The Horus Heresy

Contents

Imperialis Militia & Cults

Keywords

<Fealty>
In games set in the Age of Darkness, your army will either fight on the side of the loyalists or the traitors. When you build your army, pick which you wish it to be. If you pick loyalist, then all units with the **<Fealty>** keyword have this keyword changed to **Loyalist**. If you pick traitor, then all units with the **<Fealty>** keyword have this keyword changed to **Traitor**.

All units in your army must have the same allegiance. Some unique characters or specific units can already have **Traitor** or **Loyalist** printed on their datasheet, in which case they can only be taken in armies with the matching allegiance.

Militia
In matched play games using the Age of Darkness rules, a detachment containing **Militia** units may only contain other **Militia** units. It is then referred to as a '**Militia** detachment'.

Support
A unit with this keyword cannot be taken as a compulsory choice for the category of the Force Organisation chart that it is in.

Abilities

Objective Secured
If your army is Battle-forged, all Troops units in **Militia** detachment gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

Rogue Psyker Discipline
Before the battle, generate the psychic powers for Psykers that can use powers from the Rogue Psyker discipline. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

Rogue Psyker Discipline	
D3 Roll	**Power**
1	**Warp Flux** *Warp Charge 7* If manifested, choose an enemy unit within 12"; it immediately suffers D3 mortal wounds. Against **Vehicles**, it inflicts D6 mortal wounds instead.
2	**Creeping Terror** *Warp Charge 7* If manifested, choose an enemt unit within 12"; if that unit takes a Morale test in this battle round, subtract D3 from its Leadership characteristic until the end of the battle round.
3	**Unnatural Vigour** *Warp charge 10* If manifested, every **Militia** unit (except this unit) within 6" re-rolls failed charge rolls and re-rolls failed hit and wound rolls in the Fight phase for the rest of the turn. At the start of the Morale phase, each affected unit suffers D3 mortal wounds.

Warlord Traits
Before the battle, generate the a trait for your warlord using the table below. You can either roll a D6 to generate the trait randomly or you can select the trait you wish the warlord to have.

Imperialis Militia & Cults Warlord Traits	
D6 Roll	**Trait**
1	**Ruthless Tyrant** *The commander is a dark-hearted tyrant whose bloody rule has persisted for yearss; hated, but always obeyed.* Add 1 to the warlord's Leadership characteristic.
2	**Merchant Princeling** *The commander has risen to high rank and expended his vast personal wealth on the most favoured warriors under his command.* Pick an **Infantry** unit in the same detachment as the warlord; all their ranged weapons have an additional -1 AP while the Warlord is within 3" of the unit.
3	**Marcher Lord** *The commander's line has long been sworn to defend their world and protect their territory against invasion.* The warlord and any friendly **Militia Infantry** unit within 3" of him has the Objective Secured ability.
4	**Beloved of the People** *The commander's name is beloved by all their subjects; should they fall, they will be avenged.* If the warlord is slain, all Troops units in the same detachment may re-roll charge rolls in their next turn.
5	**Connoisseur of Alien Curios** *The commander has used the status and resources of their rank to indulge their taste for xenos technologies.* At the start of each of your turns, your warlord regains one previously lost wound.
6	**Robber Baron** *The commander is a famed void pirate and outcast, surviving as much by 'judgement' as by bravery and ambition.* The warlord and and any friendly **Militia Infantry** unit within 3" of him at the start of the Movement phase can treat any Advance rolls as 6 - as long as they end the move further away from the enemy deployment zone than they started.

Provenances
The following provenances of war are facets of a particular force which represent the nature of the world from which it originates or the particular character and background of the warriors themselves. The Force Commander may represent a planetary overlord, cult leader, local warlord, merchant prince or any other title, and this system is designed to allow you to tailor your army accordingly.

If an army has access to provenances through the inclusion of a **Force Commander**, it may select up to two provenances from the list below. Unless noted, the effects of the provenance apply to all **Militia** units in the army with the **Provenance** keyword.

Abhuman Helots
- All models in **Provenance** units add 1 to their Toughness characteristic.
- **Provenance** units may take Discipline Collars.

Alchem-Jackers
- All models in **Provenance** units add 2 to their Leadership characteristic if they fought in the Fight phase this turn.
- **Provenance** units may take Frenzon.
- This provenance may not be selected alongside Tainted Flesh.

Cult Horde
- All models in **Provenance** units can re-roll Morale checks and can ignore the -1 to hit penaly for fring assault weapons when Advancing.
- All models in **Provenance** units must always charge the nearest enemy unit if they are in range to do so at the start of the Charge phase.
- All models in **Provenance** units reduce their Ballistia Skill to 6+.
- **Militia Grenadier Squads** may not be taken in your army.
- **Rogue Psykers** may be taken in your army.
- All **Militia** units in the army must be **Traitors**.
- This provenance may not be selected alongside Survivors of the Dark Age.

Cyber-Augmetics
- All models in **Provenance** units are granted a 6+ invulnerable save (or may improve existing invulnerable saves by 1 to a maximum of 3+).
- All models in **Provenance** units reduce their Advance and consolidation moves by 1".
- This provenance may not be selected alongside Gene-Crafted.

Feral Warriors
- All models in **Provenance** units improve their Weapon Skill characteristic by 1. This does not apply to **Militia Ogryn Brute Squads**.
- **Provenance** units may take Wicked Blades. **Militia Ogryn Brute Squads** automatically get this upgrade at no cost.
- **Militia** detachments in this army may never have more **Vehicle** units than **Infantry** units.

Gene-Crafted
- All models in **Provenance** units add 1 to their Strength characteristic.
- **Militia Inducted Levy Squads** gain the **Support** keyword
- This provenance may not be selected alongside Tainted Flesh.

Survivors of the Dark Age
- All models in **Provenance** units add 1 to their Save characteristic.
- Compulsory Troops choices in any **Militia** detachment must be **Militia Grenadier Squads**.
- **Militia Grenadier Squads** and **Militia Command Cadres** may take Advanced Weapons.
- **Militia Dark Age Rhinos** and **Miltia Dark Age Land Raider Proteus'** can be taken in your army and **Militia Arvus Lighter Squadrons** may be taken as Dedicated Transports. However, only **Militia Grenadier Squads** and **Militia Command Cadres** can be set up inside them during deployment..
- **Militia Inducted Levy Squads** gain the **Support** keyword.
- This provenance may not be selected alongside Cult Horde or Tainted Flesh.

Tainted Flesh
- All models in **Provenance** units may roll a dice each time they suffer a wound; on a roll of 6 that wound is ignored.
- All models in **Provenance** units may replace their brutal assault weapons with rending claws.
- Compulsory Troops choices in any **Militia** detachment must be **Militia Inducted Levy Squads**. In addition, it may not take more non-**Character Infantry** chocies than **Militia Inducted Levy Squads**.
- **Militia Platoon Commanders, Discipline Masters** and **Militia Command Cadres** may not be taken in your army.
- **Rogue Psykers** and **Mutant Spawn** may be taken in your army.
- All **Militia** units in the army must be **Traitors**.
- This provenance may not be selected alongside Survivors of the Dark Age, Gene-Crafted or Alchem-Jackers.

Warrior Elite
- All models in **Provenance** units add 1 to their Leadership characteristic.
- **Militia Inducted Levy Squads** gain the **Support** keyword

TAKE COVER
Militia & Cults Stratagem
I CP

Use this Stratagem in your opponent's shooting phase when your opponent selects one of your units as a target. You can add 1 to saving throws you make for this unit until the end of the phase

DEFENSIVE GUNNERS
Militia & Cults Stratagem
I CP

Use this Stratagem when a charge is declared against one of your **Vehicle** units. When that unit fires Overwatch this phase, they hit on a 5 or a 6, rather than just a 6.

JURY RIGGING
Militia & Cults Stratagem
I CP

Use this Stratagem at the start of your turn. Select a **Militia Vehicle** from your army. It cannot move, charge or pile in this turn, but immediately heals one wound.

FOR THE HOMEWORLD!
Militia & Cults Stratagem
I CP

Use this Stratagem when you select one of your **Militia** units to shoot or fire Overwatch. Re-roll hit and wound rolls of 1 for models in that unit until the end of the phase.

IMPRESSMENT
Militia & Cults Stratagem
2 CP

Use this Stratagem at the end of yout movement phase. If you do, pick a unit of **Militia Infantry** in your army and remove it from the bartlefield. You can then set it up again wholly within 6" of the edge of the barrlefield and more than 9" from any enemy models, at its full starting strength.

BRUTAL DISCIPLINE
Militia & Cults Stratagem
2 CP

You can use this Stratagem at the start of the Morale phase. For the rest of that phase, when a **Discipline Master** unit uses the Instil Order ability, D3+1 models are killed, but the unit automatically passes its Morale test.

PROTECTOR OF THE REALM
Militia & Cults Stratagem
2 CP

Use this Stratagem before the battle. Your Warlord may choose an additional Warlord Trait from the Militia & Cults Warlord Traits list.

GRENADIERS
Militia & Cults Stratagem
I CP

Use this Stratagem before a **Militia Infantry** unit from your army shoots or fires Overwatch. Up to ten models in that unit that are armed with grenades can throw a grenade this phase, instead of only one model being able to do so.

PLANETARY RELICS
Militia & Cults Stratagem
1/3 CP

Use this Stratagem before the battle. Your army can have one extra Militia Relic for 1CP, or two extra Militia Relics for 3CPs. All of the Legion Relics that you include must be different and be given to different **Militia Characters**.

PRELIMINARY BOMBARDMENT
Militia & Cults Stratagem
2 CP

Use this Stratagem after both sides have deployed, but before the first battle round begins. Roll a dice for each enemy unit on the battlefield. On a 6, that unit suffers one mortal wound. You can only use this Stratagem once per battle.

TOPOGRAPHICAL SCAN
Militia & Cults Stratagem
2 CP

Use this Stratagem at the start of the Shooting phase. Select a **Militia Artillery** unit from your army. You can re-roll failed to hit rolls with that unit this Shooting phase..

TO THE DEATH
Militia & Cults Stratagem
I CP

Use this Stratagem at the start of the Morale phase. Pick a **Militia** unit from your army that is required to take a Morale test. You can roll a D3 for the unit, rather than a D6, when taking this test.

PREPARED GROUND
Militia & Cults Stratagem
I CP

Use this Stratagem when an enemy unit finishes a charge within 1" of a **Militia Recon Squad** from your army that is wholly on or within a terrain feature. Roll a dice; on a 4+ that enemy unit suffers D3 mortal wounds.

WARGEAR LISTS

MELEE WEAPONS
Augmented weapon
Charnabal sabre ***
Power axe *
Power fist ***
Power lance *
Power maul *
Power sword *

PISTOLS
Bolt pistol
Blast pistol
Hand flamer
Needle pistol **
Plasma pistol ***

SPECIAL WEAPONS
Flamer
Grenade launcher with frag & krak grenades
Heavy stubber
Meltagun
Plasma gun
Rotor cannon

HEAVY WEAPONS
Autocannon
Heavy bolter
Heavy flamer
Lascannon
Missile launcher with frag & krak missiles
Multi-laser
Mortar
Twin heavy stubber

ASTARTES VEHICLE UPGRADES
Dozer blade
Power of the machine spirit

ASTARTES PINTLE WEAPONS
Combi-weapon (flamer, grenade launcher, melta, plasma or volkite)
Havoc launcher
Heavy bolter
Heavy flamer
Multi-melta
Twin boltgun

*   Force Commanders, Platoon Commanders , Discipline Masters, Infantry Squad Sergeants and Grenadier Sergeants only

**   Force Commanders, Platoon Commanders and Discipline Masters only

***   Force Commanders and Platoon Commanders only

POINTS VALUES

TROOPS

Unit	Models per Unit	Points per Model*
Militia Infantry Squad	20	3
Militia Inducted Levy Squad	20-50	2
Militia Grenadier Squad	10-20	8
Militia Fire Support Squad	5-10	6
Miltia Reconnaissance Squad	5-10	6

DEDICATED TRANSPORT

Unit	Models per Unit	Points per Model*
Militia Gorgon Heavy Transporter	1	300
Militia Dark Age Rhino	1	70
Militia Dark Age Land Raider Proteus	1	239

FAST ATTACK

Unit	Models per Unit	Points per Model *
Militia Scout Sentinel Squadron	3-6	35
Militia Armoured Sentinel Squadron	3-6	40

HEAVY SUPPORT

Unit	Models per Unit	Points per Model *
Militia Rapier Weapons Carrier **	1-3	20
Militia Heavy Ordnance Carriage **	1-3	60
Militia Crew	**	3
Militia Battle Tank Attack Squadron	1-3	122
Militia Malcador Heavy Tank	1	185
Mutant Spawn	3	33

HQ

Unit	Models per Unit	Points per Model*
Militia Force Commander	1	30
Militia Discipline Master Cadre	2-5	30
Rogue Psyker	1	20
Militia Platoon Commander	1	20
Militia Platoon Command Cadre	5-9	4

ELITES

Unit	Models per Unit	Points per Model*
Militia Enginseer Auxilia	1-3	40
Militia Servo-automata	4-8	2
Militia Brute Squad	3-10	30
Militia Medicae Detachment	1-5	15

FLYER

Unit	Models per Unit	Points per Model *
Militia Arvus Lighters	1-3	115
Militia Thunderbolt Heavy Fighter	1	125

LORDS OF WAR

Unit	Models per Unit	Points per Model *
Militia Baneblade Super-heavy Tank	1	390
Militia Stormhammer Super-heavy Tank	1	390

*   Does not include wargear
**   Crew are purchased separately

Weapons

Weapon	Points per Weapon
Adamantium tracks	0
Augmented weapon	1
Autogun	1
Autocannon	12
Auxilia pistol	0
Auxilia rifle	0
Baneblade cannon	0
Battlecannon	22
Blast pistol	2
Bolt pistol	2
Boltgun	2
Brutal assault weapon	0
Charnabal sabre	2
Combi-bolter	2
Co-axial multi-laser	0
Demolisher cannon	40
Demolition charge	5
Earthshaker cannon	40
Exterminator autocannon	25
Flamer	7
Frag grenades	0
Graviton gun	15
Grenade launcher (frag & krak grenades)	5
- Gas grenades	2
- Fireburst grenades	3
Gorgon mortar	0
Hand flamer	6
Heavy bolter	8
Heavy flamer	17
Heavy stubber	4
Hellstrike missile	20
Hunter-killer missile	6
Krak grenades	0
Lascannon	20
Lascarbine	1
Lascutter	10
Laser destroyer	40
Laslock	2
Laspistol	1
Lasrifle	2
Medusa siege gun	45
Melta bombs	5
Meltagun	12
Missile launcher (frag & krak missiles)	20
Mortar	5
Multi-laser	10
Multi-melta	20
Needle pistol	3
Phased plasma-fusil	16
Plasma gun	7
Plasma pistol	5
Power axe	5
Power fist	10
Power lance	4
Power maul	4
Power sword	4
Quad heavy bolter	25
Quad launcher (frag shells)	30
Quad multi-laser	32
Ripper gun	1
Rotor cannon	5
Servo arm	12
Sniper rifle	3
Skystrike missile	15

Weapon	Points per Weapon
Stormhammer cannon	0
Tactical bombs (one cluster)	0
Tainted weapon	5
Twin autocannon	25
Twin battle cannon	0
Twin heavy bolter	14
Twin heavy flamer	30
Twin heavy stubber	6
Twin lascannon	36
Twin multi-laser	18
Vanquisher battle cannon	25
Volkite charger	5

Other Wargear

Wargear	Points per Item
Advanced weapons	2
Boarding shield	2
Cameleoline	2
Carapace armour	5
Combat shield	4
Cyber-familiar	10
Digital lasers	15
Discipline Collars	1
Explorator web	25
Frenzon (Brute Squad)	15
Frenzon	1
Ground tracking auguries	10
Medi-pack	0
Nuncio-vox	15
Platoon standard	5
Power armour	10
Power of the machine spirit	20
Ramjet-diffraction grid	15
Refractor field	4
Vexilla	10
Wicked blades	1

Provenances

Provenance	Points per Army
Abhuman Helots	40
Alchem-jackers	30
Cult Horde	35
Cyber-augmetics	30
Feral warriors	50
Gene-crafted	50
Survivors of the Dark Age	70
Tainted Flesh	60
Warrior Elite	60

☠ Militia Force Commander

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Force Commander	6"	3+	3+	3	3	4	3	8	5+

- A Force Commander is a single model armed with a brutal assault weapon, laspistol, frag grenades, krak grenades and a refractor field.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Laspistol	12"	Pistol 1	3	0	1	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.

