



HQ Detachment (Taghmata)

Archmagos Prime

Infantry (1)

Detachment Size 1

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Archmagos Prime	5"	4+	+3	2+	1

Weapons

- Volkite serpenta (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Volkite serpenta	6"	1	5+	0	Deflagrate, Light

Masters of Machines -- May be attached to any friendly Infantry, Walker, Cavalry, or Vehicle Detachment in the same Formation that has Cybernetica Cortex (X), overriding normal restrictions.

Special Rules
 Battlesmith, Commander, Cortex Controller, Invulnerable Save (5+)



HQ Detachment (Taghmata)

Archmagos Prime on Abeyant

Infantry (1)

Detachment Size 1

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Archmagos Prime on Abeyant	6"	4+	+4	2+	2

Weapons

- Volkite serpenta (standard)
- Melta gun (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Volkite serpenta	6"	1	5+	0	Deflagrate, Light
• Meltagun	6"	1	4+	-3	Anti-tank

Masters of Machines -- May be attached to any friendly Infantry, Walker, Cavalry, or Vehicle Detachment in the same Formation that has Cybernetica Cortex (X), overriding normal restrictions.

Special Rules
 Battlesmith, Commander, Cortex Controller, Invulnerable Save (5+)



Core Detachment (Taghmata)

Adsecularis Tech-Thrall Covenant

Infantry (1)

Detachment Size 5 - 15

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Tech-Thralls	5"	6+	-1	-	1

Weapons

- Las-locks (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Las-locks	6"	1	6+	0	Light



Core Detachment (Taghmata)

Thallax Cohort

Infantry (1)

Detachment Size 2- 8

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Thallax	7"	5+	+1	3+	1

Weapons

- Lightning guns (standard)
- Multi-melta (standard) errata 4/25

Weapon	R	Dice	To Hit	AP	Trait
• Lightning guns	8"	2	5+	-1	Light AT
• Multi-melta	6"	1	4+	-3	Anti-tank

Special Rules
 Jump Packs

	Weapon Traits & Special Rules (Archmagos/Abeyant)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Deflagrate	- Each unsaved Wound by this weapon generates another To Hit roll. - Roll for these additional Hits after removing destroyed models. - These extra Hits can only be allocated to models in the target Detachment that are in range and visible of at least one firing model. - Wounds caused by these extra Hits do not generate further Hits.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Battlesmith	If a Walker, Vehicle, Super-heavy, Automata, or Automated Sentry is within 3" of this model and suffers a Wound from a special rule or a weapon with AP -2 or worse, ignore it on a roll of 5+. (Does not apply to Wounds suffered in a Fight.)
Commander	When deploying this model's Formation, this model must be assigned to a Detachment of the same type within it. - The Commander is part of the Detachment for the rest of the battle. - A Detachment can only have one Commander. - If it can't be assigned, this model acts as it's own Detachment.
Cortex Controller	A Detachment with Cybernetica Cortex (X) may be issued any eligible Order if at least one of its models is wholly within 8" of this model. It does not need to be in the same Formation, only the same army.
Invul. (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Archmagos Prime)
Deflegate	- Each unsaved Wound by this weapon generates another To Hit roll. - Roll for these additional Hits after removing destroyed models. - These extra Hits can only be allocated to models in the target Detachment that are in range and visible of at least one firing model. - Wounds caused by these extra Hits do not generate further Hits.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Battlesmith	If a Walker, Vehicle, Super-heavy, Automata, or Automated Sentry is within 3" of this model and suffers a Wound from a special rule or a weapon with AP -2 or worse ignore it on a roll of 5+. Does not apply to Wounds suffered in a Fight.
Commander	When deploying this model's Formation, this model must be assigned to a Detachment of the same type within it. - The Commander is part of the Detachment for the rest of the battle. - A Detachment can only have one Commander. - If it can't be assigned, this model acts as it's own Detachment.
Cortex Controller	A Detachment with Cybernetica Cortex (X) may be issued any eligible Order if at least one of its models is wholly within 8" of this model. It does not need to be in the same Formation, only the same army.
Invul. (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Thallax)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Jump Packs	May move over models and terrain areas with no penalty. - Cannot end movement overlapping models. - Cannot end in an Engagement Zone unless Charging. - If ending in Impassable terrain, the model is destroyed. • May only end on a Structure if Garrisoning it. • Otherwise, overlapping models are destroyed. • On a Charge, add +1 to Fight rolls vs Garrisoned units. • Count as Bulky for transport capacity. • May Disembark from Flyers even if not Hovering. • If a Flyer Transport is destroyed, may make a 4+ Save (or own Save if better), ignoring AP, instead of being destroyed.

