

Autereium's - Sekte Infinite

Mechanical Continuance

The Autereiums Auteritons use nigh-supernatural abilities in order to have even their most damaged machines continue to function. Should a Auteriton be slain, its skeletal frame is immediately risen from the grave, reattaching its limbs, repairing smashed skulls, and shambling back into battle

At the end of your Manoeuvres phase, each formation in your army activates its Mechanical Continuance and reanimates D3 wounds. Each time such a formation reanimates a wound:

- If that formation contains one or more troops with fewer than their starting number of wounds remaining, select one of those troops; that troop regains one lost wound.
- If all troops in that formation have their starting number of wounds, but that formation is not at its Starting Strength, one destroyed troop is returned to that formation with one wound remaining.

Once such a formation is at its Starting Strength and all of its troops have their starting number of wounds, nothing further happens.

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Doctrine Rule

If your Army is the Autereium, you can use one of these Combined Regiment Doctrine rules.

Wreathe Calculations

The Arimethicans of the Wreathe have made many calculations, all of which will tell us the near future. At least within reason.

If an AUTEREIUM CHARACTER is within 12" of a friendly AUTEREIUM formation, they may reroll Hit Rolls of 1 and reroll failed Battle-Fatigue tests. Formations attached to a CHARACTER additionally have 6+ Invulnerable Saves.

If your Army is the Sekte Infinite, you can use one of these Combined Regiment Doctrine rules.

Neutronicam Cleansing

The great Singularity Weaver is a master of the Neutron, and its purpose within the Wreathe and world. Manipulating its power, those nearby are empowered.

During your Manoeuvres phase you may choose to either gain a +1 to Hit or Wound rolls on all ranged attacks made by formations within 6" of an AUTERIEUM CHARACTER.

If your Army is the Sekte Infinite, you can use one of these Combined Regiment Doctrine rules.

Machine Resilience

The Infinite Locas have a preference with his armies, that they may not fall as easily as mortals. His menials will tear up from the detritus of their companions and repair themselves from even the most grievous wounds.

If a AUTEREIUM CALCULATOR is attached and or leading a formation, troops within that formation activate Mechanical Continuance at both the beginning of the Manouverers phase as per normal and at the end of the Brawl Phase.

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Enhancements

If you are using any Autereium detachment rule, you can use these Autereium Enhancements.

Recalculation Protocol

The Calculator seethes with anger which is infinitely old. When they turn their hateful gaze upon their targets, their Central Processing begins to fire all cylinders.

Calculator Troops Only. In your Manoeuvres Phase, select one enemy formation within 12" which is visible to the bearing Calculator. Until the end of that round, each time a friendly Infinite troop makes an attack that targets that enemy formation, re-roll a Hit roll of 1.

Defiant to Death

The Calculators of the Autereium are designed to never die. Some are built more strong than others, capable of drawing on the energies of menials nearby to reconstruct themselves.

Calculator troops only. If the Calculator is destroyed and there is at least one friendly formation within 6" of the Calculator, you may deal the formation up to three wounds, with your Calculator returning back where it was destroyed with that many wounds remaining.

If you are using the Wreath Calculations detachment rule, you can use these Enhancements.

Eternally Faithful

Some menials can be fixed from afar, allowing them to assist their Calculators.

Calculator troops only. The bearers Escort formation cannot be destroyed while the Calculator remains on the battlefield.

If you are using the Neutronicam Cleansing detachment rule, you can use these Neutronicam Cleansing Enhancements.

Wraith Protocol

The best Calculators do not stay in battle formation with others, and instead take their fight to the enemy directly.

Calculator troops only. All troops in the Calculators formation have their Movement Statistic improved by +3.

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Enhancements

If you are using the Machine Resilience detachment rule, you can use these Enhancements.

Temporal Frenzy

When an Auteriton dies its assisting Calculator can release them from the overall calculation of the Auterieum quickly driving the feeble mind to insanity.

Calculator troops only. In the Brawl Phase, each time a troop in the bearers formation is destroyed, if that troop has not fought this phase, roll one D6; on 3+ do not remove that troop from the warfield; it can fight after the attacking formation has finished making its attacks, and then it is removed from the warfield.

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Battle-Manoeuvres

If you are using the Combined Regiment Detachment rule, you can use these Combined Regiment Battle-Manoeuvres.

HORIZON SHIELD REINFORCEMENT

Infinite - Gear - 1MP

Horizon shields allow the Auterieum to displace incoming attacks from ranged or melee attacks, physically jaunting the space around the shielded individual.

When: Your opponents Shooting phase or the Brawl Phase, just after an enemy formation has selected its targets.

Target: One Infinite formation from your army that was selected as the target of one or more attacks.

Effect: Until the end of the phase, troops in that formation have a 6+ Invulnerable Defence.

GRAVITIC RUPTURE FIELDS

Infinite - Epic Feat - 1MP

Overcharging the weapons of the Auterieum they tear at the fabric of the Wreathe creating near horrors as they slash at the air.

When: Brawl Phase.

Target: One Infinite formation from your army that has not yet been selected to fight this phase.

Effect: Until the end of the phase, that formation cannot attack Monstrous or Vehicle formations, but all melee weapons equipped by that formation have the DEVASTATING ability

NEUTRONIC ENHANCEMENT

Infinite - Battle Tactic - 1MP

Hellears Stella Neutronica flagship can always focus its batteric field upon a single formation, allowing their weapons to fire at their maximum potential.

When: Shooting Phase.

Target: One Infinite Infantry troop from your army that has not yet been selected to shoot this phase.

Effect: Until the end of the phase, all wound rolls made by this troop automatically wound.

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Battle-Manoeuvres

WILL OF A CALCULATOR

Infinite - Stratagem - 1MP

The Calculators of the Auterieum are not entertained by slow menials which cannot make it into battle.

When: Your Manuouvers phase.

Target: One Infinite formation from your army.

Effect: Until the start of the next round, add 3 to the Movement statistic of all troops within the formation.

Restrictions: You can use this only if a Calculator troop from your army is on the warfield.

END IN FIRE

Infinite - Stratagem - 1MP

The Auterieums menials may simply overcharge their internal reactors, throwing themselves into the enemy as a desperate offensive weapon.

When: Your Manuouvers phase.

Target: One Auterieum Battleline formation from your army Below Starting-Strength..