UNIT OPTIONS	• This model can be equipped with carapace armour, improving its Save characteristic to 4+. OR • This model can be equipped with power armour, improving its Save characteristic to 3+.
WARGEAR OPTIONS	• This model can replace its laspistol and/or brutal assault weapon with an item from the *Pistols* or *Melee Weapons* lists. • This model can take a cyber-familiar. • This model can take digital lasers. • This model can take melta bombs.
ABILITIES	**Refractor Field:** This model has a 5+ invulnerable save. **The Muster of Worlds:** An army may only include a single Force Commander. If the army includes any Force Commanders then it may also select up to two provenances. Unless noted, the effects of these apply to any and all **Militia** units in the army with the **Provenance** keyword. **Cult Demagogue:** If you choose the Cult Horde provenance for your army, the Force Commander becomes a Cult Demagogue. He gains the **Daemon** keyword and may re-roll results of 1 when making hit rolls against Loyalists. Additionally, this model can replace its brutal assault weapon with a tainted weapon. **Digital Lasers:** A model equipped with digital lasers increases its Attacks characteristic by 1. **Cyber-familiar:** A unit with a cyber-familiar is never slowed by battlefield terrain.
FACTION KEYWORDS	**<Fealty>, Militia**
KEYWORDS	**Infantry, Provenance, Character, Force Commander**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Platoon Commander	6"	3+	3+	3	3	4	3	7	5+

This unit consists of 2 Discipline Masters. It can include up to 3 additional Discipline Masters **(+2 Power rating per model)**.

• A Discipline Master is armed with an augmented weapon, a laspistol and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Augmented weapon	Melee	Melee	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.

UNIT OPTIONS	• This model can be equipped with carapace armour, improving its Save characteristic to 4+.
WARGEAR OPTIONS	• This model can replace its laspistol and/or augmented weapon with an item from the *Pistols* or *Melee Weapons* lists. • This model can take a refractor field. • This model can take melta bombs.
ABILITIES	**Refractor Field:** This model has a 5+ invulnerable save. **Aura of Discipline:** All friendly **MILITIA** units within 6" of a discipline master can use this models Leadership instead of their own. **Instil Order:** Whenever a friendly **MILITIA** unit within 3" of this model fails a Morale test, roll D3; that many models in the unit are slain and the Morale test is re-rolled (do not include the slain models when re-roling the Morale test). **Attached Deployment:** During deployment, all models in this unit must be set up at the same time, they do not need to be in unit coherency. From that point on, each Discipline Master is treated as a separate unit.
FACTION KEYWORDS	**<FEALTY>, MILITIA**
KEYWORDS	**INFANTRY, PROVENANCE, CHARACTER, PLATOON COMMANDER**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rogue Psyker	6"	5+	5+	3	3	3	1	8	5+

• A Rogue Psyker is a single model armed with a brutal assault weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Tainted weapon	Melee	Melee	User	-1	D6	-

WARGEAR OPTIONS	• This model can replace its brutal assault weapon with a tainted weapon.
ABILITIES	**Restricted Use:** This model may only be taken in an army using either the Cult Horde or Tainted Flesh provenances. **Aura of the Witch:** This unit has a 5+ invulnerable save.
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the *Rogue Psyker* discipline.
FACTION KEYWORDS	**<FEALTY>, MILITIA**
KEYWORDS	**INFANTRY, PROVENANCE, CHARACTER, PLATOON COMMANDER**

MILITIA PLATOON COMMANDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Platoon Commander	6"	3+	3+	3	3	3	3	7	5+

• A Platoon Commander is a single model armed with a brutal assault weapon, laspistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Laspistol	12"	Pistol 1	3	0	1	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE.

UNIT OPTIONS	• This model can be equipped with carapace armour, improving its Save characteristic to 4+.
WARGEAR OPTIONS	• This model can replace its laspistol and/or brutal assault weapon with an item from the *Pistols* or *Melee Weapons* lists. • This model can take a refractor field. • This model can take melta bombs.
ABILITIES	**Refractor Field:** This model has a 5+ invulnerable save. **Commander:** All friendly MILITIA units within 3" of a platoon commander can use this models Leadership instead of their own.
FACTION KEYWORDS	<FEALTY>, MILITIA
KEYWORDS	INFANTRY, PROVENANCE, CHARACTER, PLATOON COMMANDER

MILITIA PLATOON COMMAND CADRE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Militia Bodyguard	6"	4+	4+	3	3	1	1	6	5+
Vox Operator	6"	4+	4+	3	3	1	1	6	5+
Standard Bearer	6"	4+	4+	3	3	1	1	6	5+

This unit consists of 3 Militia Bodyguards, 1 Vox Operator and 1 Standard Bearer. It can include up to 4 additional Militia Bodyguards **(+2 Power rating)**.
• Each Militia Bodyguard is armed with a brutal assault weapon, frag grenades, krak grenades and either a lascarbine or autogun.
• The Vox Operator is armed with a brutal assault weapon, frag grenades, krak grenades, laspistol and a nuncio-vox.
• The Standard Bearer is armed with a brutal assault weapon, frag grenades, krak grenades, laspistol and a platoon standard.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Boltgun	12"	Pistol 1	4	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenades	24"	Assault D6	3	0	1	-
- Krak grenades	24"	Assault 1	6	-1	D3	-
Heavy Stubber	36"	Heavy 3	4	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascarbine	24"	Rapid Fire 1	3	0	1	-
Laslock	18"	Assault 1	4	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-

UNIT OPTIONS	• The entire unit can be equipped with carapace armour, improving their Save characteristic to 4+.
WARGEAR OPTIONS	• All Militia Bodyguards in the unit can replace their lascarbines or autoguns with either shotguns, laslocks, boltguns, heavy stubbers or grenade launchers with frag & krak grenades. All Militia Bodyguards in the unit must be upgraded in the same way.
ABILITIES	**Bodyguard:** This unit can only be taken if the army contains a PLATOON COMMANDER. The number of Militia Command Cadres taken cannot exceed the number of PLATOON COMMANDERS. Roll a D6 each time a friendly MILITIA CHARACTER loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the MILITIA CHARACTER does not lose a wound, but this unit suffers a mortal wound. **Platoon Standard:** Friendly MILITIA units within 6" of any friendly platoon standard add 1 to their Leadership.
FACTION KEYWORDS	<FEALTY>, MILITIA
KEYWORDS	INFANTRY, PROVENANCE, MILITIA COMMAND CADRE

Militia Enginseer Auxilia

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Enginseer Adept	6"	4+	4+	4	4	4	2	8	3+

This unit consists of 1 Enginseer Adept. It can include up to 2 additional Enginseer Adepts **(+3 Power rating per model)**.
- Each model is armed with a servo arm, power axe and laspistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Graviton gun	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Laspistol	12"	Pistol 1	3	0	1	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE.
Power axe	Melee	Melee	1	-2	1	-
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.
Volkite charger	15"	Assault 2	5	0	2	-

WARGEAR OPTIONS	• Any model can take melta bombs. • Any model can take a nuncio-vox. • Any model can take a volkite charger. • Any model can take a graviton gun. • Any model can take a refractor field. • Any model can take a cyber-familiar.
ABILITIES	**Battlesmith:** At the end of your Movement phase this model can repair a single **MILITIA VEHICLE** within 1". That model regains D3 wounds. A model can only be repaired once per turn. **Bionics:** This model has a 6+ invulnerable save. **Cyber-familiar:** A unit with a cyber-familiar is never slowed by battlefield terrain.
FACTION KEYWORDS	<FEALTY>, MILITIA
KEYWORDS	INFANTRY, CHARACTER, ENGINSEER

Militia Servo-automata

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Servo-automata	5"	5+	5+	3	3	1	1	6	4+

This unit consists of 4 Servo-automata. It may include up to four additional Servo-automata **(+3 Power rating)**
- Each model is armed with a brutal assault weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenades	24"	Assault D6	3	0	1	-
- Krak grenades	24"	Assault 1	6	-1	D3	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Phased plasma-fusil	24"	Rapid Fire 2	6	-2	1	-
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.
Rotor cannon	30"	Rapid Fire 3	3	0	1	-

WARGEAR OPTIONS	• Any model can take either a flamer, phased plasma-fusil, rotor cannon, grenade launcher (with frag and krak grenades), heavy bolter, multi-melta or a servo-arm.
ABILITIES	**Mindlock:** If there is a friendly **ENGINSEER** model within 6", this unit's Weapon Skill and Ballistic Skill increase to 4+ and their Leadership increases to 9.
FACTION KEYWORDS	<FEALTY>, MILITIA
KEYWORDS	INFANTRY, SERVO-AUTOMATA

Militia Ogryn Brute Squad

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ogryn Brute	6"	3+	4+	5	5	3	3	7	5+

This unit consists of 3 Ogryn Brutes. It can include up to 3 additional Ogryn Brutes **(+4 Power rating)** or up to 7 additional Ogryn Brutes **(+9 Power rating)**.

- An Ogryn Brute is armed with a Ogryn weapon and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	10"	Grenade D6	3	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascutter	Melee	Melee	9	-3	D3	When attacking with this weapon, a model may only ever make a single attack
Ogryn weapon	Melee	Melee	+1	-1	1	-
Power axe	Melee	Melee	+1	-2	1	-
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Ripper gun	12"	Assault 3	5	0	1	-

UNIT OPTIONS	• The entire unit can be equipped with carapace armour, improving their Save characteristic to 4+.
WARGEAR OPTIONS	• Any model in the unit can take either a power weapon, lascutter, ripper gun, heavy bolter, combat shield or boarding shield.
ABILITIES	**Avalanche of Murder:** On a turn in which this unit made a successful charge, models in this unit can make one additional attack in the Fight phase the first time they fight.
FACTION KEYWORDS	**<FEALTY>, MILITIA**
KEYWORDS	**INFANTRY, PROVENANCE, OGRYN, MILITIA OGRYN BRUTE SQUAD**

Militia Medicae Detachment

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Medicae Orderly	6"	4+	4+	3	3	3	1	6	5+

This unit consists of 1 Medicae Orderly. It can include up to 3 additional Medicae Orderlies **(+2 Power rating per model)**.

- A Medicae Orderly is armed with a medi-pack, brutal assault weapon and laspistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Laspistol	12"	Pistol 1	3	0	1	-

| ABILITIES | **Medi-pack:** At the end of any of your Movement phases, the Medicae can attempt to heal or revive a single model. Select a friendly **MILITIA INFANTRY** unit within 3" of the Medicae If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen units contains no wounded models, but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Medicae fails to revive a model he can do nothing for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Medi-pack ability once in each turn.

Attached Deployment: During deployment, all models in this unit must be set up at the same time, they do not need to be in unit coherency. From that point on, each Medicae Orderly is treated as a separate unit. |
|---|---|
| FACTION KEYWORDS | **<FEALTY>, MILITIA** |
| KEYWORDS | **INFANTRY, PROVENANCE, CHARACTER, MEDICAE** |

Militia Infantry Squad

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Militia Infantryman	6"	4+	4+	3	3	1	1	5	5+
Militia Sergeant	6"	4+	4+	3	3	1	2	6	5+

This unit consists of 1 Militia Sergeant and 19 Militia Infantrymen.
* Each Infantryman is armed with an auxilia rifle and frag grenades.
* The Sergeant is armed with a laspistol, auxilia rifle, brutal assault weapon and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auxilia pistol	6"	Pistol 1	3	0	1	-
Auxilia rifle	18"	Assault 1	3	0	1	-
Autogun	24"	Rapid Fire 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Lascarbine	24"	Rapid Fire 1	3	0	1	-
Laslock	18"	Assault 1	4	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.