	Weapon Traits & Special Rules (Adsecularis)
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.



Support Detachment (Taghmata)

Tech-Priest Auxilia

Infantry (1)

Detachment Size 1

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Tech-Priest	5"	5+	+2	3+	1

Weapons

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Weapon	R	Dice	To Hit	AP	Trait
-	-	-	-	-	-

Master of Machines -- May be attached to any friendly **Infantry**, **Walker**, **Cavalry**, or **Vehicle Detachment** in the same Formation that has Cybernetica Cortex (X), overriding normal restrictions.

Note: Up to **2 additional Tech-Priest Auxilia Detachments** may be added to the same Support slot. They count as additional Detachments but do not use additional slots.

Special Rules

Attached Deployment, Battlesmith, Cortex Controller, Invulnerable Save (6+)



Support Detachment (Taghmata)

Myrmidon Secutor Host

Infantry (1)

Detachment Size 2 - 8

Tactical Strength 5

Name	Move	Sv	CAF	Morale	Wounds
Myrmidon Secutors	5"	4+	+6	3+	1

Weapons

- Maxima bolters (standard)
- Myrmidon plasma-fusils (standard) *faq 4/25*

Weapon	R	Dice	To Hit	AP	Trait
• Maxima bolters	8"	2	5+	0	Assault, Light
• Myrmidon plasma-fusils	10"	1	4+	-1	Light AT

Special Rules

Implacable



Support Detachment (Taghmata)

Myrmidon Destructor Host

Infantry (1)

Detachment Size 2 - 8

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Myrmidon Destructors	5"	4+	+3	3+	1

Weapons

- Myrmidon volkites (standard)
- Conversion beamers (standard) *faq 4/25*

Weapon	R	Dice	To Hit	AP	Trait
• Conversion beamer	4-22"	1	4+	-2	
• Myrmidon volkites	12"	2	4+	0	Deflagrate, Light

Special Rules

Implacable



Support Detachment (Taghmata)

Arlatax Battle-Automata Manipule

Walker (1)

Detachment Size 1 - 6

Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Arlatax	7"	4+	+6	-	2

Weapons

- Autocannon (standard)
- Plasma cannon (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Autocannon	16"	2	5+	-1	Light AT
• Plasma cannon	12"	1	4+	-1	Light AT

Special Rules

Armored, Cybernetica Cortex (Advance, Charge), Invulnerable Save (6+), Jump Packs

	Weapon Traits & Special Rules (Myrmidon Secutor)
Assault	Double the Dice value when at least one target model is in half Range.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Implacable	Don't take a Morale Check. Withdraw as normal or stay Engaged.

	Weapon Traits & Special Rules (Tech-Priest Auxilia)
Attached Deployment	- This model is not deployed normally. - It must be assigned to a friendly Detachment of the same type during Deployment. - Counts as part of the Detachment and cannot leave it. - If it cannot be deployed (i.e., no eligible Detachment to assign it to), it is destroyed.
Battlesmith	If a Walker, Vehicle, Super-heavy, Automata, or Automated Sentry is within 3" of this model and suffers a Wound from a special rule or a weapon with AP -2 or worse, ignore it on a roll of 5+. (Does not apply to Wounds suffered in a Fight.)
Cortex Controller	A Detachment with Cybernetica Cortex (X) may be issued any eligible Order if at least one of its models is wholly within 8" of this model. It does not need to be in the same Formation, only the same army.
Invol. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Arlatax)
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Armored	Hits from Light weapons count their AP as 0 against this model, which may re-roll failed Saves against them.
Cybernetica Cortex (Advance/Charge)	- May only be issued Advance or Charge Orders, unless stated otherwise. - If neither can legally be issued, ignore this restriction temporarily.
Jump Packs Movement	May move over models and terrain areas with no penalty. - Cannot end movement overlapping models. - Cannot end in an Engagement Zone unless Charging. - If ending in Impassable terrain, the model is destroyed.
Structures	- May only end on a Structure if Garrisoning it. - Otherwise, overlapping models are destroyed. - On a Charge, add +1 to Fight rolls vs Garrisoned units.
Transport	- Count as Bulky for transport capacity. - May Disembark from Flyers even if not Hovering. - If a Flyer Transport is destroyed, may make a 4+ Save (or own Save if better), ignoring AP, instead of being destroyed.
Invol. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Myrmidon Destructor)
Deflagrate	- Each unsaved Wound by this weapon generates another To Hit roll. - Roll for these additional Hits after removing destroyed models. - These extra Hits can only be allocated to models in the target Detachment that are in range and visible of at least one firing model. - Wounds caused by these extra Hits do not generate further Hits.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Implacable	Don't take a Morale Check. Withdraw as normal or stay Engaged.