Effect: Every troop in this formation is destroyed. For every enemy troop within 6" of a troop the opponent must roll a D6, on a 1: a mortal wound is dealt to the troop.

MACHINE REBORN

Infinite - Stratagem - 2MP

When destroyed, some menials can simply recover, despite their grievous wounds.

When: Your opponents Shooting or Brawl phase.

Target: One Auterieum formation from your army that has been selected to be the target of an attack, and is Below Starting-Strength.

Effect: D3 wounds (or troops) from the formation are immediately reanimated as if the Mechanical Continuance ability had occurred.

Restrictions: You cannot use this Battle-Manoeuvre on a formation which consists of one troop.

Autereium's - Sekte Infinites

Lexicon

Infinite Locas

1 Troop - 100 pts

Mecherrum Fabricam

1 Troop - 160 pts

Singularity Weaver, Hellear

1 Troop - 100 pts

Isen Molten Devastator

1 Troop - 125 pts

Divine Arithmetician

1 Troop - 80 pts

Empyrcient Servant

1 Troop - 90 pts

Menial Troupe

10 Troops - 120 pts

20 Troops - 240 pts

Skirmisher Troupe

5 Troops - 95 pts

10 Troops - 190 pts

Choir Menials

3 Troops - 45 pts

Neutron Malefactors

5 Troops - 65 pts

10 Troops - 130 pts

Neutron Terminators

5 Troops - 175 pts

10 Troops - 350 pts

Eminent Devastators

1 Troop - 45 pts

2 Troops - 90 pts

3 Troops - 135 pts

Mechanical Recalculator

1 Troop - 95 pts

Void Strider

1 Troop - 45 pts

2 Troops - 90 pts

3 Troops - 135 pts

Annihilation Devastator

1 Troop - 115 pts

Ruination Devastator

1 Troop - 150 pts

Harbinger Crucible

1 Troop - 225 pts

Tesseract Engine

1 Troop - 485 pts

Sarcophagus Crucible

1 Troop - 150 pts

Neutronicam Annihilator

1 Troop - 220 pts

Auterieum's - Sekte Infinites

Lexicon

The following knowledge is obtained via explorations of Rassan, Skolurgist and Kolkatan discoveries, and therefore is subject to scrutiny. Conflicting knowledge will be mentioned.

NEUTRON & VOIDWORLDS

At the very heart of the remnants of the Auterieum lie their Void & Neutron worlds. Acting as forges, central intelligences and power sources all in one.

Voidworlds are believed to be Megastructures constructed around the event horizon of Stellar-Mass Black Holes (*Although its believed by Kolkatan text that they can range to Supermassive in size*). These structures are built like a dyson-sphere shell and are used multi-purpose to produce energy, resources which then feed massive forges and computational centres on these worlds.

As told by Hellear in discussion with Maven Ostkarn during the 'Prevarication of Jian'Ha'.

NeutronWorlds are a design specifically implemented by him as an advancement of Auterieum technologies in order to make better use of their powerful magnetic fields for a fraction of the resources when compared to a VoidWorld. It is commonly believed therefore that the Auterieum do not have access to either the knowledge or resources in order to construct additional VoidWorlds and that those which are known to exist are relics from before the 'Enlightenment' which Hellear and the Infinite Locas simply maintain in cooperation with remnants of the Mecherrum.

CALCULATORS

The Auterieum is made of machines incapable of thinking for themselves. Instead a strict hierarchy of direction is enforced with each caste gaining more intelligence and freedom, ultimately culminating in the Calculators.

The Calculator caste of the Auterieum is difficult to describe in many scholars' eyes. 'A scientific caste reached via spiritual enlightenment' is the attempt of Rassan scholars to describe such. Nonetheless the Auterieum is led by such, and only two fully intelligent named individuals are known to exist as of 20305 P.R.E. The Singularity Weaver, Hellear self proclaimed overseer of the Sekte Neutronicam (*Believed to be a once independent Sekte of the Auterieum which has since merged with the Sekte Infinite since the 'Enlightenment'*); and Infinite Locas, the leader of the modern Auterieum from current knowledge (*Although records upon the Mecherrum appears to make the Infinite out as one of many Auterieums leading factions*).

Despite the existence of two fully independent and intelligent Calculators, cooperation between the two is apparent with a seeming hierarchy being formed by the two as seen by their interactions on the warfield, with Hellear directing strategic actions and Infinite directing tactical actions.

Below the two 'Grand Calculators' are the mainline calculators which although intelligent generally lack in personality, Arithmeticians and Servants are the most commonly seen variants, although their actions posit them not as direct vassals of the Singularity Weaver of Infinite, instead they take a far more spiritual approach to matters, on occasion making use of Wreathes of Horrors in order to achieve goals. Although rarely seen it's believed most battles not overseen directly by the Grand Calculators are instead directed by large computational arrays known simply as War Assistants, with known examples such as A.R.N 15 & 16, as well as M.A.L 20.

Auterieum's - Sekte Infinites

Armoury Lexicon

The following knowledge is obtained via explorations of Rassan, Skolurgist and Kolkatan discoveries, and therefore is subject to scrutiny. Conflicting knowledge will be mentioned.

MATTERGUN & CASTER

Matterguns & Casters are the standard weapon technology employed by the Auterieum. Firing highly energised particles they are capable of rending armour from flesh and flesh from bone within mere seconds.

Although their construction is completely alien to those which have studied it, Mattercaster technology makes use of highly energised particles similar to those found within Cyclotrons, and Particle Accelerators. These highly energised particles are released in either a concentrated arc beam as in Matterguns which pierce foes easily and seamlessly or fired in a shotgun-esque manner in order to clear larger swarms as seen in the Mattercasters. Skolurgist researchers have become increasingly puzzled by the technology used within these machines as they seem to have few moving parts and no evident power source, seemingly cast from a mould and placed into action in the tens of thousands.

DEVASTATORS

The Auterieum finds itself near obsessively relying on a caste system, even in their methods of war with the ever horrific Devastator line making up a sizable portion of their mobile heavy weapons.

Devastators are heavy weapons platforms encountered in various forms on the battlefield, often filling different roles depending on their configuration. More intelligent and independent than the Menial or Troupe castes of the Auterieum, Devastators lack meaningful strategic awareness but are formidable in combat.

The Eminent Devastator is a common light gun platform, seemingly based on Void Trooper designs, with a tripedal lower half supporting a Cyclotronic Beam emitter for infantry devastation or a Neutrino Accelerator Cannon for piercing through armor. Despite its size and limited durability, it remains a dangerous presence.