UNIT OPTIONS	• The entire unit can replace their auxilia rifles with either lascarbines, laslocks, autoguns, shotguns, auxilia pistols or brutal assault weapons.
WARGEAR OPTIONS	• One Militia Infantryman can take a militia vexilla. • The Militia Sergeant can replace his brutal assault weapon and/or laspistol with items from the *Pistols* or *Melee Weapons* lists. • The Militia Sergeant can take melta bombs.
FACTION KEYWORDS	<Fealty>, Militia
KEYWORDS	Infantry, Provenance, Militia Infantry Squad

Militia Inducted Levy Squad

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Militia Levy	6"	5+	5+	3	3	1	1	5	6+
Militia Custodian	6"	4+	4+	3	3	1	2	6	5+

This unit consists of 1 Militia Custodian and 19 Militia Levies. It can include up to 10 additional Militia Levies **(Power Rating +2)**, up to 20 additional Miltia Levies **(Power Rating +4)**, or up to 30 additional Militia Levies **(Power Rating +6)**.
* Each Levy is armed with an auxilia rifle and a brutal assault weapon.
* The Custodian is armed with a laspistol and a brutal assault weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auxilia pistol	6"	Pistol 1	3	0	1	-
Auxilia rifle	18"	Assault 1	3	0	1	-
Autogun	24"	Rapid Fire 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Lascarbine	24"	Rapid Fire 1	3	0	1	-
Laslock	18"	Assault 1	4	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-

UNIT OPTIONS	• The entire unit can replace their auxilia rifles with either lascarbines, laslocks, autoguns, auxilia pistols or brutal assault weapons. • The entire unit can take frag grenades. • The entire unit can take discipline collars.
WARGEAR OPTIONS	• One Militia Levy can take a militia vexilla. • The Militia Custodian can replace his brutal assault weapon and/or laspistol with items from the *Pistols* or *Melee Weapons* lists.
ABILITIES	**Disposable:** If the mission being played awards victory points for killing units, this unit will not yield any victory points.
FACTION KEYWORDS	<Fealty>, Militia
KEYWORDS	Infantry, Provenance, Militia Inducted Levy Squad

Militia Grenadier Squad

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grenadier	6"	4+	3+	3	3	1	1	6	4+
Grenadier Sergeant	6"	4+	3+	3	3	1	2	7	4+

This unit consists of 1 Grenadier Sergeant and 9 Grenadiers. It can include up to 5 additional Grenadiers **(Power Rating +3)** or up to 10 additional Grenadiers **(Power Rating +5)**.
- Each Grenadier is armed with an auxilia rifle, brutal assault weapon, frag grenades and krak grenades.
- The Grenadier Sergeant is armed with a laspistol, brutal assault weapon, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auxilia pistol	6"	Pistol 1	3	0	1	-
Auxilia rifle	18"	Assault 1	3	0	1	-
Augmented weapon	Melee	Melee	4	0	1	-
Autogun	24"	Rapid Fire 1	3	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascarbine	24"	Rapid Fire 1	3	0	1	-
Laslock	18"	Assault 1	4	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Lasrifle	30"	Rapid Fire 1	3	0	1	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.

UNIT OPTIONS	• The entire unit can replace their auxilia rifles with either lascarbines, laslocks, lasrifles, autoguns, shotguns, boltguns, auxilia pistols, augmented weapons or brutal assault weapons.
WARGEAR OPTIONS	• One Grenadier can take a militia vexilla. • If the squad numbers 11 models or more, one Grenadier can replace his auxilia rifle with an item from the *Special Weapons* list. If the squad numbers 12 models or more, a second Grenadier can replace his auxilia rifle with an item from the *Special Weapons* list. • If the squad includes any grenade launchers, they can take gas grenades and/or fireburst grenades. • The Grenadier Sergeant can replace his brutal assault weapon and/or laspistol with items from the *Pistols* or *Melee Weapons* lists. • The Grenadier Sergeant can take melta bombs.
FACTION KEYWORDS	**<Fealty>, Militia**
KEYWORDS	**Infantry, Provenance, Militia Grenadier Squad**

Militia Fire Support Squad

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Militia Fireteam	6"	4+	4+	3	3	2	2	5	5+

This unit consists of 5 Militia Fireteams. It can include up to 3 additional Fireteams **(Power Rating +3)** or up to 5 additional Fireteams **(Power Rating +5)**.
- Each Fireteam is armed with a laspistol, heavy stubber, brutal assault weapon and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-

WARGEAR OPTIONS	• Any Militia Fireteam can replace its heavy stubber with an item from the *Heavy Weapons* list.
FACTION KEYWORDS	**<Fealty>, Militia**
KEYWORDS	**Infantry, Provenance, Support, Militia Fire Support Squad**

MILITIA RECONNAISSANCE SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Recon Militiaman	6"	4+	3+	3	3	1	1	6	5+
Recon Sergeant	6"	4+	3+	3	3	1	2	7	5+

This unit consists of 1 Recon Sergeant and 9 Recon Militiamen. It can include up to 5 additional Recon Militiamen **(Power Rating +4)**.
• Each model is armed with a brutal assault weapon, frag grenades, krak grenades and either a lascarbine or autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Demolition charge	6"	Grenade D6	8	-3	D3	Each demolition charge can only be used once per battle
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascarbine	24"	Rapid Fire 1	3	0	1	-
Lasrifle	30"	Rapid Fire 1	3	0	1	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE.**
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Sniper rifle	36"	Heavy 1	4	0	1	This weapon can target a **CHARACTER** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.

UNIT OPTIONS	• The entire unit can replace their lascarbines or autoguns with either lasrifles, shotguns or sniper rifles.
	• The entire unit can take cameleoline.
WARGEAR OPTIONS	• The Recon Sergeant can take either melta bombs or a single demolition charge
ABILITIES	**Cameleoline:** Add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.
	Infiltration: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.
FACTION KEYWORDS	<FEALTY>, MILITIA
KEYWORDS	INFANTRY, PROVENANCE, SUPPORT, MILITIA RECONNAISSANCE SQUAD

MILITIA SCOUT SENTINEL SQUADRON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+

This unit consists of 3 Scout Sentinels. It can include up to 3 additional Scout Sentinels **(Power Rating +2 per model)**.
• Each model is equipped with a multi-laser

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Multi-laser	36"	Heavy 3	6	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Missile launcher		When attacking with this weapon, choose one of the profiles below.				
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Lascannon	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Sentinel chainsaw	Melee	Melee	User	-1	1	-

WARGEAR OPTIONS	• Any model can replace its multi-laser with a heavy flamer, autocannon, missile launcher or lascannon.
	• Any model can take a sentinel chainsaw.
	• Any model can take a hunter-killer missile.
ABILITIES	**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
	Scout Vehicle: At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemt models. If both players have units that can do this, the player who is taking the first turn moves their units first.
	Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers a mortal wound.
FACTION KEYWORDS	<FEALTY>, MILITIA
KEYWORDS	VEHICLE, SCOUT SENTINEL

MILITIA ARMOURED SENTINEL SQUADRON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Armoured Sentinel	8"	4+	4+	5	5	6	1	7	3+

This unit consists of 3 Armoured Sentinels. It can include up to 3 additional Armoured Sentinels **(Power Rating +2 per model)**.
• Each model is equipped with a multi-laser

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Multi-laser	36"	Heavy 3	6	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Lascannon	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Sentinel chainsaw	Melee	Melee	User	-1	1	-

WARGEAR OPTIONS	• Any model can replace its multi-laser with a heavy flamer, autocannon, missile launcher or lascannon. • Any model can take a sentinel chainsaw. • Any model can take a hunter-killer missile.
ABILITIES	**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Explodes:** If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers a mortal wound.
FACTION KEYWORDS	<FEALTY>, MILITIA
KEYWORDS	VEHICLE, SCOUT SENTINEL

MILITIA RAPIER WEAPONS BATTERY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rapier Weapons Carrier	3"	6+	4+	3	5	4	1	7	3+
Militia Crew	6"	4+	4+	3	3	1	1	5	5+

This unit consists of 1 Rapier Weapons Carrier and 2 Militia Crew. It can include up to 2 additional Rapier Weapons Carriers (each with 2 Militia Crew) **(+4 Power rating per Rapier Weapons Carrier)**.
• Each Rapier Weapons Carrier is equipped with a quad heavy bolter.
• Each Militia Crew is armed with a brutal assault weapon, frag grenades and either a lascarbine or an autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Lascarbine	24"	Rapid Fire 1	3	0	1	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of 3-5, the weapon's damage is increased to 2D6. On a result of a 6, the weapon's damage is increased to 3D6.
Quad heavy bolter	36"	Heavy 12	5	-1	1	-
Quad launcher with Frag shells	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
Quad multi-laser	36"	Heavy 12	6	0	1	-

UNIT OPTIONS	• The entire unit can replace its quad heavy bolters with quad launchers (frag shells).
WARGEAR OPTIONS	• Any model can replace its quad heavy bolter with a laser destroyer or quad multi-laser.
ABILITIES	**Artillery:** A Rapier Weapons Carrier can only fire its ranged weapon if a friendly **MILITIA CREW** is within 3". A single **CREW** model cannot operate multiple Rapier Weapons Carriers in this way in a single turn. If at any point, there are no **CREW** within 6" of a Rapier Weapons Carrier, it is immediately removed from play. **Militia Crew:** When a Rapier Carrier is set up on the battlefield, its Militia Crew are set up in unit coherency with it. From that point onwards the Militia Crew are treated as one unit and the Rapier Carrier as another. The Militia Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the firer.
FACTION KEYWORDS	<FEALTY>, MILITIA
KEYWORDS (Rapier Weapons Carrier)	VEHICLE, ARTILLERY, RAPIER CARRIER
KEYWORDS (Militia Crew)	INFANTRY, PROVENANCE, CREW

Militia Heavy Ordnance Battery

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ornance Carriage	0"	-	4+	4	7	7	-	7	4+
Militia Crew	6"	4+	4+	3	3	1	1	5	5+

This unit consists of 1 Ordnance Carriage and 4 Militia Crew. It can include up to 2 additional Ordnance Carriages (each with 4 Militia Crew) **(+4 Power rating per Ordnance Carriage)**.
- Each Ordnance Carriage is equipped with an earthshaker cannon.
- Each Militia Crew is armed with a brutal assault weapon, frag grenades and either a lascarbine or an autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapona and discard the lowest result. This weapon can target units that are not visible to the bearer.
Medusa siege gun	When attacking with this weapon, choose one of the profiles below.					
- Standard shells	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
- Breacher shells	48"	Heavy D6	10	-3	D3	When attacking a **Building**, increase this weapons damage characteristic to D6.
Lascarbine	24"	Rapid Fire 1	3	0	1	-

UNIT OPTIONS	• The entire unit can replace its earthshaker cannon with medusa siege guns.
ABILITIES	**Artillery:** A Rapier Weapons Carrier can only fire its ranged weapon if a friendly **Militia Crew** is within 3". A single **Crew** model cannot operate multiple Rapier Weapons Carriers in this way in a single turn. If at any point, there are no **Crew** within 6" of a Rapier Weapons Carrier, it is immediately removed from play.
	Militia Crew: When a Rapier Carrier is set up on the battlefield, its Militia Crew are set up in unit coherency with it. From that point onwards the Militia Crew are treated as one unit and the Rapier Carrier as another. The Militia Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the firer.
	Explodes: If an Ordnance Carriage is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.
FACTION KEYWORDS	<**Fealty**>, **Militia**
KEYWORDS (Ordnance Carriage)	**Vehicle, Artillery, Ordnance Carriage**
KEYWORDS (Militia Crew)	**Infantry, Provenance, Crew**

Mutant Spawn

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mutant Spawn	7"	4+	-	5	5	4	D6	9	5+

This unit consists of 3 Mutant Spawn. Each model attacks with hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-

UNIT OPTIONS	• The entire unit can replace their heavy bolters with heavy flamers, autocannons, multi-meltas, missile launchers, plasma cannons, volkite culverins, or lascannons. • The entire unit can take hardened armour
ABILITIES	**Restricted Use:** This model may only be taken in an army using the Tainted Flesh provenance. **Fearsome:** Enemy units within 1" of this model must subtract 1 from their Leadership. **Mutated Beyond Reason:** When a unit of mutant spawn makes its close combat attacks, roll a D3 and consult the table below: 1 - **Razor Claws:** The hideous mutations of all models in this unit have an AP of -4 until the end of the Fight phase. 2 - **Grasping Pseudopods:** Each model in this unit adds 2 to its Attacks characteristic until the end of the Fight phase. 3 - **Toxic Haemorrhange:** You can re-roll failed wound rolls for this unit until the end of the Fight phase
FACTION KEYWORDS	<**Fealty**>, **Militia**
KEYWORDS	**Beast, Mutant Spawn**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		4+			7-12	3		
Leman Russ Tank	7"	6+	5+	7	8	4-6	D3	7	3+
	4"		6+			1-3	1		

This unit consists of 1 Leman Russ Tank. It can include up to 2 additional Leman Russ Tanks **(+11 Power rating per model)**.
• Each model is equipped with a battle cannon and a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle cannon	72"	Heavy D6	8	-2	D3	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Exterminator autocannon	48"	Heavy 4	7	-1	2	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Vanquisher battle cannon	72"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.

WARGEAR OPTIONS	• Any model can replace its battle cannon with a demolisher cannon, an exterminator autocannon, a twin lascannon or a vanquisher battle cannon. • Any model can replace its heavy bolter with a heavy flamer or a lascannon. • Any model can take two heavy bolters or two heavy flamers in sponsons. • Any model can take an heavy stubber or a combi-bolter. • Any model can take a hunter-killer missile.
ABILITIES	**Vehicle Squadron:** The first time that this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes. **Grinding Advance:** If this model moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). Furthermore, hit rolls for this model's turret weapon do not suffer the penalty for moving and shooting a Heavy weapon. The following weapons are turret weapons: battle cannon, demolisher cannon, twin lascannon, exterminator autocannon and vanquisher battle cannon. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	<**Fealty**>, **Militia**
KEYWORDS	**Vehicle, Leman Russ, Tank**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		4+			10-18	3		
Malcador	7"	6+	5+	7	8	5-9	D3	8	3+
	5"		6+			1-4	1		

This unit consists of a single Malcador equipped with a battle cannon, a heavy bolter and two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Battle cannon	72"	Heavy D6	8	-2	D3	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS	• This model can replace its battle cannon with a twin lascannon. • This model can replace its heavy bolter with a heavy flamer, autocannon, lascannon or demolisher cannon. • This model can replace its two heavy stubbers with two heavy bolters, two heavy flamers, two autocannons or two lascannons. • This model can take an heavy stubber or a combi-bolter. • This model can take a hunter-killer missile.
ABILITIES	**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D3 mortal wounds. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
FACTION KEYWORDS	<**Fealty**>, **Militia**
KEYWORDS	**Vehicle, Malcador, Tank**

Militia Gorgon Heavy Transporter

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		4+			14-30	5		
Militia Gorgon	7"	5+	5+	9	8	7-13	3	8	3+
	4"		6+			1-6	D3		

A Militia Gorgon is a single model equipped with two Gorgon mortars and two twin heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gorgon mortar	48"	Heavy 2D6	5	-1	1	Units attacked by this weapon do not get any bonus to their saving throws for being in cover.
Heavy stubber	24"	Heavy 3	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy stubber	36"	Heavy 6	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS	• This model can replace both of its Gorgon mortars with either four heavy bolters, four heavy flamers, four heavy stubbers or four lascannon. • This model can replace both of it's twin heavy stubbers with either two twin autocannon or two twin lascannon.
ABILITIES	**Heavily Armoured Prow:** This model has a 5+ save against shooting attacks. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. **Steel Behemoth:** This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (except for its dreadhammer siege cannon which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.
TRANSPORT	This model can transport 50 **Militia Infantry** models. Each Militia Fireteam takes up the space of two other models and each Militia Brute takes up the space of three other models.
FACTION KEYWORDS	**<Fealty>, Militia**
KEYWORDS	**Vehicle, Transport, Tank. Gorgon Heavy Transporter**

Militia Dark Age Rhino

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	12"		3+			6-10	3		
Militia Rhino	6"	6+	4+	6	7	3-5	D3	8	3+
	3"		5+			1-2	1		

A Miltia Rhino is a single model equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS	• This model can take a hunter-killer missile. • This model can take items from the *Astartes Vehicle Upgrades* list. • This model can take an item from the *Astartes Pintle Weapons* list.
ABILITIES	**Restricted Use:** This model may only be taken in an army using the Survivors of the Dark Age provenance. **Self-repair:** Roll a D6 at the start of each of your turns; on a 6, this model regains 1 lost wound. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
TRANSPORT	This model can transport 10 **Militia Infantry** models. Each Militia Fireteam takes up the space of two other models and each Militia Brute takes up the space of three other models.
FACTION KEYWORDS	**<Fealty>, Militia**
KEYWORDS	**Vehicle, Transport, Rhino, Tank**

Militia Dark Age Land Raider Proteus

POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Militia Land Raider Proteus	10"		3+			9-16	6		
	5"	6+	4+	8	8	5-8	D6	9	2+
	3"		5+			1-4	1		

A Militia Land Raider Proteus is a single model equipped with two twin lascannons and a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS
- This model can take a hunter-killer missile.
- This model can take items from the *Astartes Vehicle Upgrades* list.
- This model can take an item from the *Astartes Pintle Weapons* list.
- This model can replace its twin heavy bolter with a twin lascannon or twin heavy flamer.
- This model can take an explorator web. If this option is taken then the number of models that Proteus can transport is reduced to 6.