Support Detachment (Taghmata)

Domitar Battle-Automata Maniple

Walker (1)

Detachment Size 1 - 6

Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Domitar	5"	4+	+4	-	2

Weapons

- Domitar Missile Launcher (standard)
- Graviton hammers (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Domitar missile launcher	20"	1	4+	0	Light, Ignores Cover
	20"	1	4+	-1	Anti-tank
• Graviton hammers	-	-	-	-2	Wrecker (1)

Special Rules

Armored, Cybernetica Cortex (Advance, March), Invulnerable Save (6+)



Support Detachment (Taghmata)

Castellax Battle-Automata Maniple

Walker (1)

Detachment Size 2 - 8

Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Castellax	5"	4+	+4	-	2

Weapons

- Mauler bolt cannon (standard)
- In-built bolters (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Mauler bolt cannon	8"	3	5+	-1	Light AT
• In-built bolters	8"	1	5+	0	Assault, Light

Special Rules

Armored, Cybernetica Cortex (Advance, March), Invulnerable Save (6+)



Vanguard Detachment (Taghmata)

Ursarax Cohort

Infantry (1)

Detachment Size 2 - 8

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Ursarax	7"	5+	+3	3+	1

Weapons

- Ursarax claws (standard)
- Volkite incinerators (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Volkite incinerators	6"	2	5+	0	Deflagrate, Light
• Ursarax claws	-	-	-	-	Rend

Special Rules

Jump Packs



Vanguard Detachment (Taghmata)

Vorax Battle-Automata Maniple

Walker (1)

Detachment Size 1 - 4

Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Vorax	7"	4+	+3	-	2

Weapons

- Rotar cannon (standard)
- Lightning guns (standard)
- Power blade arrays (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Rotar cannon	12"	3	5+	-1	Light, Rapid Fire
• Lightning guns	8"	2	5+	-1	Light AT
• Power blade arrays	-	-	-	-	Rend

Special Rules

Cybernetica Cortex (Charge, March), Forward Deployment, Invulnerable Save (6+)

	Weapon Traits & Special Rules (Castellax)
Assault	Double the Dice value when at least one target model is in half Range.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Armored	- Weapons with the Light trait count their AP as 0. - Re-roll failed Saves against Hits from Light weapons.
Cybernetica Cortex (Advance/March)	- May only be issued Advance or March Orders, unless stated otherwise. - If neither Order can legally be issued, ignore this restriction temporarily.
Invol. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Domitar)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Ignores Cover	- A model suffers no penalties to its To Hit rolls when targeting a Detachment in an area of terrain. - Hits scored bypass Cover Saves.
Light	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Wrecker (1) Graviton Hammer	A Domitar model can attempt to destroy a Structure it is in base contact with in the First Fire stage or Advancing Fire stage. Make a Save roll for the Structure at -2 AP. If failed, the Structure suffers 1 Wound.
Armored	- Weapons with the Light trait count their AP as 0. - Re-roll failed Saves against Hits from Light weapons.
Cybernetica Cortex (Advance/March)	- May only be issued Advance or March Orders, unless stated otherwise. - If neither Order can legally be issued, ignore this restriction temporarily.
Invol. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Vorax)
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Rapid Fire	Hit rolls of a natural 6 score 2 hits instead of 1.
Rend	For each weapon with Rend, a model rolls +1 D6 when making Fight rolls.
Cybernetica Cortex (Charge/March)	- May only be issued Charge or March Orders, unless stated otherwise. - If neither Order can legally be issued, ignore this restriction temporarily.
Forward Deployment	- After deployment (including Infiltrators) but before Round 1, a Detachment with Forward Deployment may make a special move. - All models in the Detachment must have Forward Deployment. - It may move up to its Movement characteristic, ignoring Difficult and Dangerous Terrain rules. - It may move outside of its Deployment Zone. - It may Garrison a Structure, if able. - If both sides have it, roll off. The winner decides who moves first.
Invol. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Ursarax)
Deflagrate	- Each unsaved Wound by this weapon generates another To Hit roll. - Roll for these additional Hits after removing destroyed models. - These extra Hits can only be allocated to models in the target Detachment that are in range and visible of at least one firing model. - Wounds caused by these extra Hits do not generate further Hits.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Rend	For each weapon with Rend, a model rolls +1 D6 when making Fight rolls.
Jump Packs Movement	May move over models and terrain areas with no penalty. - Cannot end movement overlapping models. - Cannot end in an Engagement Zone unless Charging. - If ending in Impassable terrain, the model is destroyed.
Structures	- May only end on a Structure if Garrisoning it. - Otherwise, overlapping models are destroyed. - On a Charge, add +1 to Fight rolls vs Garrisoned units.
Transport	- Count as Bulky for transport capacity. - May Disembark from Flyers even if not Hovering. - If a Flyer Transport is destroyed, may make a 4+ Save (or own Save if better), ignoring AP, instead of being destroyed.