The Annihilation Devastator is the most infamous, standing 15 feet tall on its tripod legs and armed with

a mortar that fires antiparticle bolts. Upon impact, these bolts trigger near-nuclear explosions by converting matter into light. These machines are powerful but unreliable, likely due to their age, as documented by Hinode researchers.

Less commonly employed is the Ruination Devastator, a heavily armoured platform designed for close combat. Its main weapon is an Anti-Magnetic Cannon that disrupts the Strong Nuclear Force, tearing atoms apart in a short-range cone or beam.

A unique variant, the Molten Devastator—known as Isen—commands attention due to its near-calculator level intelligence and singular design. This massive tripod-spider hybrid wields a Void Terminator at its peak and a Neutronicam reactor upon its back, allowing it to unleash devastating firepower. Isen is infamous for engaging in crude yet intelligent conversations during battle, once confronting Maven Kaeda in combat.

Believed to be the creation of the enigmatic Singularity Weaver, Isen's advanced design and Neutron Terminator upper body make it a one-of-a-kind war machine.

INFINITE LOCAS

M

5"

V

5

DE

3+

W

8

HE

4+

BE

1

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Eviscerator Bolt	[ONE-SHOT]	72"	1	3+	16	-5	D6+2
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— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Singularity Scythe	[ANTI-VEHICLE-3+]	MELEE	4	3+	8	-3	2
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— ABILITIES —

CORE: LEADER

FACTION: MECHANICAL CONTINUANCE

Immortal in Machine: Once per battle, when this troop is destroyed, choose one friendly INFANTRY troop on the warfield. That troop is destroyed, and this troop is placed where that troop once stood with *X* wounds remaining (where *X* is the number of wounds the troop had remaining).

Void Dislocation: When this formation makes an Advance or Assault move, instead of rolling instead assume they have rolled their maximum value.

— INVULNERABLE DEFENCE —

4+

INFINITE LOCAS

Infinite Locas wields the Infinites of the Autereium in endless wars against the forces of the greater galaxy. A massive humanoid machine, the Infinite Locas strides the Warfield, levelling his curved blade at foes as he seeks his own maniacal goals.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- **1 INFINITE LOCAS – EPIC CHARACTER**
- **This troop is equipped with:** Eviscerator Bolt; Singularity Scythe.

—LEADER—

- This formation can be attached to the following formations:
- *MENIAL TROUPE*
 - *SKIRMISHER TROUPE*
 - *NEUTRON TERMINATORS*

—GENERAL—

If this troop is in your army, it must be your General.

KEYWORDS: INFANTRY, CHARACTER, CALCULATOR, INFINITE, LOCAS, EPIC CHARACTER

FACTION AUTERIEUM, INFINITE
KEYWORDS:

MECHERRUM FABRICAM

M

3"

V

8

DE

3+

W

14

HE

6+

BE

2

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Void Thurible	24"	D3	4+	12	-2	4
[VOLATILE, DISMEMBERING, PENETRATION 2]						

— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Extempore Annulers	[ANTI-VEHICLE-4+]	MELEE	4	4+	7	-2	2
Tripotage Composers	[EXTRA ATTACKS]	MELEE	D6+3	4+	5	-1	1

— HYMS OF THE VOICE —

- Songs of the Void:** Once per round, When a War Tactic Battle-Maneuverer is used on a friendly formation within 12" of this troop, the cost of that Battle-Maneuverer is reduced by 1MP.
- Compose the Choir:** if this troop has not created a Choir Menial formation, or its Choir Menials are destroyed you may expend 1MP to create a formation of 3 Choir Menials within 6" of this troop.
- Extricate Death (Aura):** All AUTERIEUM formations within 6" of this troop regain 1 wound.

— ABILITIES —

- CORE:** Reinforced Health 5+
- FACTION:** MECHANICAL CONTINUANCE
- Chorus of the Mecherrum (Aura):** While an AUTERIEUM VEHICLE is within 12" all ranged weapons on that troop have 1 added to their Swiftness statistic.
- Visage of Death:** At the start of the round, all enemy INFANTRY formations within 6" of this troop must make a Battle-Fatigue test.
- Hymns of the Void:** At the start of the round, select one of the abilities from the Hymns of the Void section [see left]. Until the start of the next round, this troop has this ability.

— INVULNERABLE DEFENCE —

4+

KEYWORDS: VEHICLE, CHARACTER, CALCULATOR, FABRICAM, EPIC-CHARACTER

FACTION AUTERIEUM, MECHERRUM
KEYWORDS:

MECHERRUM FABRICAM

The Mecherrum Fabricam, one of the revered Metrical Lords of the Kirchlich Mecherrum, is a towering machine equipped with numerous arms. Some of these limbs are dedicated to assembling machines in the midst of battle, while others wield a colossal axe adorned with a Censer that emits powerful beams of energy. Its mere presence is enough to instill terror in its enemies. The Fabricam's imposing spherical head is covered in hundreds of skulls, each marked with sacred symbols and lit by flickering candles, serving as a grim reminder of its relentless, mechanized faith and destructive power.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- **1 MECHERRUM FABRICAM**
- **This troop is equipped with:** Void Thurable; Extempore Annulers; Tripotage Composers.

—GENERAL—

If this troop is in your army, it must be your General.

KEYWORDS: VEHICLE, CHARACTER, CALCULATOR, FABRICAM, EPIC-CHARACTER

FACTION AUTERIEUM, MECHERRUM
KEYWORDS:

SINGULARITY WEAVER, HELLEAR

M

7"

V

8

DE

4+

W

8

HE

6+

BE

2

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Neutronicam Sceptre		36"	3	4+	8	-3	3
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Neutronicam Sceptre		MELEE	1	4+	6	-1	1

— ABILITIES —

CORE: LEADER

FACTION: MECHANICAL CONTINUANCE

Neutronic Horizon Shields: While this troop is leading a formation, all troops in that formation have the Reinforced Health 5+. If that formation has the NEUTRONICAM keyword, troops in that formation have the Reinforced Health 4+ ability instead.

Neutronicam Energy Manipulation Field (Aura): When a friendly INFANTRY formation is within 6" of this troop, all weapons equipped by troops in that formation have the DEVASTATING ability.