ABILITIES

Restricted Use: This model may only be taken in an army using the Survivors of the Dark Age provenance.

Self-repair: Roll a D6 at the start of each of your turns; on a 6, this model regains 1 lost wound.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explorator Web: Enemy units opting to deploy using abilities during the battle which allow them to deploy outside their normal deployment zone (such as via teleportation, grav-shute insertion etc.) may not do so within 12" of this model.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT This model can transport 10 **Militia Infantry** models. Each Militia Fireteam takes up the space of two other models and each Militia Brute takes up the space of three other models.

FACTION KEYWORDS <**Fealty**>, **Militia**

KEYWORDS **Vehicle, Transport, Land Raider, Proteus, Tank**

Militia Thunderbolt Heavy Fighter

POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderbolt	20-45"		3+			7-15			
	20-30"	6+	4+	7	7	4-6	3	7	3+
	20"		5+			1-3			

A Thunderbolt Heavy Fighter is a single model equipped with a twin lascannon and two twin autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Kinetic piercer missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **Fly**. Subtract 1 from all hit rolls made for this weapon against other targets.
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Sunfury missile	36"	Heavy D6	6	-2	1	

WARGEAR OPTIONS
- This model may take one of the following options: four sunfury missiles, four hellstrike missiles, four skystrike missiles.
- This model can take ground-tracking auguries.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Supersonic: Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Battle servitor control: A model with Battle Servitor Control increases by one the Strength of any ranged weapons that target a **Vehicle** unit.

Ground-tracking auguries: A model with ground-tracking auguries can re-roll hit rolls of a '1' when targeting a unit that does not have the **Fly** keyword.

Ramjet diffraction grid: This model has a 5+ invulnerable save against ranged weapons.

FACTION KEYWORDS <**Fealty**>, **Militia**

KEYWORDS **Vehicle, Fly, Thunderbolt**

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Militia Arvus Lighter Squadron

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arvus Lighter	20"-30"	6+	4+	6	6	8	1	7	3+

This unit contains 1 Arvus Lighter. It can include 1 additional Arvus Lighter **(Power Rating +6)** or 2 additional Arvus Lighters **(Power Rating +12)**. Each Arvus Lighter is equipped with no weaponry.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll 2 dice when inflicting damage with this weapon and discard the lowest result.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy stubber	36"	Heavy 6	4	0	1	-
Twin multi-laser	36"	Heavy 6	6	0	1	-

WARGEAR OPTIONS	• Any model can take one of the following: twin multi-laser, twin autocannon, two twin heavy stubbers or two hellstrike missiles.
ABILITIES	**Aerial Assault:** During deployment, you can set this unit up in the skies instead of placing it on the battlefield. At the end of any of your Movement phases, this unit may fly into battle - set it up anywhere on the battlefield that is more than 9" away from enemy models.
	Airborne: This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**.
	Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.
	Supersonic: Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice.
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
	Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase and it loses the **Airborne**, **Supersonic** and **Hard to Hit** abilities until the beginning of your next Movement phase.
	Repair: Roll a D6 at the end of this model's movement; on a 6, this model regains 1 lost wound.
	Vehicle Squadron: The first time that this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.
TRANSPORT	This model can transport 12 **Militia Infantry** models. Each Militia Fireteam takes up the space of two other models and each Militia Brute takes up the space of three other models.
FACTION KEYWORDS	<**Fealty**>, **Militia**
KEYWORDS	**Vehicle, Transport, Fly, Arvus Lighter**

Militia Stormhammer Super-heavy Tank

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		3+			14-26	9		
Stormhammer	7"	5+	4+	9	8	7-13	6	9	3+
	4"		5+			1-6	3		

A Stormhammer is a single model equipped with a Stormhammer cannon, twin battle cannon, a co-axial multi-laser, six multi-lasers, a lascannon and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Co-axial multi-laser	36"	Heavy 3	6	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-laser	36"	Heavy 3	6	0	1	-
Stormhammer cannon	60"	Heavy D6	9	-3	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Re-roll damage rolls of 1 for this weapon.
Twin battle cannon	72"	Heavy 2D6	8	-2	D3	-

WARGEAR OPTIONS	• This model can replace any of its multi-lasers with any of the following: heavy flamers, heavy bolters or lascannon. • This model can take a hunter-killer missile. • This model can take a combi-bolter or heavy stubber.
ABILITIES	**Co-axial weapon:** If during the same Shooting phase this model fires its Stormhammer cannon at the same target as it's co-axial multi-laser, it may re-roll any hit rolls with its Stormhammer cannon.
	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.
	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
	Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers may target unit within 1" of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.
FACTION KEYWORDS	<**Fealty**>, **Militia**
KEYWORDS	**Vehicle, Titanic, Stormhammer, Tank**

Militia Baneblade Super-heavy Tank

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		4+			14-26	9		
Baneblade	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Baneblade is a single model equipped with an autocannon, a Baneblade cannon, a demolisher cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Baneblade cannon	72"	Heavy 3D6	9	-3	3	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Heavy stubber	36"	Heavy 3	4	0	1	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.

WARGEAR OPTIONS	• This model may take a combi-bolter or heavy stubber. • This model can take a hunter-killer missile. • This model may take either two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.
ABILITIES	**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Steel Behemoth:** This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its twin heavy bolter and twin heavy flamer may target units within 1" of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.
FACTION KEYWORDS	**<Fealty>, Militia**
KEYWORDS	**Vehicle, Titanic, Baneblade, Tank**

Weapon Profiles Summary

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Augmented weapon	Melee	Melee	4	0	1	-
Autogun	24"	Rapid Fire 1	3	0	1	-
Autocannon	48"	Heavy 2	7	-1	2	-
Auxilia pistol	6"	Pistol 1	3	0	1	-
Auxilia rifle	18"	Assault 1	3	0	1	-
Baneblade cannon	72"	Heavy 3D6	9	-3	3	-
Battlecannon	72"	Heavy D6	8	-2	D3	-
Blast pistol	6"	Pistol 2	5	0	1	On a hit roll of 1, the bearer takes a mortal wound after all of this weapon's shots have been resolved.
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Charnabal sabre	Melee	Melee	User	-2	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer		When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grenade launcher		When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Grenade launcher		When attacking with this weapon, choose one of the profiles below.				
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Combi-melta		When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma		When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun		When attacking with this weapon, choose one of the profiles below.				
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Combi-volkite		When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Volkite charger	15"	Assault 2	5	0	2	-
Co-axial multi-laser	36"	Heavy 3	6	0	1	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Demolition charge						
Dozer blade	Melee	Melee	User	0	1	Attacks with this weapon get +1 Strength if the bearer successfully charged this turn. Each time the bearer fights with this weapon, it can make 1 additional attack.
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.
Exterminator autocannon	48"	Heavy 4	7	-1	2	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Graviton gun	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Grenade launcher		When attacking with this weapon, choose one of the profiles below.				
- Frag grenades	24"	Assault D6	3	0	1	-
- Krak grenades	24"	Assault 1	6	-1	D3	-
- Gas grenades	24"	Assault D6	*	0	1	Units attacked by this weapon do not get the benefit of cover. This weapon wounds on a 4+ unless it is targetting a **Vehicle**, in which case it wounds on a 6+.
- Fireburst grenades	24"	Assault D3	4	0	1	This weapon automatically hits its target.
Gorgon mortar	48"	Heavy 2D6	5	-1	1	Units attacked by this weapon do not get any bonus to their saving throws for being in cover.
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Havoc launcher	48"	Heavy D6	5	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Lascarbine	24"	Rapid Fire 1	3	0	1	-
Lascutter	Melee	Melee	9	-3	D3	When attacking with this weapon, a model may only ever make a single attack
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of 3-5, the weapon's damage is increased to 2D6. On a result of a 6, the weapon's damage is increased to 3D6.
Laslock	18"	Assault 1	4	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Lasrifle	30"	Rapid Fire 1	3	0	1	-
Medusa siege gun	When attacking with this weapon, choose one of the profiles below.					
- Standard shells	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
- Breacher shells	48"	Heavy D6	10	-3	D3	When attacking a **BUILDING**, increase this weapons damage characteristic to D6.
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Mortar	48"	Heavy D6	4	0	1	This weapon can target units that are not visible to the bearer.
Multi-laser	36"	Heavy 3	6	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Needle pistol	12"	Pistol 1	1	0	1	A needle pistol always wounds on a 2+, unless the target model is a **VEHICLE**.
Phased plasma-fusil	24"	Rapid Fire 2	6	-2	1	-
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain after it's shot has been resolved.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Quad heavy bolter	36"	Heavy 12	5	-1	1	-
Quad launcher with Frag shells	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
Quad multi-laser	36"	Heavy 12	6	0	1	-
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved at AP -4 instead of -1.
Ripper gun	12"	Assault 3	5	0	1	-
Rotor cannon	30"	Rapid Fire 3	3	0	1	-
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.
Sniper rifle	36"	Heavy 1	4	0	1	This weapon can target a **CHARACTER** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Kinetic piercer	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from all hit rolls made for this weapon against other targets.
Stormhammer cannon	60"	Heavy D6	9	-3	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Re-roll damage rolls of 1 for this weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tainted weapon	Melee	Melee	User	-1	D6	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin battle cannon	72"	Heavy 2D6	8	-2	D3	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-laser	36"	Heavy 6	6	0	1	-
Vanquisher battle cannon	72"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Volkite charger	15"	Assault 2	5	0	2	-

WARGEAR	DESCRIPTION
Advanced weapons	Add 1 to the Strength of all laspistols, lascarbines, lasrifles, laslocks and rotor cannon used a model with this upgrade.
Boarding shield	Add 1 to the Saving Throws for models equipped with boarding shields if the attack has a Damage characteristic of 1.
Cameleoline	Add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.
Carapace armour	A model with carapace armour has a Save characteristic of 4+.
Combat shield	A model with a combat shield has a 5+ invulnerable save.
Cyber-familiar	A unit with a cyber-familiar is never slowed by battlefield terrain.
Digital lasers	A model equipped with digital lasers increases its Attacks characteristic by 1.
Discipline collars	Whenever a this unit fails a Morale test, roll D3; that many models in the unit are slain and the test is automatically passed.
Explorator web	Enemy units opting to deploy using abilities during the battle which allow them to deploy outside their normal deployment zone (such as via teleportation, grav-shute insertion etc.) may not do so within 12" of this model.
Frenzon	If this unit charged during the Charge phase, they add 1 to their Attacks characteristic in the following Fight phase.
Ground tracking auguries	A model with ground-tracking auguries can re-roll hit rolls of a '1' when targeting a unit that does not have the **FLY** keyword.
Nuncio-vox	You may re-roll any hit rolls of 1 made for friendly **MILITIA** Heavy Ordnance Carriages or Rapiers with Quad Launchers when they target enemy units at least 36" away in the Shooting phase, if the enemy unit is within sight of this model.
Platoon standard	Friendly **MILITIA** units within 6" of any friendly company banner add 1 to their Leadership.
Power armour	A model with power armour has a Save characteristic of 3+.
Power of the machine spirit	This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
Ramjet-diffraction grid	This model has a 5+ invulnerable save against ranged weapons.
Refractor field	A model with a refractor field has a 5+ invulnerable save.
Vexilla	Add 1 to the Leadership of models in a unit with a vexilla.
Wicked blades	Add 1 to the Attacks of models with this upgrade.

SOLAR AUXILIA

KEYWORDS

‹FEALTY›

In games set in the Age of Darkness, your army will either fight on the side of the loyalists or the traitors. When you build your army, pick which you wish it to be. If you pick loyalist, then all units with the ‹FEALTY› keyword have this keyword changed to **LOYALIST**. If you pick traitor, then all units with the ‹FEALTY› keyword have this keyword changed to **TRAITOR**.

All units in your army must have the same allegiance. Some unique characters or specific units can already have **TRAITOR** or **LOYALIST** printed on their datasheet, in which case they can only be taken in armies with the matching allegiance.

SOLAR AUXILIA

In matched play games using the Age of Darkness rules, a detachment containing **SOLAR AUXILIA** units may only contain other **SOLAR AUXILIA** units. It is then referred to as a '**SOLAR AUXILIA** detachment'.

SUPPORT

A unit with this keyword cannot be taken as a compulsory choice for the category of the Force Organisation chart that it is in.

ABILITIES

OBJECTIVE SECURED

If your army is Battle-forged, all Troops units in **SOLAR AUXILIA** detachment gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

HOLD THE LINE

If your army is Battle-forged, you always score an additional Victory Point if, at the end of the battle, three friendly **SOLAR AUXILIA** units with Objective Secured and no enemy units with Objective Secured are within your deployment zone.

DISCIPLINED FIRE

Models with this ability hit on a 5+ when firing overwatch, as long as they are firing with Pistol, Rapid Fire or Assault weapons.

CLOSE FORMATION FIGHTING

So long as two friendly **SOLAR AUXILIA** models with this ability are in base-to-base contact when they are activated in the Fight phase, they may re-roll hit rolls of 1 for the duration of that Fight phase.

EXPLORATOR ADAPTION

Models with this ability have a 6+ invulnerable save. They do not get this save against melta, plasma, volkite or laser weapons (weapons with 'melta', 'plasma', 'volkite', 'las' or 'laser' in their name).

WARLORD TRAITS

Before the battle, generate the a trait for your warlord using the table below. You can either roll a D6 to generate the trait randomly or you can select the trait you wish the warlord to have.

