

ONE ADSECULARIS COVENANT

One Akteus Moles and One Termite Assault Drill



Point Value 250



MECHANICUM ORDINATUS AKTEUS  
MOLE

**Break Point +1:** The Akteus Moles adds +1 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	
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

MECHANICUM ORDINATUS AKTEUS MOLE

ONE ADSECLARIS GRAND COVENANT  
Two Akteus Moles and One Termite Assault Drill



Point Value 400



MECHANICUM ORDINATUS AKTEUS MOLE

**Break Point +2:** The Akteus Moles adds +2 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	
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

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE THALLAX COMPANY

Two Akteus Moles and One Termite Assault Drill



Point Value 400



MECHANICUM ORDINATUS AKTEUS MOLE

**Break Point +2:** The Akteus Moles adds +2 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	
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

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS MOLE

ONE THALLAX GRAND COMPANY  
Four Akteus Moles and One Termite Assault Drill



Point Value 750



MECHANICUM ORDINATUS AKTEUS MOLE

**Break Point +4:** The Akteus Moles adds +4 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	
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 +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS  
MOLE

ONE THALLAX COHORT  
One Akteus Mole



Point Value 150



MECHANICUM ORDINATUS AKTEUS  
MOLE

**Break Point +1:** The Akteus Moles adds +1 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	
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 +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MECHANICUM ORDINATUS AKTEUS  
MOLE

**ONE THALLAX GRAND COHORT**  
**One Akteus Moles and One Termite Assault Drill**



Point Value 250



MECHANICUM ORDINATUS AKTEUS  
MOLE

**Break Point +1:** The Akteus Moles adds +1 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	
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