— INVULNERABLE DEFENCE —

4+

KEYWORDS: INFANTRY, CHARACTER, CALCULATOR, WEAVER, HELLEAR

FACTIONAUTERIEUM, INFINITE

KEYWORDS:

SINGULARITY WEAVER, HELLEAR

The Singularity Weaver, a Grand-Calculator of the Auterieum's Sekte Infinite, is a highly intelligent machine with unparalleled mastery over his subordinates. His manipulative abilities allow him to direct the efforts of those under his command with ease. Standing tall and wielding a sceptre crowned by a miniature star, the Weaver is not only a brilliant strategist but also capable of defending himself on the battlefield. His presence represents both intellectual dominance and raw, star-powered might, making him a formidable leader within the Auterieum's mechanized hierarchy.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- 1 SINGULARITY WEAVER, HELLEAR
- This troop is equipped with: Neutronicam Sceptre.

—LEADER—

- This formation can be attached to the following formations:
- *MENIAL TROUPE*
 - *SKIRMISHER TROUPE*
 - *NEUTRON MALEFACTORS*
 - *NEUTRON TERMINATORS*

KEYWORDS: INFANTRY, CHARACTER, CALCULATOR, WEAVER, HELLEAR

FACTION AUTERIEUM
KEYWORDS:

ISEN, MOLTEN DEVASTATOR

M

8"

V

12

DE

4+

W

14

HE

7+

BE

8

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Molten Mortar	[VOLATILE, HEAVY 2, DISMEMBERING]	48"	D6+1	5+	14	-3	3
Molten Repeaters	[TWIN- WEAPON, RAPID FIRE 4, DEVASTATING]	36"	4	4+	5	-0	1

— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Devastator Blades		MELEE	3	5+	10	-1	2

KEYWORDS: VEHICLE, WALKER, CHARACTER, DEVASTATOR, ISEN

— ABILITIES —

CORE: DEADLY DEMISE D3+2

FACTION: MECHANICAL CONTINUANCE

Hatred Reactor: When this troop makes an attack and is below Starting Strength, you may reroll Hit and Wound rolls of 1.

Arm of the Devastator (Aura): Each time an attack is allocated to a formation within 6" of this troop, subtract 1 from that attack's Damage statistic (To a minimum of 1).

— INVULNERABLE DEFENCE —

4+

FACTION AUTERIEUM
KEYWORDS:

INFINITE LOCAS

Isen, a colossal and lumbering Devastator, is one of the most unique machines within the Auterieum. As the only known singular Devastator of its kind, it commands the battlefield with intelligence akin to that of a Grand Calculator. Often leading Auterieum troops in siege warfare, Isen directs assaults with brutal efficiency, functioning as both a strategic commander and an immense weapons platform. Its towering form and devastating armament make it a fearsome presence, guiding its forces with a blend of raw power and terrifying haste.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- **1 ISEN, MOLTEN DEVASTATOR**
- **This troop is equipped with:** Molten Mortar; Molten Repeaters; Devastator Blades.

KEYWORDS: VEHICLE, WALKER, CHARACTER, DEVASTATOR, ISEN

FACTION AUTERIEUM
KEYWORDS:

DIVINE ARITHMETICIAN

M

5"

V

5

DE

5+

W

4

HE

6+

BE

1

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Wreathe Sceptre – barrage	[WREATHE, EMISSION, DEVASTATING]	18"	D6	4+	4	-0	1
Wreathe Sceptre – tempest	[WREATHE, EMISSION, DEVASTATING, HAZARD]	18"	D6	4+	6	-1	2

— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Wreathe Sceptre	MELEE	3	4+	6	-2	2
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— WREATHE ACTIONS —

- 1 – **Influence Calculation:** Choose one friendly formation within 12" of this formation. That formation may reroll Hit and Wound rolls of 1 until the end of the round.
- 2 – **Divine Shielding:** All troops within the Divine Arithmetician's formation gains the Reinforced Health 4+ ability until the end of the round.
- 3 – **Wreathe Rupture:** Choose one enemy formation within 24". Roll a D6 per troop in the target formation. For each 5+ 1 Mortal Wound is dealt to the enemy formation.

— ABILITIES —

CORE: LEADER

FACTION: MECHANICAL CONTINUANCE

Arithmetic Wreathe Horrors: While this troop is leading a formation, all troops in that formation have 5+ Invulnerable Saves.

KEYWORDS: INFANTRY, CHARACTER, KIRKMAN, CALCULATOR, DIVINE ARITHMETICIAN

FACTION AUTERIEUM
KEYWORDS:

DIVINE ARITHMETICIAN

Arithmeticians possess the unique ability to wield the Wreathe as both a weapon and a tool of support. As expert scions of the Sekte Mecherrum, they are trained and imbued with innate knowledge on how to use the Wreathe as a tool of divine wonder.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- **1 DIVINE ARITHMETICIAN**
- **This troop is equipped with:** Wreathe Sceptre.

—LEADER—

This formation can be attached to the following formations:

- **MENIAL TROUPE**
- **SKIRMISHER TROUPE**
- **NEUTRON MALEFACTORS**
- **NEUTRON TERMINATORS**

You can attach this troop to one of the above formations even if one Hellear has already been attached to it. If you do so, and the Escort formation is destroyed, the two Leaders become separate.

KEYWORDS: INFANTRY, CHARACTER, KIRKMAN, CALCULATOR, DIVINE ARITHMETICIAN

FACTION AUTERIEUM
KEYWORDS:

EMPYRCIENT SERVANT

M

5"

V

5

DE

5+

W

4

HE

6+

BE

1

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

—

Empyrcient Staff – unfocused	[WREATHE, IGNORES COVER]	24"	2D6	4+	5	-0	1
Empyrcient Staff – focused	[WREATHE, DEVASTATING, ANTI-VEHICLE-2+]	12"	D6	4+	7	-1	2

— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

—

Empyrcient Staff	MELEE	4	4+	6	-2	2
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— WREATHE ACTIONS —

- 1 – **Baleful Shots:** Choose one friendly formation within 6" of this formation. Weapons equipped by that formation have the SUSTAINED HITS 1 ability until the end of the round.
- 2 – **Foresight:** You may use the Reorder Roll for 0MP once this round on a formation within 12" of this troop. Even if it is not a preprepared Battle Manoeuvre.
- 3 – **Horizons Shield:** The Empyrcient Servants formation gains 4+ Invulnerable Defence until the end of the round.