DISCIPLINED COMMAND

If you choose a **SOLAR AUXILIA** model as your warlord, it must be the highest ranking in the army. In order, this must be a Lord Marshall (or Ireton MaSade), a Legate Commander, a Strategos, and then finally a Tank Commander.

SOLAR AUXILIA WARLORD TRAITS	
D6 Roll	**Trait**
1	**Uncanny Survivor** *The warlord has outlived many enemies; both the cruel claws of the xenos and the blades of his rivals have failed to lay him low.* If your warlord suffers a wound, roll a dice; on a roll of 6, ignore that wound.
2	**Shattering Bombardment** *The Solar Auxilia's armoured reserves are infamous for the deadly effect to which their firepower can be put.* At the start of each Shooting phase, select a single weapon in an **ARTILLERY** unit wihin 6" of the warlord. You may re-roll hit rolls with this weapon until the end of the phase.
3	**Bitter Blood** *A duellist of deadly repute, the warlords abilities in hand-to-hand combat are not to be underestimated.* The warlord may re-roll hit rolls against enemy **CHARACTERS**.
4	**Blind Barrage** *One tactic employed by the Solar Auxilia is to precede battle with a barrage of smoke into which fields of fire have been prepared.* In the first battle round of the game, all friendly **SOLAR AUXILIA** units gain the benefit of cover, even if they are not in cover.
5	**Void Master** *The warlord has faced may strange perils on dima dn distand nightmare worlds. The horrors of the battlefield hold little fear.* The warlord and any friendly unit within 3" may re-roll failed Morale tests and ignore any movement penalties from battlefield terrain.
6	**Siege Master** *The warlord is a veteran of uncounted sieges and knows the vulnerabilities in his enemy's defences* After deployment is finished but before the first turn of the game, you may nominate a single piece of terrain; this piece of terrain no longer provides the benefit of cover.

ADDITIONAL LORDS OF WAR

In addition to the vehicles listed in this document, a Legiones Astartes Army can include detachments of Crusade Reserves as listed in the *Battles in the Age of Darkness* document.

TAKE COVER
Solar Auxilia Stratagem
1 CP

Use this Stratagem in your opponent's shooting phase when your opponent selects one of your units as a target. You can add 1 to saving throws you make for this unit until the end of the phase

DEFENSIVE GUNNERS
Solar Auxilia Stratagem
1

Use this Stratagem when a charge is declared against one of your **Vehicle** units. When that unit fires Overwatch this phase, they hit on a 5 or a 6, rather than just a 6.

SEAL THE HATCHES!
Solar Auxilia Stratagem
1

Use this Stratagem in your opponent's shooting phase when your opponent selects one of your **Vehicle** units as a target. The 6+ invulnerable save granted by the Explorator Adaptions ability is increased to 5+ for that unit until the end of the phase.

PRIDE OF THE NAVY
Solar Auxilia Stratagem
1 CP

Use this Stratagem after one of your **Solar Auxilia Thunderbolt, Arvus Lighter** or **Primaris-Lightning** units completes it's move in the Movement phase. You may immediately pivot the model an additional 45 degrees in either direction.

RAPID DEPLOYMENT
Solar Auxilia Stratagem
1 CP

Use this Stratagem at the start of your Shooting phase. Select a unit of **Solar Auxilia Infantry** in your army that disembarked from a **Transport Vehicle** this turn. You can re-roll hits of 1 with that unit until the end of the phase.

ORBITAL AUGUR SCAN
Solar Auxilia Stratagem
1 CP

Use this Stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of one of your **Solar Auxilia Infantry** units. Your unit can immediately shoot at that unit as if it were the Shooting phase, but must subtract 1 from all the resulting hit rolls.

GRENADIERS
Solar Auxilia Stratagem
1

Use this Stratagem before a **Solar Auxilia Infantry** unit from your army shoots or fires Overwatch. Up to ten models in that unit that are armed with grenades can throw a grenade this phase, instead of only one model being able to do so.

CRUSADER RELICS
Solar Auxilia Stratagem
1/3 CP

Use this Stratagem before the battle. Your army can have one extra Solar Auxilia Relic for 1CP, or two extra Solar Auxilia Relics for 3CPs. All of the Relics that you include must be different and be given to different **Solar Auxilia Characters**.

SUPPORTING FIRE
Solar Auxilia Stratagem
2 CP

Use this Stratagem after a **Solar Auxilia** unit from your army has inflicted an unsaved wound on an enemy unit in the Shooting phase. You can add 1 to hit rolls for any other **Solar Auxilia** units from your army that target the same enemy unit this phase.

ARMOURED ASSAULT
Solar Auxilia Stratagem
2 CP

Use this Stratagem in the movement phase, before a **Solar Auxilia Transport Vehicle** unit moves. Transported models may disembark from this vehicle after it has completed it's move. However, the chosen vehicle may not Advance this turn.

IMPERIAL ELITE
Solar Auxilia Stratagem
1 CP

Use this Stratagem at the start of the Morale phase. Pick a **Militia** unit from your army that is required to take a Morale test. You can roll a D3 for the unit, rather than a D6, when taking this test.

FROM THE MARTIAN FORGES
Solar Auxilia Stratagem
1 CP

Use this Stratagem just before a friendly **Solar Auxilia** unit attacks in the Shooting phase. Each time you make a wound roll of 6+ for a volkite weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits. Volkite weapons are any weapon that contains the word 'volkite' in its name.

WARGEAR LISTS

MELEE WEAPONS
Charnabal sabre
Paragon blade *
Power axe
Power fist
Power lance
Power maul
Power sword
Master-crafted power sword **

PISTOLS
Archaeotech pistol *
Blast pistol
Hand flamer
Inferno pistol **
Laspistol
Needle pistol
Plasma pistol
Volkite Serpenta **

*	Lord Marshals only
**	Lord Marshals and Legate Commanders only

POINTS VALUES

TROOPS

Unit	Models per Unit	Points per Model*
Auxilia Lasrifle Section	20	7
Auxilia Veletaris Storm Section	10	10
Auxilia Flamer Section	10	8

DEDICATED TRANSPORT

Unit	Models per Unit	Points per Model*
Auxilia Dracosan Armoured Transport	1	170
Auxilia Arvus Lighter	1	115

FAST ATTACK

Unit	Models per Unit	Points per Model *
Auxilia Taratula Sentry Turret	1-3	20
Air Defense Tatantula	1-3	50
Auxilia Leman Russ Strike Squadron	1-3	135

LORDS OF WAR

Unit	Models per Unit	Points per Model *
Auxilia Baneblade Super-heavy Tank	1	395
Auxilia Banesword Super-heavy Tank	1	395
Auxilia Shadowsword Super-heavy Tank	1	395
Auxilia Stormlord Super-heavy Tank	1	435
Auxilia Stormsword Super-heavy Tank	1	395
Auxilia Stormblade Super-heavy Tank	1	405
Auxilia Stormhammer Super-heavy Tank	1	395

*	Does not include wargear
**	Crew are purchased separately

HQ

Unit	Models per Unit	Points per Model*
Auxilia Lord Marshsll	1	50
Auxilia Legate Commander	2-5	40
Auxilia Tactical Command Section (Strategos)	1	20
Auxilia Tactical Command Section (Everyone else)	5-9	10
Auxilia Tank Commander	1	20
Lord Marshal Ireton MaSade	1	85

ELITES

Unit	Models per Unit	Points per Model*
Auxilia Enginseer Adeptus	1-3	40
Auxilia Servo-automata	4-8	2
Auxilia Ogryn Charonite Squad	3-9	37
Auxilia Medicae Detachment	1-5	18
Auxilia Rapier Weapons Carrier **	1-3	20
Auxiliary Crew	**	7

FLYER

Unit	Models per Unit	Points per Model *
Auxilia Primaris-Lightning Strike Fighter	1	125
Auxilia Thunderbolt Heavy Fighter	1	125

HEAVY SUPPORT

Unit	Models per Unit	Points per Model *
Auxilia Leman Russ Assault Squadron	1-3	135
Auxilia Artillery Tank Squadron	1-3	110
Auxilia Malcador Heavy Tank	1	195
Auxilia Malcador Infernus	1	317
Auxilia Valdor Tank Hunter	1	375
Auxilia Cyclops Demolition Unit	1-5	40

Weapons

Weapon	Points per Weapon
Adamantium tracks	0
Air defence missile	10
Archaeotech pistol	6
Atomantic imploder	0
Autocannon	15
Auxilia lasrifle	2
- Collimator	0
- Blast charger	1
Bombardment	15
Baneblade cannon	0
Battlecannon	22
Blast pistol	2
Bomb cluster	20
Charnabal sabre	2
Charonite claws	0
Co-axial multi-laser	0
Colossus siege mortar	40
Combat blade	0
Cyclops demolition charge	0
Cyclops incineration charge	0
Demolisher cannon	40
Earthshaker cannon	35
Executioner plasma cannon	20
Exterminator autocannon	25
Flamer	7
Frag grenades	0
Graviton cannon	50
Graviton gun	15
Grenade launcher (kinetic, tempest & krak grenades)	15
Hand flamer	6
Heavy bolter	8
Heavy flamer	17
Hellstrike missile	20
Hunter-killer missile	6
Inferno pistol	6
Inferno gun	0
Krak grenades	0
Kraken penetrator	20
Lascannon	20
Lasgun	1
Laser destroyer	40
Laspistol	1
Master-crafted power sword	7
Medusa siege gun	35
Melta bombs	5
Meltagun	12
Multi-laser	10
Multi-melta	20
Needle pistol	3
Neutron laser projector	0
Paragon blade	17
Phased plasma-fusil	16
Plasma blastgun	0
Plasma gun	7
Plasma pistol	5
Power axe	5
Power fist	10
Power lance	4
Power maul	4
Power sword	4
Quad launcher (frag & shatter shells)	40
Quad multi-laser	32
Quake cannon	0
Rotor cannon	5

Weapon	Points per Weapon
Servo arm	12
Skystrike missile	15
Stormhammer cannon	0
Stormsword siege cannon	0
Sunfury missile	15
Tactical bombs (one cluster)	0
Twin autocannon	25
Twin battle cannon	0
Twin heavy bolter	14
Twin heavy flamer	30
Twin lascannon	36
Twin missile launcher	50
Twin rotor cannon	10
Vanquisher battle cannon	25
Volcano cannon	0
Volkite charger	5
Volkite demi-culverin	18
Volkite serpenta	3
Vulcan mega-bolter	0

Other Wargear

Wargear	Points per Item
Artificer armour	8
Battle-servitor control	15
Cohort vexilla	5
Cyber-familiar	10
Digital lasers	15
Displacer matrix	12
Ground tracking auguries	10
Hardened armour	0
Iron halo	8
Medi-pack	0
Nuncio-vox	15
Psy-jammer	15
Ramjet-diffraction grid	15
Refractor field	4
Troop Vexilla	10

⊛ Auxilia Legate Commander

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legate Commander	6"	3+	3+	3	3	4	3	8	4+
Lord Marshall	6"	3+	3+	3	3	5	4	9	4+

- A Legate Commander is a single model armed with a laspistol, combat blade, frag grenades and krak grenades and wearing a refractor field.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combat blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Laspistol	12"	Pistol 1	3	0	1	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.

UNIT OPTIONS	• One Legate Commander in the army can be upgraded to a Lord Marshall. • This model can be equipped with artificer armour, improving it's Save characteristic to 2+.
WARGEAR OPTIONS	• This model can replace its laspistol and/or combat blade with an item from the *Pistols* or *Melee Weapons* lists. • This model can replace its refractor field with an iron halo. A Lord Marshall can instead replace his refractor field with a displacer matrix. • This model can take melta bombs. • This model can take digital lasers. • This model can take a psy-jammer. • This model can take a cyber familiar.
ABILITIES	**Disciplined Fire, Close Formation Fighting** **Refractor Field*:** This model has a 5+ invulnerable save. **Iron Halo*:** This model has a 4+ invulnerable save. **Displacer Matrix*:** This model has a 3+ invulnerable save. If a 1 is rolled for this save, remove the model from the tabletop. At the end of the controlling player's following movement phase, the model re-appears; place him anywhere on the battlefield that is not within 9" of an enemy model. ** Note that a Legate Commander will only have one of these abilities, which should be noted before the game begins.* **High Commander:** While this model is on the battlefield, all friendly **Solar Auxilia** units can use his Leadership characteristic instead of their own when they take a Morale test. **Household Retinue:** If a detachment includes a Lord Marshall, it may take **Veletaris Storm Sections** as Elites choices. These Elites choices improve their Weapon Skill characteristic to 3+ and may re-roll hit rolls of 1 in the Fight phase as long as the Lord Marshall is on the table. **Digital Lasers:** A model equipped with digital lasers increases its Attacks characteristic by 1. **Psy-jammer:** A model equipped with a psy-jammer can attempt to deny one psychic power in each enemy Psychic phase, as long as the enemy psychic power targets the bearer or a unit within 6" of the bearer. **Cyber-familiar:** A unit with a cyber-familiar is never slowed by battlefield terrain.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Infantry, Character, Legate Commander**

LORD MARSHALL IRETON MASADE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ireton MaSade	6"	3+	2+	3	3	5	3	9	2+

- Ireton MaSade is a single model armed with a master-crafted power sword, archaeotech pistol, psy-jammer, frag grenades and krak grenades and wearing an iron halo. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted ower sword	Melee	Melee	User	-3	2	-

ABILITIES	**Disciplined Fire, Close Formation Fighting**
	Iron Halo: This model has a 4+ invulnerable save.
	Hatred of Traitors: Ireton MaSade may re-roll failed hit rolls in the Fight phase for attacks directed against TRAITOR models.
	High Commander: While this model is on the battlefield, all friendly SOLAR AUXILIA units can use his Leadership characteristic instead of their own when they take a Morale test.
	Household Retinue: If a detachment includes Ireton MaSade, it may take VELETARIS STORM SECTIONS as Elites choices. These Elites choices improve their Weapon Skill characteristic to 3+ and may re-roll hir rolls of 1 in the Fight phase as long as Ireton MaSade is on the table.
	Psy-jammer: A model equipped with a psy-jammer can attempt to deny one psychic power in each enemy Psychic phase, as long as the enemy psychic power targets the bearer or a unit within 6" of the bearer.
	Ambulator frame: At the start of each of your turns, Ireton MaSade regains 1 wound lost previously in the battle.
	Protector of Agathon: Ireton MaSade must always be your Warlord, and may not be included in an army with another Lord Marshall. Once per game, at the end of your movement phase, Ireton MaSade can call on reinforcements from his sector. Pick a SOLAR AUXILIA INFANTRY unit and remove it from the battlefield. You can then set it up again wholly within 6" of the edge of the battlefield and more than 9" away from enemy models, at full starting strength.
	Warlord Trait - Master of the Battlefield: Ireton MaSade does not select a Warlord trait. Instead, after deployment has finished but before the game begins, you may re-deploy D3 of your units; remove them from the battlefield and deploy them again, in any manner normally allowed.
FACTION KEYWORDS	**Loyalist, Solar Auxilia**
KEYWORDS	**Infantry, Character, Legate Commander, Ireton MaSade**