Vanguard Detachment (Taghmata)

Vultarax-Stratos Automata Squadron

Cavalry (1)

Detachment Size 1 - 4

Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Vultarax	9"	4+	+2	-	2

Weapons

- Arc blasters (standard)
- Vultarax missile launcher (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Arc blasters	10"	2	4+	0	Neutron-flux
• Vultarax missile launcher	15"	2	4+	0	Light AT

Special Rules

Armored, Cybernetica Cortex (Advance, March), Invulnerable Save (6+), Outflank, Skimmer



Bastion Detachment (Taghmata)

Thanatar Siege-Automata Maniple

Walker (1)

Detachment Size 2 - 8

Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Thanatar	4"	4+	+4	-	2

Weapons

- Plasma mortar and Mauler bolt cannon (option 1)
- or
- Sollex heavy-las, Mauler bolt cannon, and Graviton ram (option 2)

Weapon	R	Dice	To Hit	AP	Trait
☐ Plasma mortar (option 1)	18"	1	3+	-3	Demolisher, Ignores Cover
☐ Sollex heavy-las (option 2a)	22"	1	4+	-1	Armorbane
☐ Graviton ram (option 2b)	-	-	-	-	Wrecker (2)
• Mauler bolt cannon	8"	3	5+	-1	Light AT

Special Rules

Armored, Cybernetica Cortex (Advance, First Fire), Invulnerable Save (6+)



Battle Tank Detachment (Taghmata)

Karacnos Assault Tank Squadron

Vehicle (2)

Detachment Size 1 - 4

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Karacnos	8"	3+	+0	3+	1

Weapons

- Lightning locks (standard)
- Karacnos mortar battery (standard)
- Shock ram (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Lightning locks	12"	2	5+	-1	Arc (front), Point Defense
• Karacnos mortar battery	30"	2	4+	-1	Arc (front), Barrage, Ignores Cover
• Shock ram	-	-	-	-2	Wrecker (2)



Battle Tank Detachment (Taghmata)

Krios Battle Tank Squadron

Vehicle (2)

Detachment Size 3 - 9

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Krios	8"	3+	+0	3+	1

Weapons

- Krios lightning cannon or irad-scourer (option 1)
- Volkite caliver sponsons (standard)

Weapon	R	Dice	To Hit	AP	Trait
☐ Lightning cannon (opt 1a)	22"	2	5+	-2	Arc (front)
☐ Irad-scourer (opt 1b)	16"	2	4+	-2	Arc (front), Light AT, Ignores Cover
• Volkite caliver sponsons	12"	1	4+	0	Accurate, Deflagrate, Light, Point Defense

	Weapon Traits & Special Rules (Thanatar)
Armorbane	Successful Save rolls for a Vehicle, Super-heavy, Knight, or Titan must be rerolled.
Demolisher	This weapon can damage Structures.
Ignores Cover	- No penalties to its To Hit rolls when targeting a Detachment in an area of terrain. - Hits scored bypass Cover Saves.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Point Defence	<i>See cheat sheet</i>
Wrecker (2)	- May attempt to destroy a Structure it is in base contact with in the First Fire stage or Advancing Fire stage. - If the Structure fails its Save, it suffers 2 Wounds.
Armored	- Weapons with the Light trait count their AP as 0. - Re-roll failed Saves against Hits from Light weapons.
Cybernetica Cortex (Advance/First Fire)	- May only be issued Advance or First Fire Orders, unless stated otherwise. - If neither can legally be issued, ignore this restriction temporarily.
Invol. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Vultarax)
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Neutron-flux	- Hits scored against models with Cybernetica Cortex gain Armorbane and Shred. Cybernetica Cortex Infantry, Walkers, Cavalry, Vehicles, Super-heavies, Knights, and Titans must re-roll successful Armor Saves against these Hits.
Armored	- Weapons with the Light trait count their AP as 0. - Re-roll failed Saves against Hits from Light weapons.
Cybernetica Cortex (Advance/March)	- May only be issued Advance or March Orders, unless stated otherwise. - If neither can legally be issued, ignore this restriction temporarily.
Invol. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.
Outflank	- May start in Reserve if all Detachment models have Outflank. - While in Reserve, may only receive Advance or Charge Orders. - In any Move phase (except 1st), may remain in Reserve of flank. - Place on any table edge not within 8" of the enemy's table edge. - Complete its activation as normal.
Skimmer	<i>See cheat sheet</i>