— ABILITIES —

CORE: LEADER

FACTION: MECHANICAL CONTINUANCE

Empyrcient Cloak (Aura, Wreathe): While a friendly AUTERIEUM formation is within 6" of this troop, troops in that formation have the Stealth ability.

KEYWORDS: INFANTRY, CHARACTER, KIRKMAN, CALCULATOR, EMPYRCIENT SERVANT

FACTION AUTERIEUM
KEYWORDS:

EMPYRCIENT SERVANT

A great calculator of the ancient Autereium met its end as its millions of miles of wafer-thin circuits began to degrade. In its final act, it created these emissaries—extremely intelligent machines designed to harness the power of Empyrcient from the Wreathe. These servants use this energy to enhance those around them or even bring them back from beyond death.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- 1 EMPYRCIENT SERVANT
- This troop is equipped with: Empyrcient Staff.

—LEADER—

This formation can be attached to the following formations:

- *MENIAL TROUPE*
- *SKIRMISHER TROUPE*
- *NEUTRON MALEFACTORS*
- *NEUTRON TERMINATORS*

KEYWORDS: INFANTRY, CHARACTER, KIRKMAN, CALCULATOR, EMPYRCIENT SERVANT

FACTION AUTERIEUM
KEYWORDS:

MENIAL TROUPE

MENIAL

M

5"

V

4

DE

5+

W

1

HE

7+

BE

2

M

5"

V

4

DE

4+

W

1

HE

6+

BE

2

VOID COMMISSAR

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Mattergun	[DESTRUCTIVE, RAPID FIRE 1]	24"	1	5+	3	-0	1
Mattercaster	[DESTRUCTIVE]	12"	2	5+	5	-1	1

— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Built-In-Blades	MELEE	1	5+	3	-0	1
Void Blade	MELEE	2	4+	5	-1	1

— ABILITIES —

FACTION: MECHANICAL CONTINUANCE

Legions of Steel: Each time this formations Mechanical Continuance activates, the formation will reanimate D3 troops instead of just 1.

— INVULNERABLE DEFENCE —

4+

FACTION AUTERIEUM
KEYWORDS:

KEYWORDS: INFANTRY, BATTLELINE, MENIAL TROUPE

MENIAL TROUPE

Menial Troupes attack in almost endless droves. Individually they are but mindless machines, relentlessly charging into the enemies, led by slightly more technologically advanced Commissars which have enough sense to direct attacks.

— GEAR OPTIONS —

- Every 5 Menials may replace their Mattergun with 1 Matter Caster.
- Any number of Void Commissars may replace their Mattergun with 1 Matter Caster.

—FORMATION COMPOSITION—

- One of the following:
- 8 Menials & 2 Void Commissars
- Or
- 18 Menials & 2 Void Commissars
- Every Menial is equipped with: Mattergun; Built-In-Blade.
- Every Void Commissar is equipped with: Mattergun; Void Blade.

KEYWORDS: INFANTRY, BATTLELINE, MENIAL TROUPE

FACTION AUTERIEUM
KEYWORDS:

SKIRMISHER TROUPE

M

5"

V

5

DE

4+

W

2

HE

7+

BE

2

— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Hyper Scythe	MELEE	2	4+	8	-3	2
Void Blade	MELEE	2	4+	5	-1	1

— ABILITIES —

FACTION: MECHANICAL CONTINUANCE

Matter Negation Field: While a CHARACTER troop is leading this formation, each time an attack targets this formation, subtract 1 from the Wound roll.

— GEAR ABILITIES —

Horizon Shields: The bearer has 5+ Invulnerable Defense.

KEYWORDS: INFANTRY, BATTLELINE, SKIRMISHER TROUPE

FACTION AUTERIEUM
KEYWORDS:

MENIAL TROUPE

Menials programmed with extreme loyalty, and clad in shells as resilient as they are beautiful, Skirmishers act as the ultimate bodyguards or close quarters warriors. Whether they reap their foes with their humming Hyper Scythes, or shield their Calculator with an Ion Shield, Skirmishers are nigh unstoppable.

— GEAR OPTIONS —

- Every troop in this formation may replace their Hyper Scythe with 1 Void Blade and 1 Horizon Shield.

—FORMATION COMPOSITION—

- One of the following:
- 5 Skirmishers
- Or
- 10 Skirmishers
- Every Skirmisher is equipped with: Hyper Scythe.

KEYWORDS: INFANTRY, BATTLELINE, SKIRMISHER TROUPE

FACTION AUTERIEUM
KEYWORDS:

CHOIR MENIALS

M

5"

V

3

DE

4+

W

2

HE

8+

BE

1

—

RANGED WEAPONS

—

RANGE

SW

RS

S

AP

D

Choir Screecher	8"	4	4+	3	-0	1
-----------------	----	---	----	---	----	---

—

MELEE WEAPONS

—

RANGE

SW

MS

S

AP

D

Choir Blades	MELEE	4	5+	6	-1	1
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—

ABILITIES

—

FACTION: MECHANICAL CONTINUANCE

Carols of the Abyss: When this formation is within 6" of another CHOIR MENIAL formation, all weapons have 2 added to their Swiftiness statistic.

Return to the Abyss: When this formation is destroyed, roll a D6: on a 4+ you gain 1MP.

KEYWORDS: INFANTRY, MECHERRUM, CHOIR MENIAL

FACTION AUTERIEUM, MECHERRUM
KEYWORDS:

CHOIR MENIALS

Choir Menials serve as the expendable vanguard of the Kirchlich Mecherrum. Encased in frail shells with limited strength, these weak-bodied machines are deployed en masse to the front lines, not for their combat prowess, but to shield and pave the way for the more powerful Metrical Lords. Their primary purpose is to act as sacrificial pawns, buying time and space for their masters to advance and strike with devastating force.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- One of the following:
- 3 CHOIR MENIALS
- Every troop is equipped with: Choir Screecher; Choir Blades.