AUXILIA TACTICAL COMMAND SECTION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran Auxiliary	6"	4+	3+	3	3	1	1	6	4+
Proclamaitor	6"	4+	3+	3	3	1	1	6	4+
Vexilarius	6"	4+	3+	3	3	1	1	6	4+
Strategos	6"	4+	3+	3	3	2	2	7	4+

This unit consists of 1 Strategos, 1 Vexilarius, 1 Proclamaitor and 2 Veteran Auxiliaries. It may include up to 5 additional Veteran Auxiliaries **(+X Power rating).**
- Each model is armed with a laspistol, combat blade, krak grenades and frag grenades.
- The Proclamaitor is also equipped with a nuncio-vox.
- The Vexillarius is also equipped with a cohort vexilla.
- The Strategos is also equipped with a single bombardment.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auxilia lasrifle	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	3	0	1	-
- Collimator	36"	Heavy 2	3	0	1	-
- Blast charger	18"	Heavy 1	6	-1	1	After this a unit has fired this weapon, it may not be fired again until after the controlling player's next turn. In addition, roll a D6; on the roll of a 1 the unit may not use their blast-chargers again in this battle.
Bombardment	100"	Heavy D6	8	-2	D3	This weapon can only be fired once per battle, and cannot be used if the bearer moved. This weapon can target units that are not visible to the bearer (when doing so, subtract 1 from the hit rolls). You may only use one Bombardment per turn, regardless of how many Masters of Signals you have in your army.
Combat blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Kinetic grenades	24"	Assault D6	4	0	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
- Tempest grenades	24"	Assault 1	4	-3	1	
- Krak grenades	24"	Assault 1	6	-1	D3	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Laspistol	12"	Pistol 1	3	0	1	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Rotor cannon	30"	Rapid Fire 3	3	0	1	-
Volkite charger	15"	Assault 2	5	0	2	-

WARGEAR OPTIONS	• The Strategos can replace his combat blade and/or laspistol with items from the *Pistols* or *Melee Weapons* lists. • Up to two of the Veteran Auxiliaries may replace their auxilia lasrifle with collimator & blast charger with a special weapon; either a volkite charger, grenade launcher with kinetic, tempest and krak grenades grenades, flamer, rotor cannon, meltagun or plasma gun.
ABILITIES	**Disciplined Fire, Close Formation Fighting** **Cohort Vexilla:** Friendly SOLAR AUXILIA units within 6" of any friendly cohort vexilla add 1 to their Leadership.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Infantry, Auxilia Tactical Command Section**

Auxilia Tank Commander

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tank Commander (Tank Commander)	— As Vehicle —		3+	------------------------ As Vehicle ------------------------					
Tank Commander (Infantry)	6"	4+	3+	3	3	2	2	7	4+

A **Solar Auxilia Leman Russ, Malcador, Valdor, Baneblade, Stormblade, Stormlord, Stormhammer** or **Shadowsword** in your army with can take an Auxilia Tank Commander as an upgrade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES	**Tank Ace:** A vehile commanded by a Tank Commander may pick one of the following keywords at the start of the game: **Vehicle, Monster, Infantry, Titanic, Fly.** The vehicle may re-roll wound rolls of 1 when shooting at units with the selected keyword.
	Tank Commander: A Tank Commander begins the game commanding a vehicle (see above). Whilst commanding the vehicle, use that vehicle's normal profile, weapons, abilities, keywords and characteristics, with the exception of it's Ballistic Skill - use the Tank Commander's Ballistic Skill of 3+ when firing with the vehicle instead.
	If his vehicle is reduced to 0 wounds, set him up within 3" before removing the vehicle from the battlefield. He is treated as a passenger departing from a destroyed transport. Assuming he survives, the Tank Commander then uses the Infantry profile above and the keywords below. He is equipped with a laspistol, combat blade, frag grenades & krak grenades.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Infantry, Character, Tank Commander**

Auxilia Rapier Weapons Battery

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rapier Weapons Carrier	3"	6+	4+	3	5	4	1	7	3+
Auxiliary Crew	6"	4+	4+	3	3	1	1	5	5+

This unit consists of 1 Rapier Weapons Carrier and 2 Auxiliary Crew. It can include up to 2 additional Rapier Weapons Carriers (each with 2 Auxiliary Crew) **(+4 Power rating per Rapier Weapons Carrier)**.
- Each Rapier Weapons Carrier is equipped with a quad multi-laser.
- Each Auxiliary Crew is armed with a lasgun and a combat blade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combat blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Graviton cannon	36"	Heavy D3	7	-4	2	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to 3. For every five models in the target units, add D3 to the number of attacks made by this weapon.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of 3-5, the weapon's damage is increased to 2D6. On a result of a 6, the weapon's damage is increased to 3D6.
Quad launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag shells	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
- Shatter shells	24"	Heavy 4	8	-2	3	-
Quad multi-laser	36"	Heavy 12	6	0	1	-

UNIT OPTIONS	• The entire unit can replace its quad multi-laser with quad launchers (frag & shatter shells).
WARGEAR OPTIONS	• Any model can replace its quad multi-laser with a laser destroyer or graviton cannon.
ABILITIES	**Disiplined Fire, Close Formation Fighting** (Crew only)
	Artillery: A Rapier Weapons Carrier can only fire its ranged weapon if a friendly Auxiliary **Crew** is within 3". A single **Crew** model cannot operate multiple Rapier Weapons Carriers in this way in a single turn. If at any point, there are no **Crew** within 6" of a Rapier Weapons Carrier, it is immediately removed from play.
	Auxiliary Crew: When a Rapier Carrier is set up on the battlefield, its Auxiliary Crew are set up in unit coherency with it. From that point onwards the Auxiliary Crew are treated as one unit and the Rapier Carrier as another. The Auxiliary Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the firer.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS (Rapier Weapons Carrier)	**Vehicle, Artillery, Rapier Carrier**
KEYWORDS (Auxiliary Crew)	**Infantry, Crew**

AUXILIA ENGINSEER ADEPTUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Enginseer Adept	6"	4+	4+	4	4	4	2	8	3+

This unit consists of 1 Enginseer Adept. It can include up to 2 additional Enginseer Adepts **(+3 Power rating per model)**.
- Each model is armed with a servo arm, power axe and laspistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Graviton gun	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Laspistol	12"	Pistol 1	3	0	1	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE.
Power axe	Melee	Melee	1	-2	1	-
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.
Volkite charger	15"	Assault 2	5	0	2	-

WARGEAR OPTIONS	• Any model can take melta bombs. • Any model can take a nuncio-vox. • Any model can take a cortex controller. • Any model can take a volkite charger. • Any model can take a graviton gun. • Any model can take a refractor field. • Any model can take a cyber-familiar.
ABILITIES	**Battlesmith:** At the end of your Movement phase this model can repair a single **SOLAR AUXILIA VEHICLE** within 1". That model regains D3 wounds. A model can only be repaired once per turn. **Bionics:** This model has a 6+ invulnerable save. **Cyber-familiar:** A unit with a cyber-familiar is never slowed by battlefield terrain.
FACTION KEYWORDS	<FEALTY>, SOLAR AUXILIA
KEYWORDS	INFANTRY, CHARACTER, ENGINSEER

AUXILIA SERVO-AUTOMATA

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Servo-automata	5"	5+	5+	3	3	1	1	6	4+

This unit consists of 4 Servo-automata. It may include up to four additional Servo-automata **(+3 Power rating)**
- Each model is armed with a brutal assault weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Grenade launcher		When attacking with this weapon, choose one of the profiles below.				
- Kinetic grenades	24"	Assault D6	4	0	1	-
- Tempest grenades	24"	Assault 1	4	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
- Krak grenades	24"	Assault 1	6	-1	D3	
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Phased plasma-fusil	24"	Rapid Fire 2	6	-2	1	
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.
Rotor cannon	30"	Rapid Fire 3	3	0	1	-

WARGEAR OPTIONS	• Any model can take either a flamer, phased plasma-fusil, rotor cannon, grenade launcher (with kinetic, tempest and krak grenades), heavy bolter, multi-melta or a servo-arm.
ABILITIES	**Mindlock:** If there is a friendly **ENGINSEER** model within 6", this unit's Weapon Skill and Ballistic Skill increase to 4+ and their Leadership increases to 9.
FACTION KEYWORDS	<FEALTY>, SOLAR AUXILIA
KEYWORDS	INFANTRY, SERVO-AUTOMATA

Auxilia Ogryn Charonite Squad

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ogryn Charonite	6"	3+	4+	5	5	3	3	7	4+

This unit consists of 3 Ogryn Charonites It can include up to 3 additional Ogryn Charonites **(+4 Power rating)** or up to 6 additional Ogryn Charonites **(+8 Power rating)**.

• An Ogryn Charonite is armed with charonite claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Charonite claws	Melee	Melee	+1	-3	1	Each time you make a hit roll of 6+ for this weapon, that hit is resolved at AP -4 instead of -1 and Damage D3 instead of 1.

ABILITIES	**Avalanche of Murder:** On a turn in which this unit made a successful charge, models in this unit can make one additional attack in the Fight phase the first time they fight. **Mind-slave:** This unit can never hold objectives. **Dead-man's Switch:** Whenever this unit fails a Morale test, roll D3; the unit suffers this many mortal wounds and the test is automatically passed
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Infantry, Ogryn, Ogryn Charonite Squad**

Auxilia Medicae Detachment

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Medicae Orderly	6"	4+	4+	3	3	3	1	7	4+

This unit consists of 1 Medicae Orderly. It can include up to 3 additional Medicae Orderlies **(+2 Power rating per model)**.

• A Medicae Orderly is armed with a medi-pack, combat blade and laspistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combat blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Needle pistol	12"	Pistol 1	1	0	1	A needle pistol always wounds on a 2+, unless the target model is a **Vehicle**.
Laspistol	12"	Pistol 1	3	0	1	–

WARGEAR OPTIONS	• Any Medicae Orderly can replace his laspistol with a needle pistol.
ABILITIES	**Disciplined Fire, Close formation fighting** **Medi-pack:** At the end of any of your Movement phases, the Medicae can attempt to heal or revive a single model. Select a friendly **Solar Auxilia Infantry** unit within 3" of the Medicae. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen units contains no wounded models, but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Medicae fails to revive a model he can do nothing for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Medi-pack ability once in each turn. **Attached Deployment:** During deployment, all models in this unit must be set up at the same time, they do not need to be in unit coherency. From that point on, each Medicae Orderly is treated as a separate unit.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Infantry, Character, Medicae**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Solar Auxiliary	6"	4+	4+	3	3	1	1	6	4+
Auxiliary Sergeant	6"	4+	4+	3	3	1	2	7	4+
Troop Master	6"	3+	3+	3	3	1	2	7	4+

This unit consists of 1 Auxiliary Sergeant and 19 Solar Auxiliaries.
- Each model is armed with an auxilia lasrifle, collimator, combat blade, krak grenades and frag grenades.
- One Solar Auxiliary has a nuncio-vox in addition to the above equipment.
- One Solar Auxiliary has a troop vexilla in addition to the above equipment.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auxilia lasrifle	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	3	0	1	-
- Collimator	36"	Heavy 2	3	0	1	-
- Blast charger	18"	Heavy 1	6	-1	1	After this a unit has fired this weapon, it may not be fired again until after the controlling player's next turn. In addition, roll a D6; on the roll of a 1 the unit may not use their blast-chargers again in this battle.
Combat blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE.

UNIT OPTIONS	• For every three units of this type in the detachment, one Auxiliary Sergeant may be upgraded to a Troop Leader. • The entire unit can take blast-chargers.
WARGEAR OPTIONS	• The Auxiliary Sergeant or Troop Master can replace his combat blade and/or auxilia lasrifle & collimator with items from the *Pistols* or *Melee Weapons* lists. • The Auxiliary Sergeant or Troop Master can take melta bombs.
ABILITIES	**Disciplined Fire, Close Formation Fighting**
FACTION KEYWORDS	**‹FEALTY›, SOLAR AUXILIA**
KEYWORDS	**INFANTRY, AUXILIA LASRIFLE SECTION**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veletari	6"	4+	3+	3	3	1	1	7	4+
Veletari Prime	6"	3+	3+	3	3	1	2	8	4+

This unit consists of 1 Veletari Prime and 9 Veletarii.
- Each model is armed with a volkite charger, laspistol, combat blade, krak grenades and frag grenades and wears hardened armour.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combat blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE.
Laspistol	12"	Pistol 1	3	0	1	-
Power axe	Melee	Melee	+1	-2	1	-
Rotor cannon	30"	Rapid Fire 3	3	0	1	-
Shroud bombs						
Volkite charger	15"	Assault 2	5	0	2	-

UNIT OPTIONS	• The entire unit can replace their volkite chargers with rotor cannon or power axes. • The entire unit can take shroud bombs.
WARGEAR OPTIONS	• One Veletari can take a nuncio-vox. • The Auxiliary Sergeant or Troop Master can replace his combat blade and/or auxilia lasrifle & collimator with items from the *Pistols* or *Melee Weapons* lists. • The Auxiliary Sergeant or Troop Master can take melta bombs.
ABILITIES	**Disciplined Fire, Close Formation Fighting**
FACTION KEYWORDS	**‹FEALTY›, SOLAR AUXILIA**
KEYWORDS	**INFANTRY, VELETARIS STORM SECTION**

AUXILIA FLAMER SECTION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Solar Auxiliary	6"	4+	4+	3	3	1	1	6	4+
Auxiliary Sergeant	6"	4+	4+	3	3	1	2	7	4+

This unit consists of 1 Auxiliary Sergeant and 9 Solar Auxiliaries.
* Each Auxiliary is armed with a flamer, laspisol, krak grenades and frag grenades and wears hardened armour.
* The Auxiliary Sergeant is armed with a flamer, laspisol, combat blade, krak grenades and frag grenades and wears hardened armour.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combat blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Laspistol	12"	Pistol 1	3	0	1	–
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE.

WARGEAR OPTIONS	• The Auxiliary Sergeant can replace his combat blade and/or auxilia lasrifle & collimator with items from the *Pistols* or *Melee Weapons* lists. • The Auxiliary Sergeant can take melta bombs.
ABILITIES	**Disciplined Fire, Close Formation Fighting**
FACTION KEYWORDS	<FEALTY>, SOLAR AUXILIA
KEYWORDS	INFANTRY, SUPPORT, AUXILIA FLAMER SECTION

AUXILIA LEMAN RUSS STRIKE SQUADRON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Leman Russ Tank	10"		4+			7-12	3		
	7"	6+	5+	7	8	4-6	D3	7	3+
	4"		6+			1-3	1		

This unit consists of 1 Leman Russ Tank. It can include up to 2 additional Leman Russ Tanks **(+11 Power rating per model)**.
* Each model is equipped with a battle cannon and a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle cannon	72"	Heavy D6	8	-2	D3	-
Exterminator autocannon	48"	Heavy 4	7	-1	2	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-laser	36"	Heavy 3	6	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Vanquisher battle cannon	72"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.

WARGEAR OPTIONS	• Any model can replace its battle cannon with an exterminator autocannon, a twin lascannon or a vanquisher battle cannon.. • Any model can replace its heavy bolter with a multi-laser, heavy flamer or a lascannon. • Any model can take a pintle weapon: either a multi-laser or a heavy flamer. • Any model can take a hunter-killer missile.
ABILITIES	**Explorator Adaption** **Induction Chargers:** Once per battle at the start of any of your Movement phases, you may activate this unit's induction chargers. The unit may Advance and still fire all it's weapons this turn, and ignores the usual -1 penalty for moving and firing heavy weapons. **Grinding Advance:** If this model moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). Furthermore, hit rolls for this model's turret weapon do not suffer the penalty for moving and shooting a Heavy weapon. The following weapons are turret weapons: battle cannon, demolisher cannon, twin lascannon, exterminator autocannon and vanquisher battle cannon. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	<FEALTY>, SOLAR AUXILIA
KEYWORDS	VEHICLE, LEMAN RUSS, TANK

AUXILIA TARANTULA SENTRY GUN BATTERY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula Sentry Gun	0"	-	4+	4	5	4	-	10	3+
Air defence Tarantula	0"	-	4+	4	5	4	-	10	3+

This unit consists of 1 Tarantula Sentry Gun. It can include up to 2 additional Tarantula Sentry Guns **(Power Rating +3 per model)**.
- Each model equipped with a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Air-defence missiles	48"	Heavy D3	8	-2	D3	This weapon gets +1 to hit against units with the **Fly** keyword. However it gets -1 to hit all other units.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-laser	36"	Heavy 6	6	0	1	-
Twin rotor cannon	30"	Rapid Fire 6	3	0	1	-

UNIT OPTIONS	• The entire unit can be upgraded to Air defence Tarantulas. Air defence Tarantulas replace their twin heavy bolters with air-defence missiles. • One model can replace its air-defence missiles with a hyperios command platform. • The entire unit can take concealment.
WARGEAR OPTIONS	• Any model can replace its twin heavy bolters with twin heavy flamers, twin multi-lasers, two twin rotor cannons, twin lascannon or multi-melta.
ABILITIES	**Immobile:** This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase - do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy models that are within 1" of this model. **Automated Weapons:** If this model has a twin heavy bolter, twin heavy flamer or twin rotor cannon; it will automatically target the nearest enemy **Infantry** unit in the Shooting phase within range. If this model has a multi-melta or twin lascannon; it will automatically target the nearest non-**Infantry** model in the Shooting phase within range. If this model has air-defence missiles; it will automatically target the nearest visible enemy unit that can **Fly** and is within range. If there are none of the specified types of unit types of unit in range then the closest enemy unit of any kind must be targeted, however in all cases this model may only shoot at an enemy **Character** if it is the closest model of any type. **Hyperios Command Platform:** A model equipped with a hyperios command platform gives a +1 to hit rolls for air-defence missiles within 3". **Concealment:** Enemy units targeting this unit suffer a -1 to hit rolls with ranged attacks, until this unit shoots.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, <Legion>**
KEYWORDS	**Vehicle, Artillery, Tarantula Sentry Gun**

AUXILIA ARTILLERY TANK BATTERY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Artillery Tank	10"		4+			7-12	3		
	6"	6+	5+	7	7	4-6	D3	7	3+
	4"		6+			1-3	1		

This unit consists of 1 Artillery Tank. It can include up to 2 additional Artillery Tanks **(+10 Power rating per model)**.
- Each model is equipped with an earthshaker cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.
Colossus siege mortar	240"	Heavy 2D6	6	-2	D3	This weapon can target units that are not visibl to the bearer. Units attacked by this weapon do not gain any bonus to their saving throw for being in cover.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Medusa siege gun	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
Multi-laser	36"	Heavy 3	6	0	1	-

WARGEAR OPTIONS	• The entire unit can replace their earthshaker cannon with meduse siege guns or colossus siege mortars. • Any model can take a pintle weapon: either a heavy bolter, a multi-laser or a heavy flamer. • Any model can take a hunter-killer missile.
ABILITIES	**Explorator Adaption** **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Vehicle, Artillery, Tank**

AUXILIA LEMAN RUSS ASSAULT SQUADRON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		4+			7-12	3		
Leman Russ Tank	7"	6+	5+	7	8	4-6	D3	7	3+
	4"		6+			1-3	1		

This unit consists of 1 Leman Russ Tank. It can include up to 2 additional Leman Russ Tanks **(+11 Power rating per model)**.
• Each model is equipped with a demolisher cannon and a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Executioner plasma cannon	36"	Heavy 2D3	7	-3	2	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-laser	36"	Heavy 3	6	0	1	-
Volkite demi-culverin	45"	Heavy 5	7	-1	2	-

WARGEAR OPTIONS	• Any model can replace its demolisher cannon with an executioner plasma cannon or a volkite demi-culverin. • Any model can replace its heavy bolter with a multi-laser, heavy flamer or a lascannon. • Any model can take a pintle weapon: either a multi-laser or a heavy flamer. • Any model can take a hunter-killer missile.
ABILITIES	**Explorator Adaption** **Co-ordinated Fire Protocols:** So long as two or more tanks from the same unit are firing at the same target, the weapons they fire at that target may re-roll hit rolls of 1. Note that you must declare the target for all weapons on all tanks before making any hit rolls. **Grinding Advance:** If this model moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). Furthermore, hit rolls for this model's turret weapon do not suffer the penalty for moving and shooting a Heavy weapon. The following weapons are turret weapons: demolisher cannon, executioner plasma cannon and volkite demi-culverin. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	‹FEALTY›, SOLAR AUXILIA
KEYWORDS	VEHICLE, LEMAN RUSS, TANK

AUXILIA MALCADOR HEAVY TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		4+			10-18	3		
Malcador	7"	6+	5+	7	8	5-9	D3	8	3+
	5"		6+			1-4	1		

This unit consists of a single Malcador equipped with a battle cannon and three autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Battle cannon	72"	Heavy D6	8	-2	D3	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Multi-laser	36"	Heavy 3	6	0	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS	• Any model can replace its battle cannon with a twin lascannon. • Any model can replace one of its autocannon with a heavy flamer, multi-laser, lascannon or demolisher cannon. • Any model can replace two of its autocannon with two heavy flamers, two multi-lasers or two lascannons. • Any model can take a pintle weapon: either a multi-laser or a heavy flamer. • Any model can take up to two hunter-killer missiles.
ABILITIES	**Explorator Adaption** **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D3 mortal wounds. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
FACTION KEYWORDS	‹FEALTY›, SOLAR AUXILIA
KEYWORDS	VEHICLE, MALCADOR, TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		4+			10-18	3		
Malcador Infernus	7"	6+	5+	7	8	5-9	D3	8	3+
	5"		6+			1-4	1		

This unit consists of a single Malcador Infernus equipped with an inferno gun with flammable fuel and three autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Inferno gun	When attacking with this weapon, use the profile that matches the fuel the model has:					
- Chemical fuel	16"	Heavy 2D6	*	-3	1	This weapon automatically hits its target. In addition, it wounds on a 2+, unless it is targetting a **Vehicle**, in which case it wounds on a 6+.
- Flammable fuel	16"	Heavy 2D6	7	-2	2	This weapon automatically hits its target.
Multi-laser	36"	Heavy 3	6	0	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-

WARGEAR OPTIONS
- This model can replce its inferno gun's flammable fuel with chemical fuel. It may only have one of these.
- This model can replace two of its autocannon with two heavy flamers, two multi-lasers or two lascannons.
- This model can take a pintle weapon: either a multi-laser or a heavy flamer.

ABILITIES

Explorator Adaption

Titanic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

FACTION KEYWORDS <Fealty>, Solar Auxilia

KEYWORDS Vehicle, Malcador, Tank

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		4+			10-18	3		
Valdor	7"	6+	5+	7	8	5-9	D3	8	3+
	4"		6+			1-4	1		

This unit consists of a single Valdor equipped with a neutron laser projector and an autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Multi-laser	36"	Heavy 3	6	0	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Neutron laser projector	72"	Heavy 2D3	14	-4	D6	Any **Vehicle** which suffers wounds from this weapon but is not slain must subtract 1 from its Shooting hit rolls until the end of its controlling player's next turn.

WARGEAR OPTIONS
- This model can replace its autocannon with a heavy flamer, multi-laser, or lascannon.
- This model can replace two of its autocannon with two heavy flamers, two multi-lasers or two lascannons.
- This model can take a pintle weapon: either a multi-laser or a heavy flamer.

ABILITIES

Explorator Adaption

Tank Hunter: If this model attacks a **Vehicle** with it's neutron laser projector, roll two dice when inflicting damage with it and discard the lowest result.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers may target unit within 1"of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Unstable Reactor: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 2+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS <Fealty>, Solar Auxilia

KEYWORDS Vehicle, Malcador, Tank

CYCLOPS DEMOLITION UNIT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cyclops	10"	6+	4+	4	6	4	1	7	3+

This unit consists of 1 Cyclops. It may include up to four addtional Cyclops' **(+3 Power rating per model).** Your army may only include one of this unit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cyclops demolition charge	*	Heavy 2D6	9	-2	D3	This weapon automatically hits its target. This weapon may only be used once per battle.
Cyclops incineration charge	*	Heavy 2D6	5	-1	1	This weapon automatically hits its target. This weapon may only be used once per battle. Units attacked by this weapon do not get any bonus to their saving throws for being in cover. Roll three dice when determining number of shots from this weapon and discard the lowest dice.
Atomantic imploder	*	Heavy D3	12	-4	D6	This weapon automatically hits its target. This weapon may only be used once per battle.

UNIT OPTIONS	• The entire unit can replace its cyclops demolition charges with cyclops incineration charges. OR • If the detachment contains a Lord Marshal, the entire unit can replace its cyclops demolition charges with atomantic imploders.
ABILITIES	**Cyclops Demolition:** At the start of any of this model's Shooting phases, so long as it has not Advanced, it may choose to detonate. When it does so, every unit (both friendly and enemy) within D6" is automatically hit by its weapon - make a separate attack agaist each unit in range. Once this model has detonated, remove it from play. Any Cyclops that is removed from play in this way does not award Victory Points in missions where this is a factor. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 3+ it explodes, and each unit within 6" suffers D3 mortal wounds. **Vehicle Squadron:** The first time this unit is set up, all models in the unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.
FACTION KEYWORDS	**<FEALTY>, SOLAR AUXILIA**
KEYWORDS	**VEHICLE, CYCLOPS DEMOLITION UNIT**

AUXILIA ARVUS LIGHTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arvus Lighter	20"-30"	6+	4+	6	6	8	1	7	3+

This unit contains 1 Arvus Lighter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll 2 dice when inflicting damage with this weapon and discard the lowest result.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin multi-laser	36"	Heavy 6	6	0	1	-

WARGEAR OPTIONS	• Any model can take one of the following: twin multi-laser, twin autocannon or two hellstrike missiles.
ABILITIES	**Aerial Assault:** During deployment, you can set this unit up in the skies instead of placing it on the battlefield. At the end of any of your Movement phases, this unit may fly into battle - set it up anywhere on the battlefield that is more than 9" away from enemy models. **Airborne:** This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**. **Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds. **Supersonic:** Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice. **Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Hover Jet:** Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase and it loses the **Airborne**, **Supersonic** and **Hard to Hit** abilities until the beginning of your next Movement phase. **Repair:** Roll a D6 at the end of this model's movement; on a 6, this model regains 1 lost wound.
TRANSPORT	This model can transport 12 **SOLAR AUXILIA INFANTRY** models. Each Ogryn Charonite or Cyclops Demolition Vehicle takes up the space of three other models.
FACTION KEYWORDS	**<FEALTY>, SOLAR AUXILIA**
KEYWORDS	**VEHICLE, TRANSPORT, FLY, ARVUS LIGHTER**

Auxilia Dracosan Armoured Transport

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dracosan	10"		4+			10-16	3		
	7"	6+	5+	7	8	5-8	D3	8	3+
	5"		6+			1-4	1		

This unit consists of a single Dracosan equipped with a twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Multi-laser	36"	Heavy 3	6	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS	• Any model can replace its twin lascannon with a demolisher cannon. If this option is taken then the number of models that Dracosan can transport is reduced to 10. • Any model can take a pintle weapon: either a multi-laser or a heavy flamer. • Any model can take up to two hunter-killer missiles.
ABILITIES	**Explorator Adaption** **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D3 mortal wounds. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
TRANSPORT	This model can transport 20 **Solar Auxilia Infantry** models. Each Ogryn Charonite or Cyclops Demolition Vehicle takes up the space of three other models.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Vehicle, Dracosan, Tank, Transport**

Auxilia Primaris-Lightning Strike Fighter

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris-Lightning	20-45"		3+			7-14			
	20-30"	6+	4+	7	7	4-6	3	8	3+
	20"		5+			1-3			

A Primaris-Lightning is a single model equipped with a twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin multi-laser	36"	Heavy 6	6	0	1	-
Twin missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
- Rad missile	48"	Heavy 2D3	4	-2	1	Your opponent must subtract 1 from the Toughness characteristic of any **Infantry** or **Biker** units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Sunfury missile	36"	Heavy D6	6	-2	1	
Kraken penetrator	36"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Phosphex Bomb cluster	-------------------- See Bomb cluster below ----------------------					Each Phosphex bomb cluster can only be used once per battle.