	Weapon Traits & Special Rules (Krios Battle Tank)
Accurate	Re-roll failed To Hit rolls.
Deflagrate	- Each unsaved Wound by this weapon generates another To Hit roll. - Roll for these additional Hits after removing destroyed models. - These extra Hits can only be allocated to models in the target Detachment that are in range and visible of at least one firing model. - Wounds caused by these extra Hits do not generate further Hits.
Ignores Cover	A model suffers no To Hit penalties when targeting a Detachment in an area of terrain. Hits scored bypass Cover Saves.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0.
Point Defence	- A Detachment can use its PD weapons to target a Secondary Target; they must all fire at the same target. - There is no -2 penalty for firing Overwatch. - May fire during the Movement phase if given Advance or March orders, or during the Combat phase. - During the Movement phase, the Detachment may fire immediately when activated or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes its activation as normal. - A detachment can only fire its Point Defence weapons once per round.

	Weapon Traits & Special Rules (Karacnos)
Barrage	If in range, this weapon may target a Detachment it doesn't have line of sight to if it meets other targeting requirements.
Ignores Cover	No penalties to its To Hit rolls when targeting a Detachment in an area of terrain. Hits scored bypass Cover Saves.
Point Defence	A Detachment can use its PD weapons to target a Secondary Target; they must all fire at the same target.
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- During the Movement phase, the Detachment may fire immediately when activated or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes its activation as normal.
Once per round	A detachment can only fire its Point Defence weapons once per round.
Wrecker (2)	May attempt to destroy a Structure it is in base contact with in the First Fire stage or Advancing Fire stage. If the Structure fails its Save, it suffers 2 Wounds.



Battle Tank Detachment (Taghmata)

Krios Venator Squadron

Vehicle (2) Detachment Size 2 - 8 Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Krios Venator	8"	3+	+0	3+	1

Weapons

- Pulsar-fusil (standard)
- Volkite caliver sponsons (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Pulsar-fusil	12"	1	3+	-3	Arc (front), Anti-tank
• Volkite caliver sponsons	12"	1	4+	0	Accurate, Deflagrate, Light, Point Defense



Transport Detachment (Taghmata)

Triaros Armored Conveyor

Vehicle (2) Detachment Size Variable Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Triaros	8"	3+	0	3+	1

Weapons

- Twin-linked volkite calivers
- Twin-linked mauler bolt cannon
- Shock ram

Weapon	R	Dice	To Hit	AP	Trait
• Twin-linked volkite calivers	12"	1	4+	0	Accurate, Deflagrate, Light
• Twin-linked mauler cannon	8"	3	5+	-1	Arc (front), Light AT
• Shock ram	-	-	-	-2	Wrecker (2)

Special Rules

Transport (4) *faq 4/25*

	Weapon Traits & Special Rules (Triaros)
Accurate	Re-roll failed To Hit rolls.
Deflagrate	- Each unsaved Wound by this weapon generates another To Hit roll. - Roll for these additional Hits after removing destroyed models. - These extra Hits can only be allocated to models in the target Detachment that are in range and visible of at least one firing model. - Wounds caused by these extra Hits do not generate further Hits.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Wrecker (2)	May attempt to destroy a Structure it is in base contact with in the First Fire stage or Advancing Fire stage. If the Structure fails its Save, it suffers 2 Wounds.
Transport (4)	A Triaros can hold 4 Infantry models (no Bulky or Very-Bulky models).

	Weapon Traits & Special Rules (Krios Venator)
Accurate	Re-roll failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Deflagrate	- Each unsaved Wound by this weapon generates another To Hit roll. - Roll for these additional Hits after removing destroyed models. - These extra Hits can only be allocated to models in the target Detachment that are in range and visible of at least one firing model. - Wounds caused by these extra Hits do not generate further Hits.
Point Defense	A Detachment can use its PD weapons to target a Secondary Target; they must all fire at the same target.
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- During the Movement phase, the Detachment may fire immediately when activated or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the detachment completes it's activation as normal.
Once per round	A detachment can only fire its Point Defence weapons once per round.