KEYWORDS: INFANTRY, MECHERRUM, CHOIR MENIAL

FACTION AUTERIEUM, MECHERRUM
KEYWORDS:

NEUTRON MALEFACTORS

M

5"

V

5

DE

4+

W

1

HE

7+

BE

1

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Neutrino Disrupter	[HEAVY 1, PRECISION]	36"	1	4+	5	-2	2
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— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Built-In-Blades	MELEE	1	5+	3	-0	1
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KEYWORDS: INFANTRY, NEUTRONICAM, NEUTRON MALEFACTORS

— ABILITIES —

CORE: RESERVE TROOP

FACTION: MECHANICAL CONTINUANCE

Positronic Reaction Protocol: Once per round, in the Reinforcements step of your opponent's Move phase, when an enemy formation is set up on the Warfield from Reserves within 24" of and visible to this formation, this formation can shoot as if it were your Shooting phase but must only target that enemy formation when doing so and can only do so if that enemy formation is an eligible target.

FACTION AUTERIEUM, INFINITE
KEYWORDS:

NEUTRON MALEFACTORS

No target can evade the Neutron Malefactors. Forged in the Neutrino-MegaForge of Medius, these machines of war are Infinites greatest marksmen. Their unique rifles fire a beam of Anti-Neutrons which not just harm the target but also tear them apart atom by atom.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

One of the following:

- 5 Neutron Malefactors

Or

- 10 Neutron Malefactors

Every Neutron Malefactor is equipped with: Neutrino Disrupter; Built-In-Blades.

KEYWORDS: INFANTRY, NEUTRONICAM, NEUTRON MALEFACTORS

FACTION AUTERIEUM, INFINITE
KEYWORDS:

NEUTRON TERMINATORS

M

5"

V

5

DE

4+

W

1

HE

7+

BE

1

— RANGED WEAPONS —

	RANGE	SW	RS	S	AP	D
--	-------	----	----	---	----	---

Neutrino Assault Flayer	[HEAVY 1, DEVASTATING]	24"	6	4+	6	-1	1
Neutrino Bombard	[HEAVY 1, ANTI-VEHICLE-3+]	24"	2	4+	7	-2	3
Atomic Flayer Missiles - Swarm	[VOLATILE]	36"	2D6	4+	4	-0	1
Atomic Flayer Missiles - Devastator		36"	3	4+	9	-2	3

— MELEE WEAPONS —

	RANGE	SW	MS	S	AP	D
--	-------	----	----	---	----	---

Built-In-Blades	MELEE	1	5+	3	-0	1
Neutron Assault Flayer	MELEE	2	5+	5	-1	1

KEYWORDS: INFANTRY, NEUTRONICAM, NEUTRON TERMINATORS

— ABILITIES —

CORE: REINFORCED HEALTH 5+

FACTION: MECHANICAL CONTINUANCE

Fortification Protocol: If you control an Objective marker at the end of your Manoeuvres phase and this formation is within range of that objective marker, that objective marker remains under your control, even if you have no troops within range of it, until your opponent controls it at the start of or end of any phase.

FACTION AUTERIEUM, INFINITE
KEYWORDS:

NEUTRON TERMINATORS

Neutron Terminators are a machine elected into production by the Singularity Weaver. Heavy storm infantry, they are equipped with durable outer hulls and powerful Neutronic reactors allowing them to easily shrug off most attacks.

— GEAR OPTIONS —

- *For every 2 troops in this formation, one may replace their Neutrino Assault Flayer with 1 Neutrino Bombard*
- *The Void Terminator may equip 1 Atomic Flayer Missiles.*

—FORMATION COMPOSITION—

- One of the following:
- 1 Void Terminator
 - 4-9 Neutron Terminators
- Every troop is equipped with: Neutrino Assault Flayer; Built-In-Blade.

KEYWORDS: INFANTRY, NEUTRONICAM, NEUTRON TERMINATORS

FACTION AUTERIEUM, INFINITE
KEYWORDS:

EMINENT DEVASTATOR

M

7"

V

6

DE

3+

W

4

HE

7+

BE

2

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Neutrino Accelerator Cannon	[HEAVY 1, DEVASTATING]	48"	1	4+	14	-4	6
Cyclotronic Neutronium Beam	[HEAVY, RAPID FIRE 6, SUSTAINED FIRE 1]	36"	6	4+	6	-1	1

— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Tripod Blades		MELEE	3	5+	6	-1	1

KEYWORDS: MOUNTED, WALKER, DEVASTATOR, EMINENT

— ABILITIES —

FACTION: MECHANICAL CONTINUANCE

Optimised for Devastation: Each time a troop in this formation makes an attack with a Cyclotronic Neutronium Beam against an Infantry formation, re-roll a Wound roll of 1. Each time a troop in this formation makes an attack with a Neutrino Accelerator Cannon against a Monstrous or Vehicle formation, re-roll a Wound roll of 1.

FACTION AUTERIEUM
KEYWORDS:

EMINENT DEVASTATOR

The Eminent Devastators represent the apex of the light Devastator line of Warengines. Sporting humanoid bodies tethered to Negative Gravity harnesses, they wield massive Neutrino weapons mounted on their upper bodies, tailored for either infantry or vehicle annihilation, depending on their designated role.

— GEAR OPTIONS —

- Any number of troops in this formation may replace their Neutrino Accelerator Cannon with 1 Cyclotronic Neutronium Beam.

—FORMATION COMPOSITION—

- One of the following:**
- **1-3 EMINENT DEVASTATORS**
- Every troop is equipped with:** Neutrino Accelerator Cannon; Built-In-Blade.

KEYWORDS: MOUNTED, WALKER, DEVASTATOR, EMINENT

FACTION AUTERIEUM
KEYWORDS:

MECHANICAL RECALCULATOR

M

7"

V

6

DE

4+

W

6

HE

7+

BE

3

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Ion Disrupter	12"	3	4+	6	-2	1
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— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Tripod Blades	MELEE	3	5+	6	-1	1
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— ABILITIES —

CORE: REINFORCED HEALTH 4+

FACTION: MECHANICAL CONTINUANCE

Recalculation Matrix (Aura): While a friendly Infinite formation is within 12" of this troop, each time that formation's Mechanical Continuance activates, that formation reanimates an additional D3 wounds or 1 troop (if the formation has a starting strength above 1). This ability cannot function on other Mechanical Recalculators, or stack on other formations. Additionally, this formation is not affected by this ability.

KEYWORDS: VEHICLE, WALKER, MECHANICAL RECALCULATOR

FACTION AUTERIEUM
KEYWORDS:

MECHANICAL RECALCULATOR

Mechanical Recalculators prowl through Autereium lines, meticulously repairing them to perfection. Enemies of the Recalculator are instead torn atom by atom with their Ion Disrupters.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- **1 MECHANICAL RECALCULATOR**
Every troop is equipped with: Ion Disrupter; Tripod Blades.