UNIT OPTIONS	• This model can take up to three hardpoint weapon systems, which may either be twin autocannons, twin multi-lasers, twin missile launchers (frag & krak missiles), two sunfury missiles, two kraken penetrator missiles or a phosphex bomb cluster. • Any twin missile launcher can take rad missiles.
WARGEAR OPTIONS	• This model can take battle servitor control. • This model can take ground-tracking auguries. • This model can take a ramjet diffraction grid.
ABILITIES	**Airborne:** This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds. **Supersonic:** Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice. **Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Phosphex Bomb cluster:** Once per turn a Primaris-Lightning equipped with a Phosphex Bomb cluster can drop it as it flies over enemy units in its Movement phase. After the Primaris-Lightning has moved, pick one enemy unit that it flew over. Then roll a D6 for each model in the unit, up to a maximum of 10 dice (roll two dice for each **Vehicle** or **Monster** in the unit). For each roll of a 4+, the unit being bombed suffers a mortal wound. **Battle servitor control:** A model with Battle Servitor Control increases by one the Strength of any ranged weapons that target a **Vehicle** unit. **Ground-tracking auguries:** A model with ground-tracking auguries can re-roll hit rolls of a '1' when targeting a unit that does not have the **Fly** keyword. **Ramjet diffraction grid:** This model has a 5+ invulnerable save against ranged weapons.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, <Legion>**
KEYWORDS	**Vehicle, Fly, Primaris-Lightning**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderbolt	20-45"		3+			7-15			
	20-30"	6+	4+	7	7	4-6	3	7	3+
	20"		5+			1-3			

A Thunderbolt Heavy Fighter is a single model equipped with a twin lascannon and two twin autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Kinetic piercer missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **Fly**. Subtract 1 from all hit rolls made for this weapon against other targets.
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Sunfury missile	36"	Heavy D6	6	-2	1	-

WARGEAR OPTIONS	• This model may take one of the following options: four hellstrike missiles, four sunfury missiles, four kinetic piercer missiles. • This model can take ground-tracking auguries.
ABILITIES	**Airborne:** This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds. **Supersonic:** Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice. **Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Ground-tracking auguries:** A model with ground-tracking auguries can re-roll hit rolls of a '1' when targeting a unit that does not have the **Fly** keyword. **Ramjet diffraction grid:** This model has a 5+ invulnerable save against ranged weapons.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Vehicle, Fly, Thunderbolt**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Stormblade	10"		3+			14-26	9		
	7"	5+	4+	9	8	7-13	6	9	3+
	4"		5+			1-6	3		

A Stormhammer is a single model equipped with a Stormhammer cannon, twin battle cannon, a co-axial multi-laser, six multi-lasers, a lascannon and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Co-axial multi-laser	36"	Heavy 3	6	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-laser	36"	Heavy 3	6	0	1	-
Stormhammer cannon	60"	Heavy D6	9	-3	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Re-roll damage rolls of 1 for this weapon.
Twin battle cannon	72"	Heavy 2D6	8	-2	D3	-

WARGEAR OPTIONS	• This model can replace any of its multi-lasers with any of the following: heavy flamers, heavy bolters or lascannon. • This model can take a hunter-killer missile. • This model can take a pintle weapon; either a multi-laser or heavy flamer.
ABILITIES	**Co-axial weapon:** If during the same Shooting phase this model fires its Stormhammer cannon at the same target as it's co-axial multi-laser, it may re-roll any hit rolls with its Stormhammer cannon. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Steel Behemoth:** This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its twin heavy bolter and twin heavy flamer may target units within 1" of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Vehicle, Titanic, Stormhammer, Tank**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Baneblade	10"		4+			14-26	9		
	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Baneblade is a single model equipped with an autocannon, a Baneblade cannon, a demolisher cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Baneblade cannon	72"	Heavy 3D6	9	-3	3	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Heavy stubber	36"	Heavy 3	4	0	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.

WARGEAR OPTIONS	• This model may take a combi-bolter or heavy stubber. • This model can take a hunter-killer missile. • This model may take either two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.
ABILITIES	**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Steel Behemoth:** This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its twin heavy bolter and twin heavy flamer may target units within 1" of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Vehicle, Titanic, Baneblade, Tank**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Banesword	10"		4+			14-26	9		
	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Banesword is a single model equipped with a quake cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Quake cannon	140"	Heavy 2D6	14	-4	D6	When rolling for this weapon's damage, treat results of a 1 or 2 as 3 instead.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.

WARGEAR OPTIONS	• This model may take a combi-bolter or heavy stubber. • This model may take either two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.
ABILITIES	**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Steel Behemoth:** This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its twin heavy bolter and twin heavy flamer may target units within 1" of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Vehicle, Titanic, Banesword, Tank**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shadowsword	10"		4+			14-26	9		
	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Shadowsword is a single model equipped with a volcano cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Volcano cannon	120"	Heavy 3D3	16	-5	2D6	You can re-roll failed wound rolls when targetting **Titanic** units with this weapon.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.

WARGEAR OPTIONS	• This model may take a combi-bolter or heavy stubber. • This model may take either two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.
ABILITIES	**Explorator Adaptions** **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Shadowsword Targeters:** Add 1 to any hit rolls you make for this model for attacks that target **Titanic** units. **Steel Behemoth:** This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its twin heavy bolter and twin heavy flamer may target units within 1" of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Vehicle, Titanic, Shadowsword, Tank**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormlord	10"		4+			14-26	9		
	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Stormlord is a single model equipped with a vulcan mega-bolter, a twin heavy bolter, two heavy stubbers and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Vulcan mega-bolter	60"	Heavy 20	6	-2	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.

WARGEAR OPTIONS	• This model may take a combi-bolter or heavy stubber. • This model may replace its two heavy stubbers with two heavy bolters. • This model may take either two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.
ABILITIES	**Explorator Adaptions** **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds. **Extended Firing Deck:** Up to 20 models being transported by a Stormlord can shoot in their shooting phase, measuring and drawing line of sight from any point on the vehicle. Units that shoot in this manner count as having moved if they or the Stormlord moved in the preceding movement phase. **Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Steel Behemoth:** This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its twin heavy bolter and twin heavy flamer may target units within 1" of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.
TRANSPORT	This model can transport 40 **Solar Auxilia Infantry** models. Each Ogryn Charonite or Cyclops Demolition Vehicle takes up the space of three other models.
FACTION KEYWORDS	**<Fealty>, Solar Auxilia**
KEYWORDS	**Vehicle, Titanic, Stormlord, Tank, Transport**

Auxilia Stormsword Super-heavy Tank

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormsword	10"		4+			14-26	9		
	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Stormsword is a single model equipped with a Stormsword siege cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Stormsword siege cannon	36"	Heavy 2D6	10	-4	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. Re-roll damage rolls of 1 for this weapon.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.

WARGEAR OPTIONS
- This model may take a combi-bolter or heavy stubber.
- This model may take either two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its twin heavy bolter and twin heavy flamer may target units within 1" of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS: <Fealty>, Solar Auxilia

KEYWORDS: Vehicle, Titanic, Stormsword, Tank

Auxilia Stormblade Super-heavy Tank

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormblade	10"		4+			14-26	9		
	7"	5+	5+	9	8	7-13	6	9	3+
	4"		6+			1-6	3		

A Stormblade is a single model equipped with a plasma blastgun, heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Plasma blastgun	When attacking with this weapon, choose one of the profiles below.					
- Standard	72"	Heavy 2D6	8	-3	2	-
- Supercharge	96"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.

WARGEAR OPTIONS
- This model can take up to two pairs of sponsons (each sponson consists of a twin heavy bolter and lascannon).
  - Any twin heavy bolter can be replaced with a twin heavy flamer.
- This model can take a hunter-killer missile.
- This model can take an item from the *Pintle Weapons* list.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers may target unit within 1"of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS: <Fealty>, Solar Auxilia

KEYWORDS: Vehicle, Titanic, Stormblade, Tank

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Air-defence missiles	48"	Heavy D3	8	-2	D3	This weapon gets +1 to hit against units with the **Fly** keyword. However it gets -1 to hit all other units.
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-
Atomantic imploder	*	Heavy D3	12	-4	D6	This weapon automatically hits its target. This weapon may only be used once per battle.
Autocannon	48"	Heavy 2	7	-1	2	-
Auxilia lasrifle	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	3	0	1	-
- Collimator	36"	Heavy 2	3	0	1	-
- Blast charger	18"	Heavy 1	6	-1	1	After this a unit has fired this weapon, it may not be fired again until after the controlling player's next turn. In addition, roll a D6; on the roll of a 1 the unit may not use their blast-chargers again in this battle.
Bombardment	100"	Heavy D6	8	-2	D3	This weapon can only be fired once per battle, and cannot be used if the bearer moved. This weapon can target units that are not visible to the bearer (when doing so, subtract 1 from the hit rolls). You may only use one Bombardment per turn, regardless of how many Masters of Signals you have in your army.
Baneblade cannon	72"	Heavy 3D6	9	-3	3	-
Battlecannon	72"	Heavy D6	8	-2	D3	-
Blast pistol	6"	Pistol 2	5	0	1	On a hit roll of 1, the bearer takes a mortal wound after all of this weapon's shots have been resolved.
Charnabal sabre	Melee	Melee	User	-2	1	-
Charonite claws	Melee	Melee	+1	-3	1	Each time you make a hit roll of 6+ for this weapon, that hit is resolved at AP -4 instead of -1 and Damage D3 instead of 1.
Colossus siege mortar	240"	Heavy 2D6	6	-2	D3	This weapon can target units that are not visibl to the bearer. Units attacked by this weapon do not gain any bonus to their saving throw for being in cover.
Co-axial multi-laser	36"	Heavy 3	6	0	1	-
Combat blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Cyclops demolition charge	*	Heavy 2D6	9	-2	D3	This weapon automatically hits its target. This weapon may only be used once per battle.
Cyclops incineration charge	*	Heavy 2D6	5	-1	1	This weapon automatically hits its target. This weapon may only be used once per battle. Units attacked by this weapon do not get any bonus to their saving throws for being in cover. Roll three dice when determining number of shots from this weapon and discard the lowest dice.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.
Exterminator autocannon	48"	Heavy 4	7	-1	2	-
Executioner plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	If you make 1 or more hit rolls of 1, the bearer suffers D6 mortal wounds after all of this weapon's shots have been resolved.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Graviton cannon	36"	Heavy D3	7	-4	2	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to 3. For every five models in the target units, add D3 to the number of attacks made by this weapon.
Graviton gun	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Kinetic grenades	24"	Assault D6	4	0	1	-
- Tempest grenades	24"	Assault 1	4	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
- Krak grenades	24"	Assault 1	6	-1	D3	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Inferno pistol						

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno gun	When attacking with this weapon, use the profile that matches the fuel the model has:					
- Chemical fuel	16"	Heavy 2D6	*	-3	1	This weapon automatically hits its target. In addition, it wounds on a 2+, unless it is targeting a **Vehicle**, in which case it wounds on a 6+.
- Flammable fuel	16"	Heavy 2D6	7	-2	2	This weapon automatically hits its target.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Kraken penetrator	36"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Lascannon	48"	Heavy 1	9	-3	D6	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of 3-5, the weapon's damage is increased to 2D6. On a result of a 6, the weapon's damage is increased to 3D6.
Laspistol	12"	Pistol 1	3	0	1	-
Master-crafted power sword	Melee	Melee	User	-3	2	-
Medusa siege gun	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-laser	36"	Heavy 3	6	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Needle pistol	12"	Pistol 1	1	0	1	A needle pistol always wounds on a 2+, unless the target model is a **Vehicle**.
Neutron laser projector	72"	Heavy 2D3	14	-4	D6	Any **Vehicle** which suffers wounds from this weapon but is not slain must subtract 1 from its Shooting hit rolls until the end of its controlling player's next turn.
Paragon blade	Melee	Melee	+2	-3	D3	-
Phased plasma-fusil	24"	Rapid Fire 2	6	-2	1	-
Plasma blastgun	When attacking with this weapon, choose one of the profiles below.					
- Standard	72"	Heavy 2D6	8	-3	2	-
- Supercharge	96"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain after it's shot has been resolved.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Quad heavy bolter	36"	Heavy 12	5	-1	1	-
Quad launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag shells	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
- Shatter shells	24"	Heavy 4	8	-2	3	
Quad multi-laser	36"	Heavy 12	6	0	1	-
Quake cannon	140"	Heavy 2D6	14	-4	D6	When rolling for this weapon's damage, treat results of a 1 or 2 as 3 instead.
Rotor cannon	30"	Rapid Fire 3	3	0	1	-
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.
Shroud bombs	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for **Infantry** units that have suffered any hits from shroud bombs until the end of the turn.
Kinetic piercer missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **Fly**. Subtract 1 from all hit rolls made for this weapon against other targets.
Stormhammer cannon	60"	Heavy D6	9	-3	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Re-roll damage rolls of 1 for this weapon.
Stormsword siege cannon	36"	Heavy 2D6	10	-4	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. Re-roll damage rolls of 1 for this weapon.
Sunfury Missile	36"	Heavy D6	6	-2	1	-
Twin autocannon	48"	Heavy 4	7	-1	2	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin battle cannon	72"	Heavy 2D6	8	-2	D3	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin missile launcher		When attacking with this weapon, choose one of the profiles below.				
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
Twin multi-laser	36"	Heavy 6	6	0	1	-
Twin rotor cannon	30"	Rapid Fire 6	3	0	1	-
Vanquisher battle cannon	72"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Volcano cannon	120"	Heavy 3D3	16	-5	2D6	You can re-roll failed wound rolls when targeting **Titanic** units with this weapon.
Volkite charger	15"	Assault 2	5	0	2	-
Volkite demi-culverin	45"	Heavy 5	7	-1	2	-
Volkite serpenta	10"	Pistol 1	5	0	2	-
Vulcan mega-bolter	60"	Heavy 20	6	-2	2	-

WARGEAR	DESCRIPTION
Artificer armour	A model with artificer armour improves their Save characteristic to 2+.
Battle servitor control	A model with Battle Servitor Control increases by one the Strength of any ranged weapons that target a **Vehicle** unit.
Cohort vevilla	Friendly **Solar Auxilia** units within 6" of any friendly company banner add 1 to their Leadership.
Cyber-familiar	A unit with a cyber-familiar is never slowed by battlefield terrain.
Digital lasers	A model equipped with digital lasers increases its Attacks characteristic by 1.
Displacer matrix	This model has a 3+ invulnerable save. If a 1 is rolled for this save, remove the model from the tabletop. At the end of the controlling player's following movement phase, the model re-appears; place him anywhere on the battlefield that is not within 9" of an enemy model.
Ground tracking auguries	A model with ground-tracking auguries can re-roll hit rolls of a '1' when targeting a unit that does not have the **Fly** keyword.
Hardened armour	This unit has a 5+ invulnerable save and gains the **Void Hardened** keyword.
Nuncio-vox	You may re-roll any hit rolls of 1 made for friendly **Solar Auxilia Artillery** or Rapiers with Quad Launchers when they target enemy units at least 36" away in the Shooting phase, if the enemy unit is within sight of this model.
Iron halo	A model with an iron halo has a 4+ invulnerable save.
Psy-jammer	A model equipped with a psy-jammer can attempt to deny one psychic power in each enemy Psychic phase, as long as the enemy psychic power targets the bearer or a unit within 6" of the bearer.
Ramjet-diffraction grid	This model has a 5+ invulnerable save against ranged weapons.
Refractor field	A model with a refreactor field has a 5+ invulnerable save.
Troop Vexilla	Add 1 to the Leadership of models in a unit with a vexilla.