KEYWORDS: VEHICLE, WALKER, MECHANICAL RECALCULATOR

FACTION AUTERIEUM
KEYWORDS:

VOID STRIDER

M

9"

V

6

DE

4+

W

3

HE

7+

BE

2

—

RANGED WEAPONS

—

RANGE

SW

RS

S

AP

D

Ion Caster	IGNORES COVER, DISMEMBERING	12"	6	4+	5	-1	1
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—

MELEE WEAPONS

—

RANGE

SW

MS

S

AP

D

VoidBlade Limbs	TWIN-WEAPON	MELEE	4	4+	6	-2	2
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KEYWORDS: VEHICLE, MONSTEROUS, VOID STRIDER

—

ABILITIES

—

CORE: STEALTH

FACTION: MECHANICAL CONTINUANCE

Void Stride: During your manoeuvres phase you may choose to remove these troops from the Warfield and into Reserves. From Reserves they must redeployed into the Warfield during the Reinforcements step of the Move phase. When deploying in this way they may deploy anywhere within 12" of the edge of the board, even if there are enemy formations within range.

FACTION AUTERIEUM, MECHERRUM
KEYWORDS:

VOID STRIDER

Serving as the mechanical assassins for the Metrical Lords, they utilize a unique form of Wreathe warping allowing for extremely short distance, in atmosphere jumps from one place to another, although this method is only short ranged.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- One of the following:
- 1-3 VOID STRIDERS
- Every troop is equipped with: Ion Caster; VoidBlade Limbs.

KEYWORDS: VEHICLE, MONSTEROUS, VOID STRIDER

FACTION AUTERIEUM, MECHERRUM
KEYWORDS:

ANNIHILATION DEVASTATOR

M

9"

V

8

DE

4+

W

9

HE

7+

BE

4

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Twin Matter Cannon	[TWIN-WEAPON]	24"	4	4+	5	-2	2
Annihilation Mortar	[SUSTAINED FIRE 2, VOLATILE, ANNIHILATION]	36"	D6+2	4+	8	-2	2

— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Tripod Blades		MELEE	3	5+	6	-1	1

KEYWORDS: VEHICLE, WALKER, TOWERING, DEVASTATOR, ANNIHILATION

— ABILITIES —

CORE: DEADLY DEMISE 1

FACTION: MECHANICAL CONTINUANCE

Towering Eye: The ONSLAUGHT OVERWATCH battle-manoeuvre can be used on this formation, even if used during this round previously.

Dismembering Overcharge: If this troop has Remained Stationary this round, its Annihilation Mortar gains the DISMEMBERING ability until the end of the round.

FACTION AUTERIEUM
KEYWORDS:

ANNIHILATION DEVASTATOR

The Annihilation Devastator stands as a formidable walker, designed with a haunting resemblance to the enigmatic Recalculators. Serving as a crucial asset on the Warfield, these imposing machines offer mobile fire support to the legions they accompany. Their primary function involves unleashing barrages of volatile Wolfram shots, albeit with a degree of imprecision, making them more akin to devastating artillery platforms.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- **1 ANNIHILATION DEVASTATOR**
Every troop is equipped with: Twin Matter Cannon, Annihilation Mortar, Tripod Blades.

KEYWORDS: VEHICLE, WALKER, TOWERING, DEVASTATOR, ANNIHILATION

FACTION AUTERIEUM
KEYWORDS:

RUINATION DEVASTATOR

M

9"

V

10

DE

3+

W

12

HE

7+

BE

4

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Torment Repeaters	[TWIN-WEAPON, SIDEARM, DEVASTATING]	18"	4	4+	5	-1	1
▶ Magnetar - Caster	[IGNORES COVER]	18"	2D6	N/A	4	-0	1
▶ Magnetar - Ray	[INFERNO 4, PRECISION]	36"	2	4+	10	-2	D6

— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Tripod Blades		MELEE	3	5+	6	-1	1
Ruination Blade		MELEE	6	3+	7	-1	3

— ABILITIES —

- CORE: DEADLY DEMISE D3
- FACTION: MECHANICAL CONTINUANCE
- Machine Hulk: All attacks made against this troop have their AP statistic reduced by 1.

KEYWORDS: VEHICLE, WALKER, DEVASTATOR, RUINATION

FACTION AUTERIEUM
KEYWORDS:

RUINATION DEVASTATOR

The Ruination Devastators represent the pinnacle of heavy storm troop deployment within the Auterieum ranks, tasked solely with delivering overwhelming firepower on the battlefield. Engineered for close-range destruction, this formidable Warengine boasts an array of six smaller weapons complementing its devastating Magnetar beam. Together, these armaments ensure the Ruination Devastators are unmatched in their capacity to annihilate targets with unparalleled ferocity.

— GEAR OPTIONS —

- *This troop may replace 1-2 Torment Hollowers with 1-2 Ruination Blade.*

—FORMATION COMPOSITION—

- **1 RUINATION DEVASTATOR**
Every troop is equipped with: 2 Torment Repeaters, Magnetar, Tripod Blades.

KEYWORDS: VEHICLE, WALKER, DEVASTATOR, RUINATION

FACTION AUTERIEUM
KEYWORDS:

HARBINGER CRUCIBLE

M

6"

V

9

DE

4+

W

14

HE

7+

BE

5

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Neutronicam Obliterator – Beam	[VOLATILE, HEAVY 1, DEVASTATING]	48"	D6+1	4+	14	-4	4
Neutronicam Obliterator – Barrage	[VOLATILE, HEAVY 1, INDIRECT]	96"	2D6	4+	7	-2	2
Neutronicam Obliterator – Heat Wave	[IGNORES COVER, DISMEMBERING]	24"	D6+6	N/A	6	-1	1
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Mass Ram		MELEE	2	5+	8	-1	2

— ABILITIES —

CORE: DEADLY DEMISE D6

FACTION: MECHANICAL CONTINUANCE

Concentrated Neutrino Prisms: If this troop during the Shooting phase attacks the same target formation it attacked during the previous Shooting phase using the same ranged attack, add 2 to the Damage statistic of that attack.

— DAMAGED: 1-7 —

While this troop has 1-7 wounds remaining, each time a troop makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, HARBINGER CRUCIBLE

FACTION AUTERIEUM
KEYWORDS:

HARBINGER CRUCIBLE

Harbinger Crucibles are exquisite creations, serving as the personal escorts of the Singularity Weaver. These slow-crawling machines are equipped with Neutrino-Fusion cores capable of outputting extreme energy that increases over extended firing periods. Despite the immense power of their Neutronicam Obliterators, their cores are vulnerable to damage, posing a significant danger to anyone nearby.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- **1 HARBINGER CRUCIBLE**
Every troop is equipped with: Neutronicam Obliterator; Mass Ram.

KEYWORDS: VEHICLE, WALKER, HARBINGER CRUCIBLE

FACTION AUTERIEUM
KEYWORDS:

TESSERACT ENGINE

M

12"

V

12

DE

4+

W

20

HE

7+

BE

10

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

Gravitic Enthraller - Swathe [VOLATILE, SUSTAINED FIRE 1]	24"	D6+4	N/A	7	-0	1
Gravitic Enthraller - Focused [SUSTAINED FIRE 1]	24"	3	4+	14	-2	4
Neutron Excavation Beam [SUSTAINED FIRE D3]	48"	D3	4+	24	-6	D6+4

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

Self-Defence Grid [EXTRA-ATTACKS]	MELEE	3	4+	5	-0	1
Neutron Combs - Sweep	MELEE	12	4+	6	-1	2
Neutron Combs - Strike	MELEE	3	4+	14	-4	6

ABILITIES

CORE: DEADLY DEMISE D6+4; REINFORCED HEALTH 5+

FACTION: MECHANICAL CONTINUANCE

Divine Neutrino Engine (Aura): Every friendly formation within 12" of this troop gain the Reinforced Health 5+ ability [Excluding itself].

Gravitic Shift: At the beginning of your Brawl phase, you may select one enemy formation within 12", that formation is moved 2D6" towards this troop in a straight line.

Volatile Construction: When this troop is destroyed and its Deadly Demise ability activates, it has a 12" range of effect and triggers on rolls of 1 or 2.

INVULNERABLE DEFENCE

4+

KEYWORDS: VEHICLE, TITANIC, FLY, TOWERING, TESSERACT ENGINE

FACTION AUTERIEUM
KEYWORDS:

TESSERACT ENGINE

The Autereium Tesseract Engine is a floating monolith containing a micro-stellar containment field capable of compressing local space. When an enemy approaches within the territory of a Tesseract Engine it generates a series of micro-black holes or a beam of dark energy which both quickly and gruesomely end the foe.

— GEAR OPTIONS —

- *The Tesseract Engine may replace its Gravitic Enthraller with 1 Neutron Combs.*

—FORMATION COMPOSITION—

- **1 TESSERACT ENGINE**
Every troop is equipped with: Gravitic Enthraller; Neutron Excavation Beam; Self-Defense Grid.

KEYWORDS: VEHICLE, TITANIC, FLY, TOWERING, TESSERACT ENGINE

FACTION AUTERIEUM
KEYWORDS:

SARCOPHAGUS CRUCIBLE

M

12"

V

8

DE

4+

W

12

HE

7+

BE

0

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Pendulum Cannon	[RAPID FIRE 3]	36"	3	4+	6	-2	2
Twin Matter Cannon	[TWIN-WEAPON]	24"	4	4+	5	-2	2
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Mass Ram		MELEE	2	5+	8	-1	2

— ABILITIES —

CORE: DEADLY DEMISE 3

FACTION: MECHANICAL CONTINUANCE

Emptied Bodies: When this troop is destroyed, all embarked troops are not subject to Emergency Disembarkation tests.

Recycling Imperative: When a friendly INFANTRY troop is destroyed within 6" of this troop roll a D6 on a 5+ the troop is immediately placed back on the battlefield with 1 Wound.

SARCOPHAGUS CRUCIBLE

Sarcophagus Crucibles serve as the primary mode of troop transport into the battlefield. Produced en masse on Void Worlds, these machines house empty infantry bodies, uploading intelligence to them as needed. This approach conserves both power and bandwidth on the battlefield. Additionally, Sarcophagus Crucibles function as mobile repair and recycling centres.

— GEAR OPTIONS —

- You may replace this troops Pendulum Cannon with 1 Twin Matter Cannon and 1 Horizon Shield..

—FORMATION COMPOSITION—

- **1 SARCOPHAGUS CRUCIBLE**
Every troop is equipped with: Pendulum Cannon; Mass Ram.

—TRANSPORT—

This troop has a capacity of 12 AUTERIEUM troops.

—GEAR ABILITIES—

Horizon Shield: The bearer has 5+ Invulnerable Defence.

KEYWORDS: VEHICLE, TRANSPORT, FLY, SARCOPHAGUS CRUCIBLE

FACTION AUTERIEUM
KEYWORDS:

NEUTRONICAM ANNIHILATOR

M

20+”

V

10

DE

4+

W

14

HE

7+

BE

0

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Neutrino Annihilation Ray	[ANNIHILATION] [SUSTAINED FIRE 2]	36”	4	4+	14	-2	D6+1
Twin Matter Cannon	[TWIN-WEAPON]	24”	4	4+	5	-2	2
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Mass Ram		MELEE	2	5+	8	-1	2

— ABILITIES —

- CORE: DEADLY DEMISE 3
- FACTION: MECHANICAL CONTINUANCE
- Morale Deconstruction: Each time this troop targets an enemy Infantry formation with its Neutrino Annihilation Ray, you must roll a D6: on a 3+, that formation is forced to immediately take a Battle-Fatigue test.

— DAMAGED: 1-5 —

While this troop has 1-4 Wounds remaining, each time this troop makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, NEUTRONICAM ANNIHILATOR

FACTION AUTERIEUM, INFINITE
KEYWORDS:

NEUTRONICAM ANNIHILATOR

Neutronicam Annihilators are weapons of pure terror. Their repulsor engines emit a horrifying screech as they cross the battlefield, generating intense beams of energy that strip foes of flesh, bone, and soul. These fearsome machines are dreaded, despite their relative rarity.

— GEAR OPTIONS —

- *None.*

—FORMATION COMPOSITION—

- **1 NEUTRONICAM ANNIHILATOR**
Every troop is equipped with: Neutrino Annihilation Ray
; Twin Matter Cannon; Mass Ram.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, NEUTRONICAM ANNIHILATOR

FACTION AUTERIEUM, INFINITE
KEYWORDS: