# The Horus Heresy



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# **IMPERIALIS MILITIA & CULTS**

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### 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

Warp Flux Warp Charge 7

- wurp Churg
- If manifested, choose an enemy unit within 12"; it immediately suffers D3 mortal wounds. Against
   VEHICLES, it inflicts D6 mortal wounds instead.

Creeping Terror

Warp Charge 7

2 If manifested, choose an enemt unit within 12"; if that unit takes a Morale test in this battle round, subract D3 from its Leadership characteristic until the end of the battle round.

### 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	
I	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 <b>INFANTRY</b> unit in the same detachment as the warlord; all their ranged weapons have an additional -I 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 <b>MILITIA INFANTRY</b> 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 <b>MILITIA INFANTRY</b> 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.	

#### A NOTE ON ASSAULT WEAPONS

This document makes extensive reference to brutal assault weapons throughout. In practise, this may refer to any number of different weapons, from improvised clubs and maces to 'real' weapons such as chainswords and combat blades.

As the game rules for chainswords, combat blades and brutal assault weapons are identical, feel free to model whatever is most appropriate on your models.

### 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.

### 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 includion 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 firing heavy weapons when moving, or 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 Ballistic 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

### MILITIA & CULTS STRATAGEMS

### TAKE COVER

Militia & Cults Stratagem

Jse 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



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.



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



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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



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



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



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

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.





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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

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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



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



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



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	I	300
Militia Dark Age Rhino	I	70
Militia Dark Age Land Raider Proteus	I	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 **	I-3	20
Militia Heavy Ordnance Carriage **	1-3	60
Militia Crew	**	3
Militia Battle Tank Attack Squadron	1-3	122
Militia Malcador Heavy Tank	I	185
Mutant Spawn	3	33

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Unit	Models per Unit	Points per Model*
Militia Force Commander	I	30
Militia Discipline Master Cadre	2-5	30
Rogue Psyker	I	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

Models per Unit	Points per Model *
1-3	115
I	125
	per Unit

### LORDS OF WAR

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

\* Does not include wargear

\*\* Crew are purchased separately

### WEAPONS

WEAPON	Points per
	WEAPON
Adamantium tracks	0
Augmented weapon	I
Autogun Autocannon	1 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 Co-axial multi-laser	2
Demolisher cannon	0 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 mortat Hand flamer	0
Hand hamer Heavy bolter	6
Heavy flamer	17
Heavy stubber	4
Hellstrike missile	20
Hunter-killer missile	6
Krak grenades	0
Lascannon	20
Lascarbine	I
Lascutter	10
Laser destroyer Laslock	40 2
Laspistol	I
Lasrifle	2
Medusa siege gun	45
Melta bombs	5
Meltagun	12
Missile launcher (frag & krak missiles)	20
Mortar	5
Multi-laser Multi-melta	10
Needle pistol	20
Phased plasma-fusil	3 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) Quad multi-laser	30
Ripper gun	32 I
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	I
Explorator web	25
Frenzon (Brute Squad)	15
Frenzon	I
Ground tracking auguries	10
Medi-pack	о
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	I

### 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

Мили	IA F	ORCI	e Comi	MANI	DER					3 Power
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Force Commander	6"	3+	3+	3	3	4	3	8	5+	
• A Force Commande	er is a si	ngle mo	del armed	with a b	rutal assa	ult weap	on, la	spistol, fra	ag grena	ades, krak grenades and a refractor field.
WEAPON	RAN	GE 1	YPE	S	AP	D	AI	BILITIE	S	
Brutal assault weapon	Mel	ee N	ſelee	User	0	I	Eac	h time the b	earer fight	ts, it can make 1 additional attack with this weapon.
Frag grenade	6"	0	Frenade D6	3	0	I	-			
Krak grenade	6"	C	Grenade 1	6	-1	D3	-			
Laspistol	12	" P	istol 1	3	0	I	-			
Melta bomb	3"	0	Grenade 1	8	-4	D6	You	can re-roll f	failed wou	and rolls for this weapon if the target is a <b>VEHICLE</b> .
UNIT OPTIONS	OR • Thi	is mode	can be equ	ipped w	rith powe	er armou	r, imp	roving its	Save ch	characteristic to 4+.
WARGEAR OPTIONS	lists • Thi • Thi	s. s mode s mode	l can replac can take a can take di can take m	cyber-fa igital las	miliar. ers.	d/or bru	tal assi	ault weap	on with	n an item from the Pistols or Melee Weapons
ABILITIES	The M Comm MILITI Cult D Additio Digita	luster anders a units Demag emagog onally, t al Lase	then it may in the army <b>Gogue:</b> If y ue. He gain his model c <b>ers:</b> A mod <b>iar:</b> A unit	<b>s:</b> An ar also sel with th rou choc s the <b>Da</b> an repla el equip	my may ect up to e <b>Prove</b> ose the C <b>EMON</b> ke ce its bru ped with	only inc two pro <b>NANCE</b> ke Cult Hore tyword an Ital assau digital l	lude a wenar eyword le pro nd ma lt wea asers i	single Fo ces. Unle l. venance f y re-roll ro pon with ncreases i	ess note for your esults of a tainte its Attac	mmander. If the army includes any Force d, the effects of these apply to any and all r army, the Force Commander becomes a f 1 when making hit rolls against Loyalists. ed weapon. Eks characteristic by 1.
KEYWORDS	_		_							
KEYWORDS	INFANT	TRY, PRO	VENANCE, C	CHARACT	ER, FORG	се Сомм	IANDE	R		

MILITIA	DISCIPLINE	MASTER	CADRE



NAME	М	WS	BS	S	Т	W	Α	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.

WEADON	DANCE		0	4.D	D					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Augmented weapon	Melee	Melee	4	0	I	-				
Frag grenade	6"	Grenade D6	3	0	I	-				
Laspistol	12"	Pistol 1	3	0	I	-				
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .				
UNIT OPTIONS	• This mo	del can be equi	pped wit	h carapac	e armo	ur, improving its Save characteristic to 4+.				
<ul> <li>WARGEAR</li> <li>This model can replace its laspistol and/or augmented weapon with an item from the Pistols or Melee Weapons lists.</li> <li>This model can take a refractor field.</li> <li>This model can take melta bombs.</li> </ul>										
<ul> <li>ABILITIES</li> <li>Refractor Field: This model has a 5+ invulnerable save.</li> <li>Aura of Discipline: All friendly MILITIA units within 6" of a discipline master can use this models Leadership instead of their own.</li> <li>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).</li> <li>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.</li> </ul>										
FACTION	<fealty>, N</fealty>	MILITIA								
KEYWORDS										

Rogu	e Psyk	ER							2 Power
NAME	M W	VS BS	S	Т	W	Α	Ld	Sv	
Rogue Psyker	6" 5	+ 5+	3	3	3	I	8	5+	
• A Rogue Psyker is a	single mod	el armed wit	h a brutal a	ssault w	veapon.				
WEAPON	RANGE	TYPE	S	AP	D	AB	ILITIES		
Brutal assault weapon	Melee	Melee	User	0	I	Each	n time the bea	arer fights	s, it can make 1 additional attack with this weapon.
Tainted weapon	Melee	Melee	User	-1	D6	-			
WARGEAR OPTIONS	• This mo	odel can repla	ice its bruta	ıl assaul	lt weapoi	n with	a tainted v	veapon	
ABILITIES	provenance			·				either 1	the Cult Horde or Tainted Flesh
PSYKER	psychic pov	-		-					ychic phase, and attempt to deny one ower and one psychic power from the
FACTION KEYWORDS	<fealty>,</fealty>	MILITIA							
KEYWORDS	INFANTRY, ]	Provenance,	CHARACTE	R, PLAT	oon Con	IMAND	ER		

Мили	IA PL	atoon Co	ОММА	NDE	R				2 Power
NAME	М	WS BS	S	Т	W	A	Ld	Sv	
Platoon Commander	6"	3+ 3+	3	3	3	3	7	5+	
• A Platoon Comman	der is a si	ngle model arme	ed with a l	orutal as	ssault wea	ipon, la	spistol, f	rag gre	nades and krak grenades.
WEAPON	RANG	E TYPE	S	AP	D	ABI	LITIES	5	
Brutal assault weapon	Melee	Melee	User	0	I	Each	time the bea	arer fight	s, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	I	-			
Krak grenade	6"	Grenade 1	6	-1	D3	-			
Laspistol	12"	Pistol 1	3	0	I	-			
Melta bomb	3"	Grenade 1	8	-4	D6	You ca	an re-roll fa	iled wou	nd rolls for this weapon if the target is a <b>VEHICLE</b> .
UNIT OPTIONS	• This 1	nodel can be equ	iipped wi	th carap	ace armo	ur, imp	proving it	ts Save	characteristic to 4+.
WARGEAR OPTIONS	<ul><li>lists.</li><li>This 1</li></ul>	model can replac nodel can take a nodel can take n	refractor	field.	l/or brut	al assau	ılt weapo	on with	an item from the Pistols or Melee Weapons
ABILITIES	Refract	or Field: This	model has	5 a 5+ in	vulnerab	le save.			
	<b>Comma</b> of their o		dly <b>Milii</b>	<b>TA</b> units	within 3	" of a pl	atoon co	mmanc	ler can use this models Leadership instead
FACTION KEYWORDS	< FEALTY:	>, MILITIA							

INFANTRY, PROVENANCE, CHARACTER, PLATOON COMMANDER

KEYWORDS

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### MILITIA PLATOON COMMAND CADRE

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NAME	Μ	WS	BS	S	Т	W	Α	Ld	Sv
Militia Bodyguard	6"	4+	4+	3	3	I	I	6	5+
Vox Operator	6"	4+	4+	3	3	I	I	6	5+
Standard Bearer	6"	4+	4+	3	3	I	I	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).

3 Power

• 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	I	-
Boltgun	12"	Pistol 1	4	0	I	-
Brutal assault weapon	Melee	Melee	User	0	I	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	I	-
Grenade launcher	When attacking	g with this weapon,	choose one	of the profi	les below	
- Frag grenades	24"	Assault D6	3	0	I	-
- Krak grenades	24"	Assault 1	6	-1	D3	-
Heavy Stubber	36"	Heavy 3	4	0	I	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascarbine	24"	Rapid Fire 1	3	0	I	-
Laslock	18"	Assault 1	4	0	I	
Laspistol	12"	Pistol 1	3	0	I	-
UNIT OPTIONS	• The enti	re unit can be e	quipped	with cara	ipace ai	rmour, improving their Save characteristic to 4+.
WARGEAR OPTIONS	boltguns		rs or grea	nade laur	-	e their lascarbines or autoguns with either shotguns, laslocks, with frag & krak grenades. All Militia Bodyguards in the unit
ABILITIES	Command C CHARACTER - the MILITI	Cadres taken can loses a wound A <b>Character</b> d	nnot exce whilst the loes not le	ed the nu ey are wit ose a wou	umber o thin 3" und, bu	army contains a <b>Platoon Commander</b> . The number of Militia of <b>Platoon Commanders.</b> Roll a D6 each time a friendly <b>Militia</b> of this unit; on a 2+ a model from this unit can intercept that hit t this unit suffers a mortal wound. in 6" of any friendly platoon standard add 1 to their Leadership.
FACTION	<fealty>, N</fealty>				is with	in o or any menury platoon standard add i to then Leadership.
KEYWORDS	CEALIX>, I	VIIIIIA				
KEYWORDS	INFANTRY, P	rovenance, M	ILITIA CO	OMMAND	CADRE	

NAME	М	WS BS	S	Т	W	A Ld	Sv	
Enginseer Adept	6"	4+ 4+	4	4	4	2 8	3+	
This unit consists of 1 • Each model is arm	•	-	-		onal Eng	ginseer Adept	s <b>(+3 Po</b>	ower rating per model).
WEAPON	RANGI	E TYPE	S	AP	D	ABILITIE	S	
Graviton gun	18"	Assault 2	5	-3	I	If the target has Damage to D3.	s a Save cha	aracteristic of 3+ or better, this weapon increases its
Laspistol	12"	Pistol 1	3	0	I	-		
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll f	failed woun	nd rolls for this weapon if the target is a <b>VEHICLE</b> .
Power axe	Melee	Melee	I	-2	I	-		
Servo arm	Melee	Melee	X2	-2	3			e used to make one attack each time this model fights. h this weapon subtract 1 from the hit roll.
Volkite charger	15"	Assault 2	5	0	2	-		
WARGEAR OPTIONS	<ul> <li>Any m</li> <li>Any m</li> <li>Any m</li> <li>Any m</li> </ul>	nodel can take n nodel can take a nodel can take a nodel can take a nodel can take a nodel can take a	nuncio-vo volkite ch graviton g refractor	ox. 1arger. gun. field.				
ABILITIES	model reg Bionics	mith: At the en gains D3 wound This model ha miliar: A uni	s. A mode s a 6+ invu	l can only 1lnerable	v be repa save.	ired once per	turn.	a single <b>MILITIA VEHICLE</b> within 1". That eld terrain.
FACTION KEYWORDS	•	, MILITIA	,			,		
KEYWORDS	INFANTRY	, CHARACTER, E	NONGEED					

## MILITIA ENGINSEER AUXILIA



NAME	M W	S BS	S	Т	W	Α	Ld	Sv	
Servo-automata	5" 5	+ 5+	3	3	1	I	6	4+	
This unit consists of 4 S • Each model is arme			-	four ad	ditiona	l Servo	o-automai	ta <b>(+3 P</b> e	ower rating)
WEAPON	RANGE	TYPE	S	AP	D	AF	BILITIE	S	the second second
Brutal assault weapon	Melee	Melee	User	0	I	Eac	h time the b	earer fight	ts, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	I	This	s weapon au	tomatically	y hits its target.
Heavy bolter	36"	Heavy 3	5	-1	I	-			
Grenade launcher	When attackin	g with this weapon	choose one	of the pro	files below	w.			
- Frag grenades	24"	Assault D6	3	0	I	-			
- Krak grenades	24"	Assault 1	6	-1	D3	-			
Multi-melta	24"	Heavy 1	8	-4	D6				range of this weapon, roll two dice when inflicting d the lowest result.
Phased plasma-fusil	24"	Rapid Fire 2	6	-2	I	-			
Servo arm	Melee	Melee	X2	-2	3				be used to make one attack each time this model fights. In this weapon subtract 1 from the hit roll.
Rotor cannon	30"	Rapid Fire 3	3	0	I	-			
WARGEAR OPTIONS		del can take e s), heavy bolter					fusil, roto	or canno	on, grenade launcher (with frag and krak
ABILITIES		: If there is a fi eir Leadership			<b>r</b> mode	el with	in 6", this	s unit's V	Weapon Skill and Ballistic Skill increase
FACTION KEYWORDS	<fealty>,]</fealty>	MILITIA							
KEYWORDS	INFANTRY, S	Servo-Automa	Ľ <b>A</b>						

MILITIA SERVO-AUTOMATA

3 Power

MILITIA O	GRYN BRUTE	SQUAD
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NAME	М	WS	BS	S	Т	W	А	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.

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	10"	Grenade D6	3	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	I	-
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	I	-
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	I	-
Power sword	Melee	Melee	User	-3	1	
Ripper gun	12"	Assault 3	5	0	I	-
UNIT OPTIONS	• The enti	re unit can be e	quipped	with cara	pace ar	mour, improving their Save characteristic to 4+.
WARGEAR OPTIONS	• Any mo boarding		an take e	either a po	ower w	eapon, lascutter, ripper gun, heavy bolter, combat shield or
ABILITIES		<b>e of Murder:</b> ttack in the Figl				unit made a successful charge, models in this unit can make one ey fight.
FACTION KEYWORDS	<fealty>, I</fealty>	MILITIA				
KEYWORDS	INFANTRY, P	rovenance, Oc	GRYN, MI	LITIA OG	RYN <b>B</b> R	UTE SQUAD

NAME	M W	VS BS	S	Т	W	A	Ld	Sv					
Medicae Orderly	6" 4	<u>+</u> 4+	3	3	3	I	6	5+					
<ul><li>This unit consists of 1 h</li><li>A Medicae Orderly</li><li>WEAPON</li></ul>		ith a medi-pa	-	-		nd lasp			ower r	ating p	er mode	e <b>1)</b> .	
Brutal assault weapon	Melee	Melee	User						s, it can m	ake 1 addit	ional attack w	vith this we	eanon
	12"	Pistol 1	3	0	1				, it cuil iii	ane i uddit			cupon.
Laspistol ABILITIES	Medi-pac	<b>:k:</b> At the er	nd of any of	f your M	ovemen	-						U	
	Medi-pac Select a frie regains D3 slain durin the Medica recovers the Attached		nd of any of a <b>INFANTR</b> s. If the cha roll a D6. vive a mode of the falle <b>ent:</b> Durin	f your Ma vunitwit osen uni On a 4+ el he can en warric ng deploy	ovemen hin 3" o ts conta a single do notl or. A uni yment, a	f the Me ins no v e slain 1 ning for t can or all mode	edicae If th wounded r nodel is re the remain aly be the t els in this u	at unit nodels eturned inder o target o unit mu	contain but on l to the f the tu f the M ust be se	a wound e or mor unit wit m (shoo edi-pack t up at th	ded model e of its mo h 1 wound t, charge, f ability ond ne same tin	, it imme odels hav d remain ight, etc ce in eac	diate ve bee ning. .) as l h tur:



## MILITIA INFANTRY SQUAD



NAME	Μ	WS	BS	S	Т	W	Α	Ld	Sv
Militia Infantryman	6"	4+	4+	3	3	I	I	5	5+
Militia Sergeant	6"	4+	4+	3	3	I	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	I	-
Lascarbine	24"	Rapid Fire 1	3	0	1	-
Laslock	18"	Assault 1	4	0	1	-
Laspistol	12"	Pistol 1	3	0	I	
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE.</b>
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
OPTIONS	or brutal One Mil The Mil Weapons	assault weapor itia Infantryma itia Sergeant ca lists.	ns. 1n can tal 1n replace	ke a milit e his brut	ia vexill tal assat	h either lascarbines, laslocks, autoguns, shotguns, auxilia pistols a. Ilt weapon and/or laspistol with items from the Pistols or Melee
FACTION	• The Mili	tia Sergeant ca	n take m	elta boml	DS.	
KEYWORDS	VI LALII >, I	ALLIIA				
KEYWORDS	INFANTRY, P	rovenance, M	ILITIA IN	FANTRY S	QUAD	



## MILITIA INDUCTED LEVY SQUAD

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
Militia Levy	6"	5+	5+	3	3	I	I	5	6+
Militia Custodian	6"	4+	4+	3	3	I	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 assaultweapon.
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	I	-					
Auxilia rifle	18"	Assault 1	3	0	1	-					
Autogun	24"	Rapid Fire 1	3	0	I	-					
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	I	-					
Lascarbine	24"	Rapid Fire 1	3	0	I						
Laslock	18"	Assault 1	4	0	I	-					
Laspistol	12"	Pistol 1	3	0	I	-					
UNIT OPTIONS	<ul> <li>The entire unit can replace their auxilia rifles with either lascarbines, laslocks, autoguns, auxilia pistols or brutal assault weapons.</li> <li>The entire unit can take frag grenades.</li> <li>The entire unit can take discipline collars.</li> </ul>										
WARGEAR	• One Militia Levy can take a militia vexilla. • The Militia Custodian can replace his brutel essent two per and (on legnisted with items from the Distals on Meles										
	<b>Disposable:</b> If the mission being played awards victory points for killing units, this unit will not yield any victory points.										
FACTION KEYWORDS	<fealty>, I</fealty>	MILITIA									
KEYWORDS	INFANTRY, P	rovenance, M	ILITIA IN	DUCTED	Levy Sc	QUAD					



## MILITIA GRENADIER SQUAD

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
Grenadier	6"	4+	3+	3	3	I	I	6	4+
Grenadier Sergeant	6"	4+	3+	3	3	I	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**).

5 Power

- 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	I	-
Auxilia rifle	18"	Assault 1	3	0	I	
Augmented weapon	Melee	Melee	4	0	I	-
Autogun	24"	Rapid Fire 1	3	0	I	-
Boltgun	24"	Rapid Fire 1	4	0	I	-
Brutal assault weapon	Melee	Melee	User	0	I	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	I	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascarbine	24"	Rapid Fire 1	3	0	I	-
Laslock	18"	Assault 1	4	0	I	-
Laspistol	12"	Pistol 1	3	0	I	-
Lasrifle	30"	Rapid Fire 1	3	0	I	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE.</b>
Shotgun	12"	Assault 2	3	0	I	If the target is within half range, add 1 to this weapon's Strength.
UNIT OPTIONS	boltguns	s, auxilia pistols	, augmer	nted weap		with either lascarbines, laslocks, lasrifles, autoguns, shotguns, brutal assault weapons.
WARGEAR OPTIONS	<ul> <li>If the sq Weapons from the</li> <li>If the sq</li> <li>The Gre Weapons</li> </ul>	list. If the squad Special Weapon uad includes an nadier Sergeant	t models l number s list. y grenad can repl	or more, rs 12 moo le launch ace his b	lels or n ers, the rutal ass	enadier can replace his auxilia rifle with an item from the Special nore, a second Grenadier can replace his auxilia rifle with an iten y can take gas grenades and/or fireburst grenades. sault weapon and/or laspistol with items from the Pistols or Melee
FACTION KEYWORDS	<fealty>, I</fealty>	<b>M</b> ILITIA				
KEYWORDS	INFANTRY, P	rovenance, M	ilitia Gi	RENADIEF	R SQUAD	

MILITIA FIRE SUPPORT S	QUAD
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NAME	М	WS	BS	S	Т	W	Α	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	I	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	I	
Heavy stubber	36"	Heavy 3	4	0	I	-
Laspistol	12"	Pistol 1	3	0	I	-
WARGEAR OPTIONS	• Any Mil	itia Fireteam ca	in replac	e its heavy	stubb	er with an item from the Heavy Weapons list.
FACTION KEYWORDS	<fealty>, N</fealty>	MILITIA				
KEYWORDS	INFANTRY, P	rovenance, Su	PPORT, I	AILITIA FI	ire Su	PPORT SQUAD

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### MILITIA RECONNAISSANCE SQUAD



NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
Recon Militiaman	6"	4+	3+	3	3	I	I	6	5+
Recon Sergeant	6"	4+	3+	3	3	I	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	I	-
Brutal assault weapon	Melee	Melee	User	0	I	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	о	I	
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascarbine	24"	Rapid Fire 1	3	0	I	-
Lasrifle	30"	Rapid Fire 1	3	0	I	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE.</b>
Shotgun	12"	Assault 2	3	0	I	If the target is within half range, add 1 to this weapon's Strength.
Sniper rifle	36"	Heavy 1	4	0	I	This weapon can target a <b>CHARACTER</b> 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		re unit can repl re unit can take			nes or a	utoguns with either lasrifles, shotguns or sniper rifles.
WARGEAR OPTIONS	• The Rec	on Sergeant cai	n take eit	her melta	a bombs	s or a single demolition charge
ABILITIES	<b>Cameleol</b> of 1.	<b>ine:</b> Add 2 to s	aving thr	ows mad	e for m	odels in the unit when they receive the benefits of cover, instead
		,	-		•	deployment, it can be set up anywhere on the battlefield that is any enemy models.
FACTION KEYWORDS	<fealty>, ]</fealty>	MILITIA				
		PROVENANCE, SU				

NAME	M W	VS BS	S	Т	W	Α	Ld	Sv	
Scout Sentinel	<b>9</b> " 4	<u>+</u> 4+	5	5	6	I	7	4+	
This unit consists of 3 • Each model is equi			lude up to	3 additi	onal Sco	out Sen	tinels <b>(Po</b>	wer F	Rating +2 per model).
WEAPON	RANGE	TYPE	S	AP	D	AB	ILITIES		the second the
Autocannon	48"	Heavy 2	7	-1	2	-			
Multi-laser	36"	Heavy 3	6	0	I	-			
Heavy flamer	8"	Heavy D6	5	-1	I	This	weapon auto	matically	y hits its target.
Missile launcher	When attackin	ng with this weapo	n, choose on	e of the pr	ofiles below	w.			
- Frag missile	48"	Heavy D6	4	0	I	-			
- Krak missile	48"	Heavy 1	8	-2	D6	-			
Multi-melta	24"	Heavy 1	8	-4	D6				f range of this weapon, roll two dice when inflictin d the lowest result.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Amo	odel can only	fire each	n of its hunter-killer missiles once per battle.
Lascannon	24"	Heavy 1	8	-4	D6				f range of this weapon, roll two dice when inflictin d the lowest result.
Sentinel chainsaw	Melee	Melee	User	-1	I	-			
WARGEAR OPTIONS	Any mo	odel can replac odel can take a odel can take a	sentinel o	chainsav	v.	avy flan	ner, autoc	annon,	, missile launcher or lascannon.
ABILITIES	its smoke i weapons th <b>Scout Vel</b> It cannot e taking the	launchers; unt nat target this v <b>hicle:</b> At the s nd this move v first turn move	il your ne vehicle. tart of the vithin 9" c es their ur	ext Shoc e first bat of any er hits first.	oting pha etle roun nemt mo	ase you d but b dels. If	efore the both play	first tu vers hav	in the Shooting phase, this model can use st subtract 1 from all hit rolls for ranged rn begins, you can move this unit up to 9" ve units that can do this, the player who is
	-	<b>s:</b> If a model in , and each unit						6 betor	e removing it from the battlefield. On a e
FACTION KEYWORDS	<fealty>,</fealty>	MILITIA							

### MILITIA ARMOURED SENTINEL SQUADRON

NAME	М	ws	BS	S	Т	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	g with this weapon,	choose one	e of the profil	les 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 mo	del can replace del can take a se del can take a h	entinel c	hainsaw.		ry flamer, autocannon, missile launcher or lascannon.
	<ul> <li>Any mo</li> <li>Any mo</li> <li>Smoke La its smoke la weapons that</li> <li>Explodes</li> </ul>	del can take a se del can take a h <b>unchers:</b> On aunchers; until at target this ve	entinel c unter-ki ce per ga your ne hicle. his unit	hainsaw. ller missil ame, inste xt Shootin is reduced	e. ad of sl ng phas d to o w	nooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged younds, roll a D6 before removing it from the battlefield. On a 6
OPTIONS	<ul> <li>Any mo</li> <li>Any mo</li> <li>Smoke La its smoke la weapons that</li> <li>Explodes</li> </ul>	del can take a so del can take a h <b>unchers:</b> On aunchers; until at target this ve If a model in t and each unit v	entinel c unter-ki ce per ga your ne hicle. his unit	hainsaw. ller missil ame, inste xt Shootin is reduced	e. ad of sl ng phas d to o w	nooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged younds, roll a D6 before removing it from the battlefield. On a 6

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
Rapier Weapons Carrier	3"	6+	4+	3	5	4	I	7	3+
Militia Crew	6"	4+	4+	3	3	I	I	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 Miltiia Crew is armed with a brutal assault weapon, frag grenades and either a lascarbine or an autogun.

MILITIA RAPIER WEAPONS BATTERY

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	I	-
Brutal assault weapon	Melee	Melee	User	0	I	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	I	-
Lascarbine	24"	Rapid Fire 1	3	0	I	-
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	I	
Quad launcher with Frag shells	60"	Heavy 4D3	5	0	I	This weapon can target units that are not visible to the bearer.
Quad multi-laser	36"	Heavy 12	6	0	I	-
UNIT OPTIONS	• The enti	re unit can rep	lace its qu	1ad heavy	v bolters	s with quad launchers (frag shells).
WARGEAR OPTIONS	Any mo	del can replace	its quad l	heavy bol	ter witl	n a laser destroyer or quad multi-laser.
ABILITIES	single <b>CREW</b> there are no <b>Militia CI</b> it. From tha	w model canno CREW within a cew: When a R t point onward	t operate 5" of a Ra apier Car s the Mi	multiple pier Wea rier is seu litia Crev	e Rapien pons Ca t up on t v are tre	e its ranged weapon if a friendly <b>MILITIA CREW</b> is within 3". A c Weapons Carriers in this way in a single turn. If at any point, arrier, it is immediately removed from play. the battlefield, its Militia Crew are set up in unit coherency with eated as one unit and the Rapier Carrier as another. The Militia g phase if they are the closest visible unit to the firer.
FACTION KEYWORDS	<fealty>, I</fealty>	MILITIA				
KEYWORDS (Rapier Weapons Carrier)	Vehicle, A	RTILLERY, RAPI	er Carri	ER		
KEYWORDS (Militia Crew)	INFANTRY, P	PROVENANCE, C	REW			

)	Militia	Heavy	Ordnance	BATTERY
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NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
Ornance Carriage	o"	-	4+	4	7	7	-	7	4+
Militia Crew	6"	4+	4+	3	3	I	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	I	-
Brutal assault weapon	Melee	Melee	User	0	I	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	I	-
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	g with this weapon,	choose one	of the profi	les 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 <b>BUILDING</b> , increase this weapons damage characteristic to D6.
Lascarbine	24"	Rapid Fire 1	3	0	I	-
UNIT OPTIONS	• The enti	re unit can rep	lace its ea	rthshake	er canno	n with medusa siege guns.
	Militia Cr it. From tha Crew may o Explodes	<b>:ew:</b> When a R t point onward nly be chosen a	apier Car s the Mi as a targe ee Carriag	rier is set litia Crev t in the S ge is redu	t up on t v are tre hooting ced to o	rrier, it is immediately removed from play. he battlefield, its Militia Crew are set up in unit coherency with ated as one unit and the Rapier Carrier as another. The Militia phase if they are the closest visible unit to the firer. wounds, roll a D6 before removing it from the battlefield; on a ortal wounds.
FACTION KEYWORDS	<fealty>, N</fealty>	MILITIA				
KEYWORDS (Ordnance Carriage)	Vehicle, A	rtillery, Ord	NANCE CA	RRIAGE		
KEYWORDS (Militia Crew)	INFANTRY, P	PROVENANCE, CI	REW			

Мита	ANT S	PAWN	1							6 Power
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Mutant Spawn	7"	4+	-	5	5	4	D6	9	5+	
This unit consists of 3	Mutant S	Spawn. E	Each mod	lel attacks	s with h	ideous m	nutatior	S.		
WEAPON	RANG	GE TY	YPE	S	AI	, D	A	ILITIE	S	
Hideous mutations	Mele	e M	elee	User	-2	2	-			
UNIT OPTIONS	plas	ma cann	nons, voll	eplace the cite culve ake harde	rins, or	lascanno		eavy flam	ers, auto	cannons, multi-meltas, missile launchers,
ABILITIES	Fearso Mutat the table 1 - Raze 2 - Gras phase.	ome: Er ed Bey e below: or Clay sping I	nemy uni rond Re ws: The l Pseudoj	its within <b>ason:</b> W nideous n <b>pods:</b> Ea	Then a unutation	nis mode unit of m as of all m lel in this	l must s utant sj nodels i s unit ad	oubtract 1 Dawn mal n this uni lds 2 to it	from th kes its c it have a ts Attack	nted Flesh provenance. neir Leadership. lose combat attacks, roll a D3 and consult n AP of -4 until the end of the Fight phase. as characteristic until the end of the Fight nit until the end of the Fight phase
FACTION KEYWORDS	-	¥>, M112		2						
KEYWORDS	BEAST, ]		2							

## MILITIA BATTLE TANK ATTACK SQUADRON



NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
	10"		4+			7-12	3		
Leman Russ Tank	7"	6+	5+	7	8	4-6	D3	7	3+
	4"		6+			1-3	I		

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	I	
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	I	-
Heavy flamer	8"	Heavy D6	5	-1	I	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	I	-
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.
ABILITIES	Vehicle So	-	first tim	e that thi	is unit i	s set up, all models in this unit must be placed within 6" of each endently and is treated as a separate unit for all rules purposes.
	Grinding inches less to phase (the to do not suffe cannon, der Smoke La its smoke la weapons that Explodes	Advance: If a than half of its co urret weapon m r the penalty for nolisher cannot unchers: On unchers; until at target this vel : If this model i	this moo urrent N ust targe r moving n, twin la ce per ga your ne hicle.	del moves fove char et the sam g and shoo ascannon ame, inste xt Shooti	s under acterist te unit h oting a I , extern ead of sl ng pha ounds, 1	Thalf speed in its Movement phase (i.e. it moves a distance in ic) it can shoot its turret weapon twice in the following Shooting both times). Furthermore, hit rolls for this model's turret weapon Heavy weapon. The following weapons are turret weapons: battle hinator autocannon and vanquisher battle cannon. Hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged coll a D6 before removing it from the battlefield and before any
FACTION KEYWORDS	<pre>embarked n <fealty>, l</fealty></pre>		rk. On a	6 it explo	des, and	l each unit within 6" suffers D3 mortal wounds.
	VEHICLE T	TAN BUGG TAN	T <b>T</b> Z			
KEYWORDS	VEHICLE, L	eman Russ, Tan	ĸ			

NAME	М	WS BS	S	Т	W	Α	Ld	Sv	
	10"	4+			10-18	3			
Malcador	7"	6+ 5+	7	8	5-9	D3	8	3+	
	5"	6+			1-4	I		_	
This unit consists of a s	single Mal	cador equipped v	vith a ba	attle can	non, a hea	vy bol	ter and tw	o heav	y stubbers.
WEAPON	RANG	E TYPE	S	AP	D	AB	ILITIES		
Autocannon	48"	Heavy 2	7	-1	2	-			
Battle cannon	72"	Heavy D6	8	-2	D3	-			
Combi-bolter	24"	Rapid Fire 2	4	0	I	-			
Demolisher cannon	24"	Heavy D3	10	-3	D6		en attacking u vy D6.	nits witl	h 5 or more models, change this weapon's Type to
Heavy bolter	36"	Heavy 3	5	-1	I	-			
Heavy flamer	8"	Heavy D6	5	-1	I	This	weapon auto	matically	y hits its target.
Heavy stubber	36"	Heavy 3	4	0	I	-			
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Am	odel can only	fire each	n 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	<ul> <li>This r</li> <li>This r</li> <li>lascar</li> <li>This r</li> <li>This r</li> </ul>	nodel can replace nons. nodel can take ar nodel can take al	e its heav its two heavy s hunter-l	vy bolte heavy st stubber killer mi	r with a h rubbers wi or a comb ssile.	eavy fl ith two i-bolte	amer, auto 5 heavy bol er.	ters, tv	on, lascannon or demolisher cannon. wo heavy flamers, two autocannons or tr
ABILITIES		<b>es:</b> If this model unit within 2D6'					5 before rei	novinį	g it from the battlefield; on a 6+ it explo
	Smoke		_	-				-	in the Shooting phase, this model can a st subtract 1 from all hit rolls for rang
	its smoke	e launchers; unti that target th <mark>is ve</mark>							
FACTION KEYWORDS	its smoke weapons								

									_			$\sim$
NAME	M V	VS BS	S	Т	W	Α	Ld	Sv				
	10"	4+			14-30	5						
Militia Gorgon		5+ 5+	9	8	7-13	3	8	3+				
	4"	6+	_		1-6	D3			]			
A Militia Gorgon is a	single model	equipped with	two Go	rgon mo	ortars and	two tw	vin heavy	stubbe	rs.			
WEAPON	RANGE	TYPE	S	AP	D	AB	ILITIES	5			100	-70
Gorgon mortar	48"	Heavy 2D6	5	-1	I		s attacked b g in cover.	y this wea	ipon do not	get any bon	us to their sav	ing throws for
Heavy stubber	24"	Heavy 3	4	0	I	-						
Heavy bolter	36"	Heavy 3	5	-1	I	-						
Heavy flamer	8"	Heavy D6	5	-1	I	This	weapon aut	omaticall	y hits its tar	get.		
Lascannon	48"	Heavy 1	9	-3	D6	-						
Twin autocannon	48"	Heavy 4	7	-1	2	-						
Twin heavy stubber	36"	Heavy 6	4	0	I	-						
Twin lascannon	48"	Heavy 2	9	-3	D6	-						
WARGEAR OPTIONS		odel can replace rs or four lascan		f its Gor	gon mort	ars wit	h either f	four hea	wy bolter	rs, four he	avy flamer	s, four heavy
OPTIONS	stubber • This model Heavily A Smoke L its smoke 1 weapons the Explodes embarked	rs or four lascan odel can replace Armoured Pr aunchers: Of launchers; unti nat target this ve s: If this model models disemb	nnon. e both o <b>row:</b> Th nce per j l your n ehicle. l is reduc ark. On	f it's twin is model game, in text Sho ced to o a 6 it exj	n heavy s l has a 5+ ostead of s oting ph wounds, plodes, ar	tubbers save ag shootin ase you roll a I ad each	s with eit ainst sho ag any we r oppond D6 before unit with	her two poting a eapons i ent mu e remov hin 6" s	twin aut ttacks. In the Sho st subtrac ing it fro uffers D3	ocannon ooting ph ct 1 from m the bar mortal w	or two twi ase, this m all hit roll ttlefield an rounds.	n lascannon odel can use s for rangeo d before any
OPTIONS	stubber This model Heavily A Smoke L its smoke 1 weapons the weapons the Explodes embarked 1 Steel Bel controlling cannon who of the model	rs or four lascan odel can replace <b>Armoured Pr</b> <b>aunchers:</b> Of launchers; unti- nat target this verse s: If this model models disemb hemoth: This g player's turn. In hich must targe lel is obscured f l can transport	nnon. e both o row: The nce per l your n ehicle. l is reduc ark. On ark. On tother u rom the 50 MILL	f it's twin is model game, in text Sho ced to o a 6 it exp can Fall ce its wea inits). Ir bearer. <b>TIA INFA</b>	n heavy s l has a 5+ ostead of s oting ph wounds, olodes, ar Back in apons if e additior	tubbers save ag shootin ase you roll a I ad each the Ma enemy n a, this n	s with eit ainst sho ag any we or oppond D6 before unit with ovement units are nodel on ch Militia	her two poting a eapons i ent mu e remov hin 6" s phase within ly gains	twin aut ttacks. In the Sho st subtrac ing it fro uffers D3 and still 1" of it (e a bonus	ocannon ooting ph ct I from m the bar mortal w shoot and except for to its save	or two twi ase, this m all hit roll ttlefield an rounds. l/or charge its dreadh e in cover i	n lascannon odel can use s for ranged d before any e during the ammer siege f at least hal
OPTIONS ABILITIES	stubber This model Heavily A Smoke L its smoke 1 weapons the weapons the Explodes embarked 1 Steel Bel controlling cannon who of the model	rs or four lascan odel can replace Armoured Pr aunchers: Or launchers; unti- nat target this ver s: If this model models disemb hemoth: This g player's turn. I nich must targe lel is obscured f l can transport Ailitia Brute tak	nnon. e both o row: The nce per l your n ehicle. l is reduc ark. On ark. On tother u rom the 50 MILL	f it's twin is model game, in text Sho ced to o a 6 it exp can Fall ce its wea inits). Ir bearer. <b>TIA INFA</b>	n heavy s l has a 5+ ostead of s oting ph wounds, olodes, ar Back in apons if e additior	tubbers save ag shootin ase you roll a I ad each the Ma enemy n a, this n	s with eit ainst sho ag any we or oppond D6 before unit with ovement units are nodel on ch Militia	her two poting a eapons i ent mu e remov hin 6" s phase within ly gains	twin aut ttacks. In the Sho st subtrac ing it fro uffers D3 and still 1" of it (e a bonus	ocannon ooting ph ct I from m the bar mortal w shoot and except for to its save	or two twi ase, this m all hit roll ttlefield an rounds. l/or charge its dreadh e in cover i	n lascannon odel can use s for ranged d before any e during the ammer siege f at least hal
OPTIONS ABILITIES TRANSPORT	stubber This model Heavily A Smoke L its smoke 1 weapons the Explodes embarked 1 Steel Bel controlling cannon wh of the model and each M	rs or four lascan odel can replace Armoured Pr aunchers: Or launchers; unti- nat target this ver s: If this model models disemb hemoth: This g player's turn. I nich must targe lel is obscured f l can transport Ailitia Brute tak	non. e both o <b>row:</b> The nce per l your n ehicle. l is reduc ark. On ark. On tother u rom the 50 <b>MIL</b>	f it's twin is model game, in text Sho ced to o a 6 it exp can Fall ce its wea inits). Ir bearer. <b>TIA INFA</b>	n heavy s l has a 5+ ostead of s oting ph wounds, olodes, ar Back in apons if e additior	tubbers save ag shootin ase you roll a I ad each the Ma enemy n a, this n	s with eit ainst sho ag any we or oppond D6 before unit with ovement units are nodel on ch Militia	her two poting a eapons i ent mu e remov hin 6" s phase within ly gains	twin aut ttacks. In the Sho st subtrac ing it fro uffers D3 and still 1" of it (e a bonus	ocannon ooting ph ct I from m the bar mortal w shoot and except for to its save	or two twi ase, this m all hit roll ttlefield an rounds. l/or charge its dreadh e in cover i	n lascannon odel can use s for ranged d before any e during the ammer siege f at least hal

Мп	litia D	ARK	Age	RHI	07				
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
	12"		3+			6-10	3		
Militia Rhino	6"	6+	4+	6	7	3-5	D3	8	3+
	3"		5+			1-2	I		

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	I	-
WARGEAR OPTIONS	• This mo	del can take a h del can take iter del can take an i	ns from	the Astart	es Vehic	10
ABILITIES	Restricte	<b>d Use:</b> This mo	del may	y only be ta	aken in	an army using the Survivors of the Dark Age provenance.
	Self -repa	<b>ir:</b> Roll a D6 at 1	the star	t of each of	f your t	urns; on a 6, this model regains 1 lost wound.
	its smoke la		your ne			nooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged
	-					oll a D6 before removing it from the battlefield and before any l each unit within 6" suffers D3 mortal wounds.
TRANSPORT		can transport 10 ilitia Brute takes				els. Each Militia Fireteam takes up the space of two other models her models.
FACTION KEYWORDS	<fealty>, I</fealty>	<b>M</b> ILITIA				
KEYWORDS	VEHICLE, TI	RANSPORT, RHIN	o, Tani	K		

Power

MILIT	fia D	ARK	Age	Lani	d Rai	DER	Pro	TEUS		19 Power
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	
Militia Land Raider Proteus	10" 5" 3"	6+	3+ 4+ 5+	8	8	9-16 5-8 1-4	6 D6 1	9	2+	
A Militia Land Raider	Prot <mark>eus i</mark>	is a singl	e model e	quipped	l with two	o twin la	scanno	ns and a 1	twin he	avy bolter.
WEAPON	RAN	GE T	YPE	S	AP	D	AB	ILITIE	S	
Hunter-killer missile Twin heavy bolter Twin heavy flamer Twin lascannon	48" 36" 8" 48"	'н Н	eavy 1 eavy 6 eavy 2D6 eavy 2	8 5 5 9	-2 -1 -1 -3	De 1 1 De	- This			h of its hunter-killer missiles once per battle. y hits its target.
WARGEAR OPTIONS	<ul> <li>This</li> <li>This</li> <li>This</li> <li>This</li> </ul>	<ul> <li>This model can take a hunter-killer missile.</li> <li>This model can take items from the Astartes Vehicle Upgrades list.</li> <li>This model can take an item from the Astartes Pintle Weapons list.</li> <li>This model can replace its twin heavy bolter with a twin lascannon or twin heavy flamer.</li> <li>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.</li> </ul>								
ABILITIES	<ul> <li>Restricted Use: This model may only be taken in an army using the Survivors of the Dark Age provenance.</li> <li>Self -repair: Roll a D6 at the start of each of your turns; on a 6, this model regains 1 lost wound.</li> <li>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.</li> <li>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.</li> <li>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any</li> </ul>									
TRANSPORT	This mo	embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. This model can transport 10 <b>MILITIA INFANTRY</b> 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	< FEALT	x>, M11	LITIA							
KEYWORDS	VEHICI	LE, TRANS	SPORT, LA	ND RAII	DER, PROT	teus, Tai	NK			

# MILITIA THUNDERBOLT HEAVY FIGHTER

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
	20-45"		3+			7-15			
Thunderbolt	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 <b>FIX</b> . Subtract a 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 lowes result.			
Sunfury missile	36"	Heavy D6	6	-2	1	-			
WARGEAR OPTIONS	missiles • This mo	del can take gr	ound-tra	cking aug	guries.	ns: four sunfury missiles, four hellstrike missiles, four skystrike			
ABILITIES		Airborne: This model cannot charge, can only be charged by units that can <b>FLY</b> , and can only attack or be attacked in the Fight phase by units that can <b>FLY</b> .							
		<b>Crash and Burn:</b> 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.							
	the model r	noves), and the	en move i	he model	straigh	vot it on the spot up to 90° (this does not contribute to how fa It forwards. Note that it cannot pivot again after the initial pivot cteristic by 20" until the end of the phase - do not roll a dice.			
	Hard to H	l <b>it:</b> Your oppor	nent mus	t subtract	1 from	hit rolls for attacks that target this model in the Shooting phase			
		rvitor contr at target a <mark>Ve</mark> n			Battle	Servitor Control increases by one the Strength of any ranged			
		<b>Ground-tracking auguries:</b> A model with ground-tracking auguries can re-roll hit rolls of a '1' when targeting a unit that does not have the <b>F1x</b> keyword.							
	Ramjet d	iffraction g	r <b>id:</b> This	model ha	as a 5+ i	nvulnerable save against ranged wea <mark>pons.</mark>			
FACTION KEYWORDS	<fealty>,</fealty>								
		ly, Thunderbo							

15 Power

## MILITIA ARVUS LIGHTER SQUADRON



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.

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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	I	-
Twin multi-laser	36"	Heavy 6	6	0	I	
WARGEAR OPTIONS	•	del can take o e missiles.	ne of the	followin	g: twin	multi-laser, twin autocannon, two twin heavy stubbers or two
ABILITIES	At the end of more than 9 <b>Airborne</b> :	of any of your N away from er	Aovemen nemy moo nnot char	t phases, lels. rge, can c	this uni	this unit up in the skies instead of placing it on the battlefield t may fly into battle - set it up anywhere on the battlefield that i harged by units that can <b>Fix</b> , and can only attack or be attacked
	any embark <b>Superson</b> the model n	ed models dise <b>ic:</b> Each time noves), and the	mbark; o this mod n move th	n a 6 it cr el moves he model	ashes an first piv straigh	ands, roll a D6 before removing it from the battlefield and before ad explodes, and each unit within 6" suffers D3 mortal wounds yot it on the spot up to 90° (this does not contribute to how fa t forwards. Note that it cannot pivot again after the initial pivot exteristic by 20" until the end of the phase - do not roll a dice.
	Hard to H	l <b>it:</b> Your oppor	nent must	t subtract	1 from	hit rolls for attacks that target this model in the Shooting phase
	becomes 20		of the pl	nase and		nent phase, you can declare it will hover. Its Move characteristic the <b>Airborne</b> , <b>Supersonic</b> and <b>Hard to Hit</b> abilities until the
	becomes 20 beginning c	" until the end of your next Mo	of the pl ovement j	nase and phase.	it loses	
	becomes 20 beginning c <b>Repair:</b> Ro <b>Vehicle So</b>	" until the end of your next Mo oll a D6 at the e <b>Juadron:</b> The	of the pl ovement j end of this e first tim	nase and phase. s model's e that thi	it loses movem is unit is	the <b>Airborne</b> , <b>Supersonic</b> and <b>Hard to Hit</b> abilities until the ent; on a 6, this model regains 1 lost wound. set up, all models in this unit must be placed within 6" of each
TRANSPORT	becomes 20 beginning c <b>Repair:</b> Ro <b>Vehicle So</b> other. From This model	" until the end of your next Mo oll a D6 at the e <b>juadron:</b> The that point onv	of the pl ovement j end of this e first tim vards, eac 2 <b>MILTIA</b>	hase and phase. s model's e that thi h operate INFANTE	it loses movem is unit is es indep <b>x</b> mode	the <b>Airborne</b> , <b>Supersonic</b> and <b>Hard to Hit</b> abilities until the ent; on a 6, this model regains 1 lost wound. set up, all models in this unit must be placed within 6" of each endently and is treated as a separate unit for all rules purposes. ls. Each Militia Fireteam takes up the space of two other model
TRANSPORT FACTION KEYWORDS	becomes 20 beginning c <b>Repair:</b> Ro <b>Vehicle So</b> other. From This model	" until the end of your next Mo oll a D6 at the e <b>Juadron:</b> The that point onv can transport p ilitia Brute take	of the pl ovement j end of this e first tim vards, eac 2 <b>MILTIA</b>	hase and phase. s model's e that thi h operate INFANTE	it loses movem is unit is es indep <b>x</b> mode	the <b>Airborne</b> , <b>Supersonic</b> and <b>Hard to Hit</b> abilities until the ent; on a 6, this model regains 1 lost wound. set up, all models in this unit must be placed within 6" of each endently and is treated as a separate unit for all rules purposes. ls. Each Militia Fireteam takes up the space of two other model

## Militia Stormhammer Super-heavy Tank

-									
NAME	М	WS	BS	S	Т	W	Α	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	ТҮРЕ	S	AP	D	ABILITIES				
Adamantium tracks	Melee	Melee	User	-2	D3	-				
Co-axial multi-laser	36"	Heavy 3	6	0	I	-				
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	I					
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	I	-				
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	-				
ABILITIES	as it's co-axia Explodes: and each un Smoke La its smoke la	al multi-laser, it If this model i it within 2D6" <b>unchers:</b> On	s reduced suffers D ce per ga your nex	coll any h l to o wou 6 mortal me, inste	it rolls v unds, ro wounds ead of sh	hase this model fires its Stormhammer cannon at the same target with its Stormhammer cannon. Il a D6 before removing it from the battlefield; on a 6 it explodes s. hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged				
	<b>Steel Behemoth:</b> 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>, N</fealty>	<b>MILITIA</b>								
KEYWORDS	VEHICLE, TI	tanic, Stormh	AMMER.	TANK						

М М	LITIA B	ANEE	BLADE	e Suf	PER-I	HEAVY	TAN	IK	
NAME	М	WS	BS	S	Т	W	Α	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.

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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	I	-					
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"	· · · · · · · · · · · · · · · · · · ·									
Twin heavy bolter	36"	Heavy 6	5	-1	I	-					
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This weapon automatically hits its target.					
ABILITIES	and each un Smoke La its smoke la	it within 2D6" T <b>unchers:</b> Or Tunchers; until	suffers D nce per ga your nex	6 mortal me, inste	wound ad of sl	oll a D6 before removing it from the battlefield; on a 6 it explodes s. hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged					
	weapons that target this vehicle. <b>Steel Behemoth:</b> 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										
FACTION	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</fealty>										
KEYWORDS	VEHICLE, TI	TANIC, BANEBI	ADE, TAN	K							

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Augmented weapon	Melee	Melee	4	0	I	
Autogun	24"	Rapid Fire 1	3	0	I	-
Autocannon	48"	Heavy 2	7	-1	2	-
Auxilia pistol	6"	Pistol 1	3	0	I	-
Auxilia rifle	18"	Assault 1	3	0	I	
Baneblade cannon	72"	Heavy 3D6	9	-3	3	-
Battlecannon	72"	Heavy D6	8	-2	D3	
Blast pistol	6"	Pistol 2	5	0	I	On a hit roll of 1, the bearer takes a mortal wound after all of this weapon's shot have been resolved.
Bolt pistol	12"	Pistol 1	4	0	I	-
Boltgun	24"	Rapid Fire 1	4	0	I	-
Brutal assault weapon	Melee	Melee	User	0	I	Each time the bearer fights, it can make 1 additional attack with this weapon.
Charnabal sabre	Melee	Melee	User	-2	I	-
Combi-bolter	24"	Rapid Fire 2	4	0	I	
Combi-flamer		-		e or both of	the profile	es below. If you choose both, subtract 1 from all hit rolls for this weapon.
- Boltgun	24"	Rapid Fire 1	4	0	ĩ	
- Flamer	8"	Assault D6	4	0	I	This weapon automatically hits its target.
Combi-grenade launcher	When attackin	g with this weapon	, choose one		the profile	es below. If you choose both, subtract 1 from all hit rolls for this weapon.
- Boltgun	24"	Rapid Fire 1	4	0	I	-
- Grenade launcher		g with this weapon	•	of the pro	files below.	
- Frag grenade	24"	Assault D6	3	0	I	
- Krak grenade	24"	Assault 1	6	-1	D3	
Combi-melta		g with this weapon	, choose one	e or both of	-	es below. If you choose both, subtract 1 from all hit rolls for this weapon.
- Boltgun	24"	Rapid Fire 1	4	0	I	
	12"	Assault 1	8	,	D6	If the target is within half range of this weapon, roll two dice when inflictin
- Meltagun				-4		damage with it and discard the lowest result.
Combi-plasma			, choose one	e or both of	the profile	es below. If you choose both, subtract 1 from all hit rolls for this weapon.
- Boltgun	24"	Rapid Fire 1	4	0	I	
- Plasma gun		g with this weapon	, choose one	e of the pro	files below.	
- Standard	24"	Rapid Fire 1	7	-3	I	
- 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 attackin	g with this weapon	, choose one	e or both of	the profile	es below. If you choose both, subtract 1 from all hit rolls for this weapon.
- Boltgun	24"	Rapid Fire 1	4	0	I	-
- Volkite charger	-+ 15"	Assault 2	5	0	2	_
Co-axial multi-laser	36"	Heavy 3	6	0	1	
Demolisher cannon	24"	Heavy D <sub>3</sub>	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to
	-+	ileavy Dy	10	5	20	Heavy D6.
Demolition charge						
Dozer blade	Melee	Melee	User	0	I	Attacks with this weapon get +I Strength if the bearer successfully charged the turn. Each time the bearer fights with this weapon, it can make I 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	I	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	I	
Graviton gun	18"	Assault 2	5	-3	I	If the target has a Save characteristic of 3+ or better, this weapon increases i
Ŭ						Damage to D3.
Grenade launcher		g with this weapon	, choose one	e of the pro	files below.	
- Frag grenades	24"	Assault D6	3	0	I	-
- Krak grenades	24"	Assault 1	6	-1	D3	-
- Gas grenades	24"	Assault D6	*	0	I	Units attacked by this weapon do not get the benefit of cover. This weapo wounds on a 4+ unless it is targetting a <b>VEHICLE</b> , in which case it wounds on a 6
- Fireburst grenades	24"	Assault D3	4	0	I	This weapon automatically hits its target.
Gorgon mortar	48"	Heavy 2D6	5	-1	I	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	I	
Heavy bolter	36"	Heavy 3	5	-1	I	
Heavy flamer	8"	Heavy D6	5	-1	I	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	I	· · · · · · · · · · · · · · · · · · ·
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	I	-
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	I	
Laspistol	12"	Pistol 1	3	0	I	-
Lasrifle	30"	Rapid Fire 1	3	0	I	
Medusa siege gun	When attackin	ng with this weapon,	choose on	e of the prot	files below	ζ
- 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 <b>Building</b> , 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 <b>VEHICLE</b> .
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 attackin	ng with this weapon,	choose on	e of the prot	files below	τ.
- Frag missile	48"	Heavy D6	4	0	I	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Mortar	48"	Heavy D6	4	0	I	This weapon can target units that are not visible to the bearer.
Multi-laser	36"	Heavy 3	6	0	I	
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	I	0	I	A needle pistol always wounds on a 2+, unless the target model is a <b>VEHICLE</b> .
Phased plasma-fusil	24"	Rapid Fire 2	6	-2	I	-
Plasma gun	When attackin	ng with this weapon,	choose on	e of the prot	files below	τ.
- Standard	24"	Rapid Fire 1	7	-3	I	
- 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
<b>n</b> 1 • 1	W/h are attached		- <b>1</b>	6 - 1	61 1 1	resolved.
Plasma pistol		ng with this weapon,		-		t.
- Standard	12"	Pistol 1	7	-3	I	- On a bit call of a sha been in abin often it's shot has been measured
- 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	I	-
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	I	-
Power maul	Melee	Melee	+2	-1	1	
Power sword	Melee	Melee	User	-3	I	•
Quad heavy bolter	36"	Heavy 12	5	-1	I	-
Quad launcher with Frag shells	60"	Heavy 4D3	5	0	I	This weapon can target units that are not visible to the bearer.
Quad multi-laser	36"	Heavy 12	6	0	I	
Rending claws	Melee	Melee	User	-1	I	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	I	-
Rotor cannon	30"	Rapid Fire 3	3	0	I	·
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	I	This weapon can target a <b>CHARACTER</b> 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	I	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 <b>FIX</b> . 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	I	-
Twin heavy bolter	36"	Heavy 6	5	-1	I	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-laser	36"	Heavy 6	6	0	I	-
Vanquisher battle	72"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest
cannon						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 <b>F1x</b> keyword.
Nuncio-vox	You may re-roll any hit rolls of 1 made for friendly <b>MILITIA</b> 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 <b>MILITIA</b> 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 refreactor 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 A	uxilia Warlord Traits
D6 Roll	Trait
I	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 <b>Artillery</b> unit wihin 6" of the warlord. You may re-roll hit rolls with this weapon until the end of the phase.
3	<b>Bitter Blood</b> 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 <b>CHARACTERS</b> .
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.

### Solar Auxilia Stratagems



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

TAKE COVER

Solar Auxilia Stratagem

### **DEFENSIVE GUNNERS** Solar Auxilia Stratagem



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.



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



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Use this Stratagem after one of your **SOLAR AUXILIA THUNDERBOLT, ARVUS LIGHTER** OF **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



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



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



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



2 <sup>CP</sup>

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**.



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.





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



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



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	I	170
Auxilia Arvus Lighter	I	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	I	395
Auxilia Banesword Super-heavy Tank	I	395
Auxilia Shadowsword Super-heavy Tank	I	395
Auxilia Stormlord Super-heavy Tank	I	435
Auxilia Stormsword Super-heavy Tank	I	395
Auxilia Stormblade Super-heavy Tank	I	405
Auxilia Stormhammer Super-heavy Tank	I	395

\* Does not include wargear

\*\* Crew are purchased separately

### HQ

Unit	Models per Unit	Points per Model*
Auxilia Lord Marshsll	I	50
Auxilia Legate Commander	2-5	40
Auxilia Tactical Command Section (Strategos)	I	20
Auxilia Tactical Command Section (Everyone else)	5-9	10
Auxilia Tank Commander	I	20
Lord Marshal Ireton MaSade	I	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	I	125
Auxilia Thunderbolt Heavy Fighter	I	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	I	195
Auxilia Malcador Infernus	I	317
Auxilia Valdor Tank Hunter	I	375
Auxilia Cyclops Demolition Unit	1-5	40

### WEAPONS

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Quad launcher (frag & shatter shells)40Quad multi-laser32	Power maul	4
Quad multi-laser 32		4
-		40
	-	
	Quake cannon	0
Rotor cannon 5		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

	~
ſ	4
L	Power
	$\checkmark$

3	8	4+
4	9	4+
	3 4	3 8 4 9

• 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	I	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	I	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Laspistol	12"	Pistol 1	3	0	I	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
UNIT OPTIONS WARGEAR OPTIONS	<ul> <li>This model</li> </ul>	del can be equi del can replace	pped wit its laspis its refrac elta boml gital laser psy-jamm	h artifice tol and/c tor field os. os. er.	r armou or comb	raded to a Lord Marshall. ar, improving it's Save characteristic to 2+. at blade with an item from the Pistols or Melee Weapons lists. iron halo. A Lord Marshall can instead replace his refractor field
ABILITIES	Disciplin	ed Fire, Clos Field*: This t	e Form	ation F	-	
	the tabletop	At the end of	the contr	olling pl	ayer's fo	cable save. If a 1 is rolled for this save, remove the model from llowing movement phase, the model re-appears; place him n enemy model.
	High Com	-	nile this r	nodel is o	n the ba	ese abilities, which should be noted before the game begins. .ttlefield, all friendly <b>Solar Auxilia</b> units can use his Leadership Morale test.
	choices. The		es improv	ve their W	Veapon S	Lord Marshall, it may take <b>Veletaris Storm Sections</b> as Elites Skill characteristic to 3+ and may re-roll hir rolls of 1 in the Fight
	Digital La	<b>isers:</b> A mode	l equippe	ed with d	igital las	sers increases its Attacks characteristic by 1.
	•••				•	r can attempt to deny one psychic power in each enemy Psychic he bearer or a unit within 6" of the bearer.
	Cyber-fan	niliar: A unit	with a cy	ber-fami	liar is ne	ever slowed by battlefield terrain.
			,			
FACTION KEYWORDS	<fealty>, S</fealty>	Solar Auxilia				

NAME		7S BS	S	Т	W	Α	Ld	Sv	
Ireton MaSade	6" 3	+ 2+	3	3	5	3	9	2+	
<ul> <li>Ireton MaSade is grenades and wear</li> </ul>	U				-			-	stol, psy-jammer, frag grenades and kr
WEAPON	RANGE	TYPE	S	AP	D	AB	ILITIE	5	
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-			
Frag grenade	6"	Grenade D6	3	0	I	-			
Krak grenade	6"	Grenade 1	6	-1	D3	-			
Master-crafted ower sword	Melee	Melee	User	-3	2	_			
ABILITIES	Disciplir	ned Fire, Clo	se Forn	nation	Fighti	ng			
	Iron Hale	<b>o:</b> This model h	nas a 4+ i	nvulnera	ble save				
	Hatred of Traitor me		eton Ma	Sade may	v re-roll f	failed h	nit rolls in	n the Fi	ght phase for attacks directed against
	•	<b>nmander:</b> W tic instead of th						endly <b>S</b>	<b>OLAR AUXILIA</b> units can use his Leadersh
	choices. Th		ces impro	ove their	Weapon				take <b>Veletaris Storm Sections</b> as Elit + and may re-roll hir rolls of 1 in the Fig
	~ ~		<b>- - - -</b>	-			-		one psychic power in each enemy Psych in 6" of the bearer.
	Ambulat	or frame: At	the start	of each o	f your tu	rns, Ir	eton MaS	Sade reg	ains 1 wound lost previously in the batt
	another Lor	rd Marshall. Or	nce per ga L <b>ar Auxi</b>	ame, at th I <mark>LIA INFA</mark>	e end of <b>NTRY</b> uni	your m it and 1	novemen remove in	t phase, t from t	and may not be included in an army wi Ireton MaSade can call on reinforcemen he battlefield. You can then set it up aga
		hin 6" of the ed	ge of the	e battlefie	and n	iore in	ang aw	ay from	enemy models, at full starting strength
	wholly with <b>Warlord</b> 2 deploymen	Trait - Mast	<b>ter of t</b> but befor	<b>he Bat</b> re the ga	<b>tlefield</b> me begi	: Ireto ns, you	on MaSao 1 may re-	de does deploy	not select a Warlord trait. Instead, aft
FACTION KEYWORDS	wholly with <b>Warlord</b> 2 deploymen battlefield a	<b>Trait - Mas</b> It has finished	<b>ter of t</b> but befor m again,	<b>he Bat</b> re the ga	<b>tlefield</b> me begi	: Ireto ns, you	on MaSao 1 may re-	de does deploy	not select a Warlord trait. Instead, aft D3 of your units; remove them from t

# LORD MARSHALL IRETON MASADE



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1	6		1
	1		
1	4	-	1
1	-	-	/

### AUXILIA TACTICAL COMMAND SECTION

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
Veteran Auxiliary	6"	4+	3+	3	3	I	I	6	4+
Proclamaitor	6"	4+	3+	3	3	I	I	6	4+
Vexilarius	6"	4+	3+	3	3	I	I	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).

7 Power

- 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	g with this weapon,	choose one	of the profil	les below.	
- Standard	30"	Rapid Fire 1	3	0	I	-
- Collimator	36"	Heavy 2	3	0	I	-
- Blast charger	18"	Heavy 1	6	-1	I	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	I	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	g with this weapon,	choose one	of the profil	les below.	
- Kinetic grenades	24"	Assault D6	4	0	I	-
- Tempest grenades	24"	Assault 1	4	-3	I	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	-
Krak grenade	6"	Grenade 1	6	-1	D3	
Laspistol	12"	Pistol 1	3	0	I	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE.</b>
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	g with this weapon,	choose one	of the profil	les below.	
- Standard	24"	Rapid Fire 1	7	-3	I	
- 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	I	-
Volkite charger	15"	Assault 2	5	0	2	
WARGEAR OPTIONS	• Up to two special w flamer, r	vo of the Veter veapon; either otor cannon, m	ran Auxil a volkite neltagun o	iaries ma charger, or plasma	y repla grenad gun.	or laspistol with items from the P <i>istols</i> or Melee Weapons lists. ce their auxilia lasrifle with collimator & blast charger with a e launcher with kinetic, tempest and krak grenades grenades,
ABILITIES		ed Fire, Clos				
FACTION KEYWORDS		<b>xilla:</b> Friendl Solar Auxilia		AUXILIA U	inits wi	thin 6" of any friendly cohort vexilla add 1 to their Leadership.

Αυχι	lia T	'ANK	Соми	MAND	ER	-		1	
NAME	М	WS	BS	S	Т	W	А	Ld	Sv
Tank Commander (Tank Commander)	As V	ehicle –	3+			As Ve	hicle		
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	I	-
Frag grenade	6"	Grenade D6	3	0	I	-
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.

+2 Power

**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<br/>KEYWORDS<Fealty>, Solar AuxiliaKEYWORDSInfantry, Character, Tank Commander

AUXII	LIA R	APII	ER WE	APON	s Ват	TER	Y			4 Poiwer
NAME	М	WS	BS	S	Т	W	A	Ld	Sv	
Rapier Weapons Carrier	3"	6+	4+	3	5	4	I	7	3+	
Auxiliary Crew	6"	4+	4+	3	3	I	I	5	5+	
<ul> <li>Auxiliary Crew) (+4 P</li> <li>Each Rapier Weapo</li> <li>Each Auxiliary Crev</li> </ul>	ower rat ons Carrie w is arme	t <b>ing 1</b> er is eq d with	er Rapie uipped with a lasgun an	<b>r Weapo</b> h a quad 1 nd a coml	nulti-lase	<b>rier)</b> . er.				onal Rapier Weapons Carriers (each with 2
WEAPON	RANG		YPE	S	AP	D		ILITIE		
Combat blade	Melee	e N	ſelee	User	0	I			-	ts, it can make 1 additional attack with this weapon.
Graviton cannon	36"	H	leavy D3	7	-4	2	Dam		or every fiv	haracteristic of 3+ or better, this weapon increases its we models in the target units, add D3 to the number of yon.
Lasgun	24"	R	apid Fire 1	3	0	I	-			
Laser destroyer	36"	H	leavy 1	12	-4	D6	of 3-		on's damag	y inflicts damage, roll an additional D6. On a result ge is increased to 2D6. On a result of a 6, the weapon's 16.
Quad launcher	When attac	cking wi	th this weapor	n, choose on	e of the prof	files belo		0	-	
- Frag shells	60"	H	leavy 4D3	5	0	I	This	weapon car	n target ur	nits that are not visible to the bearer.
- Shatter shells	24"	H	leavy 4	8	-2	3	-			
Quad multi-laser	36"	H	leavy 12	6	0	I	-			
UNIT OPTIONS	• The	entire	unit can rej	place its q	juad mult	i-laser	with q	iad launc	chers (fr	ag & shatter shells).
WARGEAR OPTIONS	• Any	model	can replace	e its quad	multi-las	er witł	n a lase:	r destroyo	er or gra	witon cannon.
ABILITIES	Disipli	ined ]	Fire, Clos	e Form	ation Fi	ightir	ng (Cre	w only)		
	single <b>C</b> there are <b>Auxilia</b> with it. 1	REW IN E no Ch Ary Cl From t	nodel cann <b>Rew</b> within <b>rew:</b> When hat point c	ot operation 6" of a Ra a Rapier onwards t	e multipl apier Wea Carrier is he Auxili	e Rapio apons ( s set up ary Cre	er Wea Carrier, on the ew are	pons Car it is imm battlefie treated a	riers in nediately ld, its A s one ui	a friendly Auxiliary <b>CREW</b> is within 3". A this way in a single turn. If at any point, y removed from play. uxiliary Crew are set up in unit coherency nit and the Rapier Carrier as another. The ey are the closest visible unit to the firer.
FACTION KEYWORDS	< FEALTY	>, <b>S</b> oi	ar Auxili	<b>X</b>						
KEYWORDS (Rapier Weapons Carrier)	VEHICLE	e, Arti	llery, <b>R</b> ap	ier Carr	IER					
KEYWORDS (Auxiliary Crew)	Infantr	y, Cre	W							

NAME	M W	S BS	S	Т	W	Α	Ld	Sv	
Enginseer Adept	6" 4-	+ 4+	4	4	4	2	8	3+	
This unit consists of • Each model is arr	•	*	-		tional E	nginse	er Adepts	5 <b>(+3 ]</b>	Power rating per model).
WEAPON	RANGE	TYPE	S	AP	D	AB	BILITIES	S	
Graviton gun	18"	Assault 2	5	-3	1		ne target has nage to D3.	a Save	characteristic of 3+ or better, this weapon increases its
Laspistol	12"	Pistol 1	3	0	I	-			
Melta bomb	4"	Grenade 1	8	-4	D6	You	can re-roll fa	ailed wo	ound rolls for this weapon if the target is a <b>VEHICLE</b> .
Power axe	Melee	Melee	I	-2	I	-			
Servo arm	Melee	Melee	X2	-2	3				y be used to make one attack each time this model fights. with this weapon subtract 1 from the hit roll.
Volkite charger	15"	Assault 2	5	0	2	-			
WARGEAR OPTIONS	<ul> <li>Any mod</li> <li>Any mod</li> <li>Any mod</li> <li>Any mod</li> <li>Any mod</li> </ul>	del can take a del can take a	cortex co volkite ch graviton g refractor	ntroller. 1arger. gun. field.					
ABILITIES	1". That moo <b>Bionics:</b> T	i <b>th:</b> At the en lel regains Dg This model ha <b>niliar:</b> A uni	s wounds. s a 6+ invi	A mode	l can on e save.	ly be r	epaired or	nce pe	
FACTION KEYWORDS	•	Solar Auxili							
KEYWORDS	Infantry, C	Character, E	NGINSEER						

## AUXILIA ENGINSEER ADEPTUS

NAME	M W	S BS	S	Т	W	A	Ld	Sv	
Servo-automata	5" 5.	+ 5+	3	3	1	I	6	4+	
This unit consists of 4 S • Each model is arme		•	-	o four ad	lditional	Servo	-automat	a (+3 P	Power rating)
WEAPON	RANGE	TYPE	S	AP	D	AB	ILITIE	S	11 11 11
Brutal assault weapon	Melee	Melee	User	0	1	Each	time the b	earer figh	ts, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	I	This	weapon au	tomatical	ly hits its target.
Heavy bolter	36"	Heavy 3	5	-1	I	-			
Grenade launcher	When attacking	g with this weapon,	choose on	e of the pro	ofiles below.				
- Kinetic grenades	24"	Assault D6	4	0	I	-			
- Tempest grenades	24"	Assault 1	4	-3	I		e target has age to D3.	s a Save c	haracteristic of 3+ or better, this weapon increases its
- Krak grenades	24"	Assault 1	6	-1	D3	-			
Multi-melta	24"	Heavy 1	8	-4	D6				f range of this weapon, roll two dice when inflicting rd the lowest result.
Phased plasma-fusil	24"	Rapid Fire 2	6	-2	I	-			
Servo arm	Melee	Melee	X2	-2	3				be used to make one attack each time this model fights. th this weapon subtract 1 from the hit roll.
Rotor cannon	30"	Rapid Fire 3	3	0	I	-			
WARGEAR OPTIONS	•	del can take ei x grenades), he		-	-			cannor	n, grenade launcher (with kinetic, tempest
ABILITIES		: If there is a fi eir Leadership			e <b>r</b> model	withi	n 6", this	unit's V	Weapon Skill and Ballistic Skill increase
FACTION KEYWORDS	<fealty>, S</fealty>	Solar <b>A</b> uxilia							
KEYWORDS	INFANTRY, S	ervo-Automat	Č <b>A</b>						

3 Power

## AUXILIA SERVO-AUTOMATA

3 Power

NAME	М	WS	BS	S	Т	w	А	Ld	Sv
Servo-automata	5"	5+	5+	3	3	I	I	6	4+

50

## AUXILIA OGRYN CHARONITE SQUAD



NAME	М	WS	BS	S	Т	W	Α	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	I	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	additional a Mind-slav	ttack in the F 7 <b>e:</b> This unit o	ight phase can never l	the first ti nold objec	me th tives.	unit made a successful charge, models in this unit can make one ley fight. Morale test, roll D3; the unit suffers this many mortal wounds and
	the test is au	itomatically p	assed			
FACTION KEYWORDS	< FEALTY>, S	Solar Auxili	A			
KEYWORDS	INFANTRY, C	GRYN, OGRYN	CHARONI	te Squad		

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AUXI	LIA ME	DICAE	Detac	HME	T				2 Power
									_
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	
Medicae Orderly	6"	4+ 4+	3	3	3	I	7	4+	
This unit consists of 1 • A Medicae Orderl			-				e Orderlie	es <b>(+2</b> ]	Power rating per model).
WEAPON	RANGE	TYPE	S	AP	D	AE	BILITIE	S	
Combat blade	Melee	Melee	User	0	I	Eac	h time the b	earer figl	hts, it can make 1 additional attack with this weapon.
Needle pistol	12"	Pistol 1	I	0	I	And	eedle pistol	always w	ounds on a 2+, unless the target model is a <b>VEHICLE</b> .
Laspistol	12"	Pistol 1	3	0	I				
WARGEAR OPTIONS	• Any M	ledicae Orde	erly can repl	lace his la	spistol	with a 1	needle pi	stol.	
ABILITIES	Discipli	ned Fire,	C <b>lose for</b> r	nation	fighti	ng			
	Select a fr it immedi models ha remaining fight, etc.) once in each Attached need to be	iendly <b>Sol</b> ately regain ve been slai g. If the Mee as he recov ch turn. <b>I Deployn</b> in unit coh	<b>AR AUXILIA</b> Is D3 lost we n during the dicae fails to ers the gene <b>nent:</b> Durin erency. Fror	<b>INFANTRY</b> ounds. If e battle, re o revive a e-seed of ng deploy	the ch oll a D6 model the fall	vithin 3 osen u . On a 4 he can en war	" of the 1 nits conta .+ a single . do noth rior. A ur els in this	Medica ains nc e slain 1 ing for nit can s unit n	can attempt to heal or revive a single model ne. If that unit contains a wounded model o wounded models, but one or more of its model is returned to the unit with I wound t the remainder of the turn (shoot, charge only be the target of the Medi-pack ability nust be set up at the same time, they do not is treated as a separate unit.
FACTION	<fealty></fealty>	, Solar Aux	ILIA						
KEYWORDS					_				
KEYWORDS	INFANTRY,	CHARACTER	, MEDICAE						



## Auxilia Lasrifle Section

				-			100		
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
Solar Auxiliary	6"	4+	4+	3	3	I	I	6	4+
Auxiliary Sergeant	6"	4+	4+	3	3	I	2	7	4+
Troop Master	6"	3+	3+	3	3	I	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	g with this weapon,	choose one	of the profi	les below.	
- Standard	30"	Rapid Fire 1	3	0	I	-
- Collimator	36"	Heavy 2	3	0	I	-
- Blast charger	18"	Heavy 1	6	-1	I	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	I	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	I	-
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 <b>VEHICLE.</b>
UNIT OPTIONS		y three units of re unit can take			etachmo	ent, one Auxiliary Sergeant may be upgraded to a Troop Leader.
WARGEAR OPTIONS	items fro	tiliary Sergeant om the Pistols or iliary Sergeant	: Melee W	eapons lis	ts.	lace his combat blade and/or auxilia lasrifle & collimator with melta bombs.
ABILITIES	Disciplin	ed Fire, Clos	e Form	ation F	ightin	g
FACTION KEYWORDS	<fealty>, S</fealty>	Solar Auxilia				
KEYWORDS	Infantry, A	UXILIA LASRIFI	le Sectio	DN		

7 Power

## Auxilia Veletaris Storm Section



NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
Veletari	6"	4+	3+	3	3	I	I	7	4+
Veletari Prime	6"	3+	3+	3	3	I	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	I	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Frag grenade	6"	Grenade D6	3	0	I				
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 <b>VEHICLE.</b>			
Laspistol	12"	Pistol 1	3	0	I	-			
Power axe	Melee	Melee	+1	-2	I	-			
Rotor cannon	30"	Rapid Fire 3	3	0	I	-			
Shroud bombs									
Volkite charger	15"	Assault 2	5	0	2	-			
UNIT OPTIONS	<ul> <li>The entire unit can replace their volkite chargers with rotor cannon or power axes.</li> <li>The entire unit can take shroud bombs.</li> </ul>								
WARGEAR OPTIONS	• The Aux items fro	etari can take a ciliary Sergeant om the Pistols or ciliary Sergeant	or Troop Melee W	o Master Teapons lis	ts.	lace his combat blade and/or auxilia lasrifle & collimator with melta bombs.			
ABILITIES	Disciplin	ed Fire, Clos	e Form	ation F	ightir	lg			
FACTION KEYWORDS	<fealty>, S</fealty>	Solar Auxilia							
KEYWORDS	INFANTRY, V	ELETARIS STOR	M SECTIO	DN					

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### **AUXILIA FLAMER SECTION**



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NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
Solar Auxiliary	6"	4+	4+	3	3	I	I	6	4+
Auxiliary Sergeant	6"	4+	4+	3	3	I	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	I	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	I	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	I	-
Krak grenade	6"	Grenade 1	6	-1	D3	
Laspistol	12"	Pistol 1	3	0	I	-
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE.</b>
WARGEAR OPTIONS	Pistols or	xiliary Sergeant Melee Weapons xiliary Sergeant	lists.			blade and/or auxilia lasrifle & collimator with items from the
ABILITIES	Disciplin	ed Fire, Clos	e Form	ation F	ightin	ıg
FACTION KEYWORDS	<fealty>, S</fealty>	Solar Auxilia				
KEYWORDS	INFANTRY, S	upport, Auxil	IA FLAME	R SECTIO	N	

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### Auxilia Leman Russ Strike Squadron

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
	10"		4+			7-12	3		
Leman Russ Tank	7"	6+	5+	7	8	4-6	D3	7	3+
	4"		6+			1-3	I		

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.

II Power

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	I	-
Heavy flamer	8"	Heavy D6	5	-1	I	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	I	-
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.
ABILITIES	Any mo	del can take a p del can take a h	intle we	apon: eith	ier a mu	ılti-laser, heavy flamer or a lascannon. lti-laser or a heavy flamer.
	_	P				
	induction c	n Chargers:	nit may A			et of any of your Movement phases, you may activate this unit's fire all it's weapons this turn, and ignores the usual -1 penalty for
	induction c moving and <b>Grinding</b> inches less t phase (the t do not suffe	n Chargers: hargers. The ur l firing heavy w g Advance: If than half of its o urret weapon n r the penalty fo	hit may A reapons. this moo current N nust targe or moving	dvance an del moves Aove char et the sam g and shoo	nd still f s under acteristi ne unit b oting a H	et of any of your Movement phases, you may activate this unit's fire all it's weapons this turn, and ignores the usual -1 penalty for half speed in its Movement phase (i.e. it moves a distance in tc) it can shoot its turret weapon twice in the following Shooting oth times). Furthermore, hit rolls for this model's turret weapon Heavy weapon. The following weapons are turret weapons: battle inator autocannon and vanquisher battle cannon.
	induction c moving and <b>Grinding</b> inches less t phase (the t do not suffe cannon, der <b>Smoke La</b> its smoke la	n Chargers: hargers. The ur l firing heavy w Advance: If than half of its of urret weapon n or the penalty fo nolisher canno	hit may A reapons. this moo current N nust targe or moving on, twin la nce per ga	dvance an del moves Move char et the sam g and shoo ascannon ame, inste	nd still f s under acteristi ne unit b oting a H , exterm ead of sl	half speed in its Movement phase (i.e. it moves a distance in ac) it can shoot its turret weapon twice in the following Shooting oth times). Furthermore, hit rolls for this model's turret weapon Heavy weapon. The following weapons are turret weapons: battle
	induction c moving and <b>Grinding</b> inches less t phase (the t do not suffe cannon, der <b>Smoke La</b> its smoke la weapons the <b>Explodes</b>	n Chargers: hargers. The ur l firing heavy w Advance: If than half of its of urret weapon n or the penalty for nolisher canno unchers: Or aunchers; until at target this ve : If this model	hit may A reapons. this moo current M nust targe or moving on, twin la nce per ga your ne chicle. is reduce	del moves Aove char et the sam g and shoo ascannon ame, inste ext Shooti	nd still f s under acteristi e unit b oting a H , exterm ead of sl ng phas	The all it's weapons this turn, and ignores the usual -1 penalty for half speed in its Movement phase (i.e. it moves a distance in ic) it can shoot its turret weapon twice in the following Shooting oth times). Furthermore, hit rolls for this model's turret weapon Heavy weapon. The following weapons are turret weapons: battle hinator autocannon and vanquisher battle cannon.
FACTION	induction c moving and <b>Grinding</b> inches less t phase (the t do not suffe cannon, der <b>Smoke La</b> its smoke la weapons that <b>Explodes</b> embarked n	n Chargers: hargers. The ur l firing heavy w Advance: If than half of its of urret weapon n or the penalty for nolisher canno unchers: Or aunchers; until at target this ve : If this model	hit may A reapons. this mod current N nust targe or moving on, twin la nce per ga your ne chicle. is reduce urk. On a	del moves Aove char et the sam g and shoo ascannon ame, inste ext Shooti	nd still f s under acteristi e unit b oting a H , exterm ead of sl ng phas	The all it's weapons this turn, and ignores the usual -1 penalty for half speed in its Movement phase (i.e. it moves a distance in ic) it can shoot its turret weapon twice in the following Shooting oth times). Furthermore, hit rolls for this model's turret weapon Heavy weapon. The following weapons are turret weapons: battle inator autocannon and vanquisher battle cannon. Hooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged coll a D6 before removing it from the battlefield and before any

## Auxilia Tarantula Sentry Gun Battery



NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
Tarantula Sentry Gun	0"	-	4+	4	5	4	-	10	3+
Air defence Tarantula	0"	-	4+	4	5	4	1	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 <b>F1x</b> 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	I	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-laser	36"	Heavy 6	6	0	I	
Twin rotor cannon	30"	Rapid Fire 6	3	0	I	-
UNIT OPTIONS	with air • One • The ent	defence missile model can repla re unit can take	s. ce its a concea	ir-defence lment.	missile	rantulas. Air defence Tarantulas replace their twin heavy bolters as with a hyperios command platform. In twin heavy flamers, twin multi-lasers, two twin rotor cannons,
WARGEAR OPTIONS		cannon or multi-		neavy don	ers with	n twin neavy namers, twin multi-lasers, two twin rotor cannons,
ABILITIES	hit this mod within 1" of <b>Automatic</b> automatical	lel in the Fight p it, and friendly ed Weapons: 1	hase - d units ca If this 1	o not mak an still targ model has	e hit rol get ener a twin	, nor can it fight in the Fight phase. Enemy models automatically ls. However,this model can still shoot if there are enemy models ny models that are within 1" of this model. heavy bolter, twin heavy flamer or twin rotor cannon; it will
	range. If the and is withi of any kind closest mod <b>Hyperios</b> air-defence	in lascannon; it is s model has air- n range. If there must be targete el of any type. <b>Command Pl</b> missiles within	defence are nor ed, how <b>atforn</b> 3".	e missiles; ne of the s rever in al	y target it will a pecified l cases t el equip	it in the Shooting phase within range. If this model has a multi- the nearest non- <b>INFANTRY</b> model in the Shooting phase within nutomatically target the nearest visible enemy unit that can <b>FIX</b> types of unit types of unit in range then the closest enemy unit this model may only shoot at an enemy <b>CHARACTER</b> if it is the oped with a hyperios command platform gives a +1 to hit rolls for ffer a -1 to hit rolls with ranged attacks, until this unit shoots.
FACTION KEYWORDS	range. If the and is within of any kind closest mod <b>Hyperios</b> air-defence <b>Concealm</b>	in lascannon; it is s model has air- n range. If there must be targete el of any type. <b>Command Pl</b> missiles within	defence are not ed, how <b>atfort</b> 3 <sup>°</sup> . nits targ	e missiles; he of the speer in al <b>m:</b> A mode	y target it will a pecified l cases t el equip	it in the Shooting phase within range. If this model has a multi- the nearest non- <b>INFANTRY</b> model in the Shooting phase within nutomatically target the nearest visible enemy unit that can <b>FIX</b> types of unit types of unit in range then the closest enemy unit this model may only shoot at an enemy <b>CHARACTER</b> if it is the oped with a hyperios command platform gives a +1 to hit rolls for

NAME	M W	S BS	S	Т	W	Α	Ld	Sv	
	10"	4+			7-12	3			
Artillery Tank	<b>6</b> " <b>6</b>	+ 5+	7	7	4-6	D3	7	3+	
	4"	6+	_		1-3	I			
<ul><li>This unit consists of 1 A</li><li>Each model is equip</li></ul>			-	2 additio	onal Arti	llery Ta	nks <b>(+10</b>	o Powe	r rating per model).
WEAPON	RANGE	TYPE	S	AP	D	AB	ILITIE	S	
Earthshaker cannon	240"	Heavy D6	9	-2	D3				ber of attacks when firing this weapon and discard th n can target units that are not visible to the bearer.
Colossus siege mortar	240"	Heavy 2D6	6	-2	D3	atta	-	his weap	et units that are not visibl to the bearer. Unit on do not gain any bonus to their saving ver.
Heavy bolter	36"	Heavy 3	5	-1	1	-			
Heavy flamer	8"	Heavy D6	5	-1	I	This	weapon au	tomatically	y hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Am	odel can on	ly fire each	n of its hunter-killer missiles once per battle.
Medusa siege gun	36"	Heavy D6	10	-3	D3	This	weapon car	n target un	nits that are not visible to the bearer.
Multi-laser	36"	Heavy 3	6	0	I	-			
WARGEAR OPTIONS	• Any mo		pintle we	eapon: e	ither a h			-	ge guns or colossus siege mortars. r or a heavy flamer.
ABILITIES	Explorate	or Adaption	L						
	its smoke la weapons the <b>Explodes</b>	unchers; unt at target this v : If this mode	il your n rehicle. l is reduc	ext Sho	oting ph wounds	ase you , roll a I	ir oppon D6 before	e remov	in the Shooting phase, this model can us st subtract 1 from all hit rolls for range ring it from the battlefield and before an uffers D3 mortal wounds.
FACTION KEYWORDS	<fealty>, S</fealty>	Solar Auxill	A						

	LIA L	EMA	n Rus	s As	SAUI	lt Sq	UAD	RON				
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv			
	10"		4+			7-12	3					
Leman Russ Tank	7"	6+	5+	7	8	4-6	D3	7	3+			
	4"		6+			1-3	I					
This unit consists of 1 • Each model is equi					-			Russ Tan	ıks <b>(+11</b>	Power ra	ting per	mo
WEAPON	RAN	GE T	YPE	S	A	P D	) AB	ILITIE	S			
Executioner plasma	36'	' Н	eavy 2D3	7	-2	3 2	_					

II Power

	TURIOL		0	111	D	
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	I	-
Volkite demi- culverin	45 <sup>"</sup>	Heavy 5	7	-1	2	
WARGEAR OPTIONS	<ul><li>Any mo</li><li>Any mo</li></ul>	del can replace	its heavy intle we	y bolter v apon: eitl	vith a m her a mı	ith an executioner plasma cannon or a volkite demi-culverin. ulti-laser, heavy flamer or a lascannon. ılti-laser or a heavy flamer.
	weapons th tanks before	ey fire at that ta e making any h	rget may it rolls.	y re-roll ł	nit rolls	or more tanks from the same unit are firing at the same target, th of 1. Note that you must declare the target for all weapons on a alf speed in its Movement phase (i.e. it moves a distance in inche
	less than ha (the turret v suffer the p	lf of its current weapon must tar	Move ch get the s ng and s	naracteris same unit hooting a	stic) it ca t both tin a Heavy	in shoot its turret weapon twice in the following Shooting phas mes). Furthermore, hit rolls for this model's turret weapon do no weapon. The following weapons are turret weapons: demolishe
	its smoke la weapons th	aunchers; until at target this ve	your ne hicle.	ext Shoot	ing pha	hooting any weapons in the Shooting phase, this model can us se your opponent must subtract 1 from all hit rolls for range
	-					roll a D6 before removing it from the battlefield and before an d each unit within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	<fealty>,</fealty>	Solar Auxilia				
		EMAN RUSS, TAN				

AUXII	lia Ma	LCADOR	Heav	VY TA	ANK				16 Power
NAME	M W	VS BS	S	Т	W	A	Ld	Sv	
Malcador This weither sister of several s	5"	4+ + 5+ 6+	7	8	10-18 5-9 1-4	3 D3 I	8	3+	
This unit consists of a s				_				•	
WEAPON	RANGE	TYPE	S	AP	D	A	BILITIES		
Autocannon Battle cannon	48" 72"	Heavy 2 Heavy D6	7 8	-1 -2	2 D3	-			
Demolisher cannon	24"	Heavy D3	10	-3	D <sub>3</sub> D6		ien attacking u avy D6.	nits witl	h 5 or more models, change this weapon's Type to
Heavy flamer	8"	Heavy D6	5	-1	I			matically	y hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	An	nodel can only	fire each	h of its hunter-killer missiles once per battle.
Multi-laser	36"	Heavy 3	6	0	I	-			
Lascannon	48"	Heavy 1	9	-3	D6	-			
Twin lascannon	48"	Heavy 2	9	-3	D6	-			
WARGEAR OPTIONS	<ul><li>Any mo</li><li>Any mo</li><li>Any mo</li><li>Any mo</li><li>Any mo</li></ul>	odel can replaco odel can take a odel can take uj	e one of i e two of i pintle we p to two ]	ts autoc ts autoc eapon: e	annon w annon w ither a m	vith a h vith tw oulti-la	neavy flame o heavy flan	mers, t	ti-laser, lascannon or demolisher cannon. two multi-lasers or two lascannons. mer.
ABILITIES	Explodes and each un Smoke La its smoke l	nit within 2D6 aunchers: O	is reduce " suffers " nce per g l your n	D3 mort game, in	tal woun	ds. shooti	ng any wea	pons i	g it from the battlefield; on a 5+ it explodes in the Shooting phase, this model can use st subtract 1 from all hit rolls for ranged
FACTION KEYWORDS	-	Solar Auxili							
KEYWORDS	VEHICLE, N	<b>LALCADOR</b> , TAN							

AUXII	LIA M	ALC	ADOR	Infe	RNUS	5 TAN	K			16 Power
NAME	М	ws	BS	S	Т	w	Α	Ld	Sv	
	10"		4+			10-18	3			
Malcador Infernus	7"	6+	5+	7	8	5-9	D3	8	3+	
	5"		6+			1-4	I			
This unit consists of a	single Ma	lcador I	Infernus e	equipped	l with an	inferno	gun w	ith flamn	hable fue	el and three autocannon.
WEAPON	RANG	E T	YPE	S	AP	D	AF	BILITIE	S	
Autocannon	48"	He	eavy 2	7	-1	2	-			
Heavy flamer	8"	He	eavy D6	5	-1	I	This	s weapon au	tomatically	y hits its target.
Hunter-killer missile	48"	He	eavy 1	8	-2	De	A m	odel can on	ly fire each	n of its hunter-killer missiles once per battle.
Inferno gun	When attac	cking with	n this weapo	n, use the p	profile that	matches th	e fuel the	e model has:		
- Chemical fuel	16"	He	eavy 2D6	*	-3	I				y hits its target. In addition, it wounds on a 2+, unless in which case it wounds on a 6+.
- Flammable fuel	16"	He	eavy 2D6	7	-2	2	This	s weapon au	tomatically	y hits its target.
Multi-laser	36"	He	eavy 3	6	0	I	-			
Lascannon	48"	He	eavy 1	9	-3	De	-			
WARGEAR OPTIONS	• This	model	-	e two of	its autoo	cannon v	with tw	o heavy f	lamers, t	uel. It may only have one of these. two multi-lasers or two lascannons. mer.
ABILITIES	Explor	ator A	daption	1						
	Titonic	Eval	sion. If	this may	dol is rod	lucad to	0.11/011/0	de roll a	D6 befor	re removing it from the battlefield; on a 4+
		_	each unit						Do Deioi	te removing it nom the battlenerd, on a 4+
	1									
				-	-				-	n the Shooting phase, this model can use
			chers; unt rget this v	,	next Sho	oting pł	nase yo	ur oppon	ent mus	st subtract 1 from all hit rolls for ranged
FACTION KEYWORDS	< FEALTY	">, <b>S</b> ola	AR <b>A</b> UXILI	A						
KEYWORDS	VEHICLE	e, Malc	ADOR, TAI	NK						

NAME	M W	VS BS	S	Т	W	A	Ld	Sv	
Valdor	10"	4+ + 5+ 6+	7	8	D-18 5-9 1-4	3 D3 I	8	3+	
This unit consists of a	single Valdor	equipped with	n a neutr	ron laser p	rojector	r and an	autocar	nnon.	
WEAPON	RANGE	TYPE	S	AP	D	ABII	LITIES		
Autocannon	48"	Heavy 2	7	-1	2	-			
Heavy flamer	8"	Heavy D6	5	-1	I	This we	eapon auto	omatically h	its its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A mode	el can only	y fire each o	f its hunter-killer missiles once per battle.
Multi-laser	36"	Heavy 3	6	0	I	-			
Lascannon	48"	Heavy 1	9	-3	D6	-			
Neutron laser projector	72"	Heavy 2D3	14	-4	D6				wounds from this weapon but is not slain mus hit rolls until the end of its controlling player's new
OPTIONS ABILITIES	• This mo Explorate	odel can take a j or Adaption	pintle w	eapon: eit	her a mi	ulti-laseı	or a he	avy flame	
		discard the low			<b>CLE</b> With	n it's neu	tron las	er projeci	or, roll two dice when inflicting damage
					1 6	haatina			the Charting phase this model can and
	its smoke l		l your n			•		-	the Shooting phase, this model can use subtract 1 from all hit rolls for ranged
	its smoke l weapons th <b>Steel Beh</b> controlling flamers ma	aunchers; unti at target this vo <b>emoth:</b> This player's turn. I	l your n ehicle. model o it can firo ithin 1"o	ext Shoot can Fall E e its weap of it - its o	ing pha ack in t ons if en ther gui	the Mov nemy un	oppone vement its are v target o	ent must phase an vithin 1" other uni	subtract I from all hit rolls for ranged d still shoot and/or charge during the of it (but only its heavy bolters or heavy ts). In addition, this model only gains a
	its smoke l weapons th <b>Steel Beh</b> controlling flamers ma bonus to its <b>Unstable</b>	aunchers; unti at target this ve a <b>emoth:</b> This player's turn. I y target unit w s save in cover i	l your n ehicle. model o it can firo ithin 1"o f at least his mode	ext Shoot can Fall E e its weap of it - its o t half of th el is reduc	ing pha ack in t ons if en ther gun e model ed to o v	the Mov nemy un ns must l is obscu wounds,	oppone vement its are v target c ured fro roll a D	phase an vithin 1" other uni m the be	subtract I from all hit rolls for ranged d still shoot and/or charge during the of it (but only its heavy bolters or heavy ts). In addition, this model only gains a
FACTION KEYWORDS	its smoke l weapons th Steel Beh controlling flamers ma bonus to its Unstable it explodes	aunchers; unti at target this ve <b>emoth:</b> This player's turn. I y target unit w s save in cover i <b>Reactor:</b> If t	l your n ehicle. model o it can firo ithin 1"o f at least his mode within 2	ext Shoot can Fall E e its weap of it - its o t half of th el is reduc	ing pha ack in t ons if en ther gun e model ed to o v	the Mov nemy un ns must l is obscu wounds,	oppone vement its are v target c ured fro roll a D	phase an vithin 1" other uni m the be	subtract I from all hit rolls for ranged d still shoot and/or charge during the of it (but only its heavy bolters or heavy ts). In addition, this model only gains a arer.

Cyclo	ops I	Эемо	LITIO	n Un	IT		
	14	WIC	DC	C	т	W	т



NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
Cyclops	10"	6+	4+	4	6	4	I	7	3+

This unit consists of 1 Cyclops. It may include up to four additonal 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	I	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	OR • If the d atomant <b>Cyclops D</b> choose to de weapon - m Cyclops that <b>Explodes</b> explodes, ar	etachment con ic imploders. <b>Demolition:</b> A etonate. When i ake a separate a t is removed fro <b>:</b> If this model i ad each unit wit	tains a f At the sta it does s ttack ag om play s reduce thin 6" s	Lord Mar art of any o, every u aist each u in this wa ed to o wo uffers D3	of this 1 nit (bot) init in r y does r unds, rc mortal	n charges with cyclops incineration charges. e entire unit can replace its cyclops demolition charges with model's Shooting phases, so long as it has not Advanced, it may h friendly and enemy) within D6" is automatically hit by its ange. Once this model has detonated, remove it from play. Any not award Victory Points in missions where this is a factor. oll a D6 before removing it from the battlefield. On a 3+ it wounds. up, all models in the unit must be placed within 6" of each other.
		-				tly and is treated as a separate unit for all rules purposes.
FACTION KEYWORDS	<fealty>, S</fealty>	Solar Auxilia				
KEYWORDS	VEHICLE, C	YCLOPS DEMOL	TION UN	NIT		

Aux:	ilia Arv	US LIGH	ITER						6 Power
NAME	MV	WS BS	S	Т	W	A	Ld	Sv	
Arvus Lighter	20"-30"	6+ 4+	6	6	8	I	7	3+	
This unit contains 1	Arvus Lighter.								
WEAPON	RANGE	TYPE	S	AP	D	ABI	LITIES		
Hellstrike missile	72"	Heavy 1	8	-2	D6		2 dice wł ard the lo		cting damage with this weapon and ult.
Twin autocannon	48"	Heavy 4	7	-I	2	-			
Twin multi-laser	36"	Heavy 6	6	0	I	-			
WARGEAR OPTIONS ABILITIES	·				-				non or two hellstrike missiles. s instead of placing it on the battlefield
TRANSPORT	in the Fight Crash and any embark Superson the model r When this r Hard to H Hover Jet becomes 20 beginning of Repair: Re	phase by unit <b>d Burn:</b> If thi red models dis <b>ic:</b> Each time noves), and th model Advanc <b>lit:</b> Your oppo Before this n " until the en- of your next M oll a D6 at the	es that can is model i embark; e this mo en move es increa onent mu nodel mo d of the p lovement end of th	n <b>FLY</b> . is reduced on a 6 it of del moved the mode se its Mo est subtrace ves in you phase and t phase.	d to o wo crashes a es first pi el straigh ove chara ct 1 from ur Move d it loses c's moven	ounds, r nd exp ivot it c nt forwa icteristi hit rol ment p the <b>Ai</b>	oll a D6 b lodes, and on the spo ards. Note ic by 20" v ls for atta hase, you <b>rborne</b> , S n a 6, this	efore rer l each un ot up to g e that it o until the cks that can decl <b>Superso</b> model r	n <b>Fix</b> , and can only attack or be attacke moving it from the battlefield and befor hit within 6" suffers D3 mortal wounds 90° (this does not contribute to how fa cannot pivot again after the initial pivo end of the phase - do not roll a dice. target this model in the Shooting phase lare it will hover. Its Move characteristi <b>onic</b> and <b>Hard to Hit</b> abilities until the regains 1 lost wound.
FACTION KEYWORDS	-	e space of thre Solar Auxill		nodels.					
KEYWORDS	VEHICLE, T	ransport, Fly	, Arvus I	LIGHTER					
		•							

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### Auxilia Dracosan Armoured Transport



NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
	10"		4+			10-16	3		
Dracosan	7"	6+	5+	7	8	5-8	D3	8	3+
	5"		6+			1-4	I		

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	I	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	I	
Twin lascannon	48"	Heavy 2	9	-3	D6	-
WARGEAR OPTIONS	<ul><li>models</li><li>Any models</li><li>Any models</li></ul>	that Dracosan o del can take a p del can take up	can trans pintle we	port is rec apon: eith	duced to ner a mu	lti-laser or a heavy flamer.
ABILITIES	Explorate	or Adaption				
ABILITIES	Explodes and each un Smoke La its smoke la	If this model i nit within 2D6" nunchers: Or nunchers; until	suffers I nce per g your ne	D3 mortal ame, inste	wound ead of sl	ll a D6 before removing it from the battlefield; on a 5+ it explodes s. nooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged
ABILITIES	<b>Explodes</b> and each un <b>Smoke La</b> its smoke la weapons tha This model	If this model i nit within 2D6" nunchers: Or nunchers; until nat target this ve	suffers I nce per g your ne hicle. o <b>Solar</b>	D3 mortal ame, inste ext Shoot <b>Auxilia</b> I	wound ead of sl ing phas	s. nooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged
	<b>Explodes</b> and each un <b>Smoke La</b> its smoke la weapons tha This model takes up the	If this model i nit within 2D6" nunchers: Or nunchers; until at target this ve can transport 2	suffers I nce per g your ne hicle. 0 <b>SOLAR</b> other m	D3 mortal ame, inste ext Shoot <b>Auxilia</b> I	wound ead of sl ing phas	s. nooting any weapons in the Shooting phase, this model can use

COLUMN ALLOW

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Primaris-Lightning	20-45" 20-30" 20"	6+	3+ 4+ 5+	7	7	7-14 4-6 1-3	3	8	3+	
A Primaris-Lightning		model		with a t	win lasca					
WEAPON	RANG	E T	YPE	S	AP	D	AB	ILITIE	S	
Twin lascannon	48"	Н	eavy 2	9	-3	D6	-			
Twin autocannon	48"	Н	eavy 4	7	-1	2	-			
Twin multi-laser	36"	H	eavy 6	6	0	I	-			
Twin missile launcher			th this weapo	n, choose c	one of the p	rofiles belov	v.			
- Frag missile	48"		eavy 2D6	4	0	I	-			
- Krak missile	48"	H	eavy 2	8	-2	D6	-			
- Rad missile	48"	Н	eavy 2D3	4	-2	I	Inf		iker unit	btract I from the Toughness characteristic o s that have suffered any hits from rad grenades one turn.
Sunfury missile	36"	H	eavy D6	6	-2	I				
Kraken penetrator	36"	Н	eavy 1	8	-3	D6	Roll resu		hen inflict	ting damage with this weapon and discard the l
Phosphex Bomb cluster		5	See Bomb o	cluster b	elow		Eacl	n Phosphex	bomb clus	ter can only be used once per battle.
WARGEAR OPTIONS	<ul><li>This</li><li>This</li></ul>	model model	can take b can take g can take a	round-tr ramjet c	racking a liffractio	uguries. n grid.				
ABILITIES	in the Fi <b>Crash</b>	ight ph <b>and B</b>	ase by unit <b>urn:</b> If th	ts that ca is mode	an <b>Fix</b> . l is reduc	ed to o w	rounds	s, roll a D	6 before	an <b>Fix</b> , and can only attack or be attac
	<b>Supers</b> the mod	sonic: lel mov	es), and th	e this mo en move	odel mov e the moo	es first p lel straigl	ivot it nt forv	on the s vards. No	pot up to te that i	o 90° (this does not contribute to how t cannot pivot again after the initial p le end of the phase - do not roll a dice
	Hard t	o Hit:	Your oppo	onent m	ust subtra	act 1 from	hit ro	olls for at	tacks tha	it target this model in the Shooting pl
	it as it fl that it fle	ies ove ew over	r enemy u . Then roll	nits in it a D6 for	s Moven each mo	ent phas del in the	e. Afte e unit,	er the Pri up to a m	maris-Li aximum	ed with a Phosphex Bomb cluster can oghtning has moved, pick one enemy of 10 dice (roll two dice for each <b>Ven</b> ers a mortal wound.
			tor cont arget a VEI			ith Battle	Servi	tor Cont	rol incre	eases by one the Strength of any rai
			<b>king au</b> not have				ound-t	racking a	auguries	can re-roll hit rolls of a 'ı' when targe
	Ramje	t diffi	action g	rid: Th	is model	has a 5+ i	invuln	erable sa	ve again	st ranged weapons.
FACTION KEYWORDS	< FEALTY	7 <b>&gt;, Le</b> G	IONES AST	ARTES, <	Legion >					

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KEYWORDS VEHICLE, FLY, PRIMARIS-LIGHTNING

THE COMPLETENCE CONTRACTOR AND AND A DESCRIPTION OF

## Auxilia Thunderbolt Heavy Fighter



NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
	20-45"		3+			7-15			
Thunderbolt	20-30"	6+	4+	7	7	4-6	3	7	3+
	20"		5+			I-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 <b>F1x</b> . 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	I	-
WARGEAR OPTIONS ABILITIES	piercer 1 • This mo	nissiles. del can take gro	ound-trae	cking aug	guries.	ons: four hellstrike missiles, four sunfury missiles, four kinetic charged by units that can <b>Fix</b> , and can only attack or be attacked
FACTION	Crash and crashes and Superson the model n When this t Hard to H Ground-tr a unit that d Ramjet di	explodes, and e ic: Each time t noves), and then nodel Advance it: Your oppon racking augu oes not have th	e model i each unit chis mod n move t s increas ent mus uries: A e <b>Fix</b> ke	s reduced within 6 el moves he model e its Mov t subtract model v yword.	5" suffers first piv l straigh re charac t 1 from vith grou	ounds, roll a D6 before removing it from the battlefield; on a 6 it is D3 mortal wounds. wot it on the spot up to 90° (this does not contribute to how far t forwards. Note that it cannot pivot again after the initial pivot. cteristic by 20" until the end of the phase - do not roll a dice. hit rolls for attacks that target this model in the Shooting phase. und-tracking auguries can re-roll hit rolls of a '1' when targeting nvulnerable save against ranged weapons.
FACTION KEYWORDS	C FEALIY>,	JULAK AUXILIA				
KEYWORDS	VEHICLE, F	ly, Thunderbo	LT			

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### Auxilia Stormhammer Super-heavy Tank

NAME	М	WS	BS	S	Т	W	Α	Ld	Sv
	10"		3+			14-26	9		
Legion Stormblade	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.

27 Power

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Co-axial multi-laser	36"	Heavy 3	6	0	I	-
Combi-bolter	24"	Rapid Fire 2	4	0	I	-
Heavy bolter	36"	Heavy 3	5	-1	I	
Heavy flamer	8"	Heavy D6	5	-1	I	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	I	-
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	I	-
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	-
	Explodes		s reduced	d to o wor	unds, ro	with its Stormhammer cannon. ll a D6 before removing it from the battlefield; on a 6 it explodes s.
	its smoke la		your ne			nooting any weapons in the Shooting phase, this model can use se your opponent must subtract 1 from all hit rolls for ranged
	controlling twin heavy	player's turn. It flamer may tar	t can fire get units	its weapo within 1	ons if en " of it -	emy units are within 1" of it (but only its twin heavy bolter and
FACTION KEYWORDS	controlling twin heavy only gains a	player's turn. It flamer may tar	t can fire get units	its weapo within 1	ons if en " of it -	he Movement phase and still shoot and/or charge during the lemy units are within 1" of it (but only its twin heavy bolter and its other guns must target other units). In addition, this model of the model is obscured from the bearer.

	LIA BAI	NEBLADE	Supe	ER-H	EAVY	TAN	NK		30 Power
NAME	MW	VS BS	S	Т	W	Α	Ld	Sv	
	10"	4+			14-26	9			
Baneblade		5+ 5+	9	8	7-13	6	8	3+	
A Baneblade is a single tracks.	4" e model equi	6+ pped with an at	itocanno	n, a Ban	1-6 eblade ca	3 Innon,	a demolis	sher cai	nnon, a twin heavy bolter and adamantium
WEAPON	RANGE	TYPE	S	AP	D	AB	BILITIE	S	
Adamantium tracks	Melee	Melee	User	-2	D3	-			
Baneblade cannon	72"	Heavy 3D6	9	-3	3	-			
Demolisher cannon	24"	Heavy D3	10	-3	D6		en attacking vy D6.	g units w	rith 5 or more models, change this weapon's Type to
Heavy stubber	36"	Heavy 3	4	0	I	-			
Lascannon	48"	Heavy 1	9	-3	D6	-			
Twin heavy bolter	36"	Heavy 6	5	-1	I	-			
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This	s weapon au	tomatical	ly hits its target.
WARGEAR OPTIONS	<ul><li>This m</li><li>This m</li></ul>	odel may take a odel can take a odel may take e heavy bolter or	hunter-k ither two	iller mi sponso	ssile. ons or fou			h spons	on is equipped with a lascannon and either
ABILITIES	_	<b>s:</b> If this model nit within 2D6					6 before 1	removii	ng it from the battlefield; on a 6 it explodes
	its smoke		l your no				0 /	-	in the Shooting phase, this model can use ist subtract 1 from all hit rolls for ranged
	controlling twin heavy	g player's turn. I y flamer may ta	It can fire rget unit	e its wea s within	pons if e n 1" of it	nemy - its ot	units are her guns	within must t	and still shoot and/or charge during the 1" of it (but only its twin heavy bolter and arget other units). In addition, this model red from the bearer.
FACTION KEYWORDS	<fealty>,</fealty>	Solar Auxilia	۱.						
KEYWORDS	Vehicle, 7	Citanic, Baneb	lade, Tai	NK					

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NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
	10"		4+			14-26	9			
Banesword	7"	5+	5+ 6+	9	8	7-13 1-6	6	8	3+	
A Banesword is a singl	4 le model e	equippe	-	ıake can	non, a tv		y bolter	and ada	mantiun	n tracks.
WEAPON	RANO	GE T	YPE	S	AP	D	AB	LITIE	S	
Adamantium tracks	Mele	e M	lelee	User	-2	D3	-			
Heavy stubber	36"	Н	eavy 3	4	0	I	-			
Quake cannon	140'	' Н	eavy 2D6	14	-4	D6	When	n rolling fo	r this weap	oon's damage, treat results of a 1 or 2 as 3 instead.
Lascannon	48"	Н	eavy 1	9	-3	D6	-			
Twin heavy bolter	36"	Η	eavy 6	5	-1	I	-			
Twin heavy flamer	8"	Н	eavy 2D6	5	-1	I	Thisy	weapon aut	omatically	hits its target.
WARGEAR OPTIONS	• This	model	may take a may take e y bolter or	ither two	o sponse	ons or fou		ons; each	n sponso	n is equipped with a lascannon and eithe
ABILITIES	-		this model vithin 2D6					5 before r	emovin	g it from the battlefield; on a 6 it explode
	its smol	ke laun		l your n	-				-	n the Shooting phase, this model can use t subtract 1 from all hit rolls for ranged
	controll twin he	ing play avy flan	yer's turn. ner may ta	lt can fir rget uni	e its wea ts within	apons if e n 1" of it	nemy u - its oth	inits are her guns	within 1 must ta	and still shoot and/or charge during the " of it (but only its twin heavy bolter and rget other units). In addition, this mode ed from the bearer.
FACTION KEYWORDS	< FEALT	Y>, SOL	ar Auxili/	<b>`</b>						
				word, <b>T</b>						

NAME       M       WS       BS       S       T       W       A       Ld       Sv         Shadowsword       7°       5+       5+       9       8       7+3       6       8       3+         A Shadowsword is a single model equipped with a volcano cannon, a twin heavy bolter and adamantium tracks.         WEAPON       RANCE       TYPE       S       AP       D       ABILITIES         Adamantium tracks       Melee       User       -2       D3       -         Heavy stubber       36°       Heavy 3       4       0       1       -         Volcano cannon       120°       Heavy 303       16       -5       2DG       You can evoil failed wound rolls when targetting Traste units with this target.         Volcano cannon       4°       Heavy 1       9       -3       D6       -         Twin heavy bolter       36°       Heavy 2D6       5       -1       T       -         WARGEAR       • This model may take a combi-bolter or heavy stubber.       •       OPTIONS       • This model is reduced to o wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 20° suffers D6 mortal wounds.         Stadowsword Targeters:       Ado t o any hit rolls you make for this model for atttacks that target Traste		lia Sha	DOWSWO	ORD S	OUPE	R-HE/	WY	Tank		27 POWER
Shadowsword       7"       5+       5+       9       8       7-13       6       8       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 3D       16       -5       2D6       War can reroll failed wound rolls when targetting Trasse units with this weapon.         Lascannon       4.8"       Heavy 3D       16       -5       2D6       War can reroll failed wound rolls when targetting Trasse units with this weapon.         Lascannon       4.8"       Heavy 2D6       -1       1       -         Twin heavy falmer       8"       Heavy 2D6       -1       1       -         WARGEGAR       • This model may take a combi-bolter or heavy stubber.       • This model may take a combi-bolter or heavy stubber.       • This model may take a combi-bolter or heavy stubber.         ABILITIES       Explorator Adaptions       -       Explorator Adaptions       -         Badowsword Targeters: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shootin	NAME	M W	/S BS	S	Т	W	A	Ld	Sv	
4"       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       I       -         Volcano cannon       120"       Heavy 3D3       16       -5       2D6       You can re roll failed wound rolls when targetting Trastic units with this weepon.         Lascannon       48"       Heavy 1       9       -3       D6       -         Twin heavy bolter       36"       Heavy 6       5       -1       1       This weepon automatically hits its target.         WARGEAR       •       This model may take a combi-bolter or heavy stubber.       •       This model may take a combi-bolter or heavy stubber.         OPTIONS       •       This model may take a combi-bolter or heavy stubber.       •       This model may take either two sopnosnos 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 o wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suff		10"	4+			14-26	9			
WEAPON       RANGE       TYPE       S       AP       D       ABILITIES         Adamantium tracks       Melce       Melce       User       -2       D3       -         Heavy stubber       36"       Heavy 3       4       0       I       -         Volcano cannon       120"       Heavy 3D3       16       -5       2D6       You can re-roll failed wound rolls when targetting Trassec units with this weapon.         Lascannon       48"       Heavy 1       9       -3       D6       -         Twin heavy bolter       36"       Heavy 2D6       5       -1       I       -         Twin heavy flamer       8"       Heavy 2D6       5       -1       I       -         OPTIONS       -       This model may take a combi-bolter or heavy stubber.       -       This model may take a there 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       -       This model is reduced to o wounds, roll a D6 before removing it from the battlefield; on a 6 it exploded and each unit within 2D6" suffers D6 mortal wounds.         Smoke Laurchers:       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 subtrat 1 from all hit ro	Shadowsword	, ,		9	8			8	3+	
Adamantium tracks       Melee       Melee       User       -2       D3       -         Heavy stubber       36"       Heavy 3       4       0       I       -         Volcano cannon       120"       Heavy 3D3       16       -5       2D6       You can re-roll failed wound rolls when targetting Traxac units with this weapon.         Lascannon       48"       Heavy 1       9       -3       D6       -         Twin heavy bleter       36"       Heavy 2       5       -1       1       -         Twin heavy flamer       8"       Heavy 2D6       5       -1       1       This meandel may take a combi-bolter or heavy stubber.         OPTIONS       -       This model may take a ther two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.       -       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 <b>Explodes:</b> If this model is reduced to o 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	A Shadowsword is a s	ingle model e	quipped with	a volcano	cannoi	n, a twin h	eavy ł	olter and	adama	ntium tracks.
Heavy stubber       36"       Heavy 3       4       0       I       -         Volcano cannon       120"       Heavy 3D3       16       -5       2D6       You can re-roll failed wound rolls when targetting Trasse units with this weapon.         Lascannon       48"       Heavy 1       9       -3       D6       -         Twin heavy bolter       36"       Heavy 2D6       5       -1       1       -         Twin heavy flamer       8"       Heavy 2D6       5       -1       1       -         WARGEAR       •       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 o 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:       Unit with our 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 Trassrc 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	WEAPON	RANGE	TYPE	S	AP	D	AB	ILITIES		
Volcano cannon       120"       Heavy 3D3       16       -5       2D6       You can re-toll failed wound rolls when targetting Trastic units with this weapon.         Lascannon       48"       Heavy I       9       -3       D6       -         Twin heavy bolter       36"       Heavy 2D6       5       -1       I       -         Twin heavy flamer       8"       Heavy 2D6       5       -1       I       -         WARGEAR       •       This model may take a combi-bolter or heavy stubber.       •       OPTIONS       •       This model may take a combi-bolter or heavy stubber.         OPTIONS       •       This model may take a combi-bolter or twin heavy flamer.       ABILITIES <b>Explodes:</b> If this model is reduced to o 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 Tiraxic units.         Steel Behemoth:       This model can Fail 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	Adamantium tracks	Melee	Melee	User	-2	D3	-			
Volcano cannon       120       Heavy 303       16       -5       2.06       weapon.         Lascannon       48"       Heavy 1       9       -3       D6       -         Twin heavy bolter       36"       Heavy 2       5       -1       1       -         Twin heavy flamer       8"       Heavy 2D6       5       -1       1       -         WARGEAR       •       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 bler or twin heavy flamer.         ABILITIES <b>Explodes:</b> 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 Transc 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 additi	Heavy stubber	36"	Heavy 3	4	0	I	-			
Twin heavy bolter       36"       Heavy 6       5       -1       I         Twin heavy flamer       8"       Heavy 2D6       5       -1       I       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 o 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 Transc 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       CFBALTY>, SOLAR AUXILIA	Volcano cannon	120"	Heavy 3D3	16	-5	2D6			ailed wo	ound rolls when targetting <b>TITANIC</b> units with this
Twin heavy flamer       8"       Heavy 2D6       5       -I       I       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 I from all hit rolls for ranged weapons that target this vehicle.         Shadowsword Targeters:       Add I 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	Lascannon	48"	Heavy 1	9	-3	D6	-			
<ul> <li>WARGEAR</li> <li>This model may take a combi-bolter or heavy stubber.</li> <li>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.</li> <li>ABILITIES</li> <li>Explodes: If this model is reduced to o wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</li> <li>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.</li> <li>Shadowsword Targeters: Add 1 to any hit rolls you make for this model for attacks that target TITANIC units.</li> <li>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.</li> </ul>		2		5	-1	I	-			
<ul> <li>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.</li> <li>ABILITIES</li> <li>Explodes: If this model is reduced to o wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</li> <li>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 I from all hit rolls for ranged weapons that target this vehicle.</li> <li>Shadowsword Targeters: Add I to any hit rolls you make for this model for attacks that target TITANIC units.</li> <li>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.</li> </ul>	Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This	weapon auto	maticall	y hits its target.
<b>Explodes:</b> If this model is reduced to o wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds. <b>Smoke Launchers:</b> 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. <b>Shadowsword Targeters:</b> Add 1 to any hit rolls you make for this model for attacks that target <b>Transic</b> units. <b>Steel Behemoth:</b> 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. <b>FACTION FEALTY&gt;, SOLAR AUXILIA</b>		• This mo	odel may take e	either two	sponse	ons or four		sons; each s	sponse	on is equipped with a lascannon and either
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	ABILITIES	Explorate	or Adaption	IS						
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		-						6 before re	movin	ng it from the battlefield; on a 6 it explodes
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          Wave Toron Cover       Toron Cover		its smoke l	aunchers; unt	il your n						
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		Shadows	word Target	ters: Add	l 1 to ar	ny hit rolls	you n	nake for th	nis mo	del for attacks that target <b>TITANIC</b> units.
KEYWORDS		controlling twin heavy	player's turn. flamer may ta	It can fire arget unit	e its wea s within	apons if er n 1" of it -	its ot	units are w her guns n	vithin nust ta	1" of it (but only its twin heavy bolter and arget other units). In addition, this model
		<fealty>,</fealty>	Solar Auxili	A						
		Vehicle, T	ITANIC, SHADO	OWSWORD	, TANK					

Auxi	LIA STO	ORMLORI	o Sup	'ER-H	IEAVY	t Ta	NK		27 POWER
NAME	M V	WS BS	S	Т	W	Α	Ld	Sv	
Stormlord	10" 7" 4"	4+ 5+ 5+ 6+	9	8	14-26 7-13 1-6	9 6 3	8	3+	
A Stormlord is a single	e model equ	ipped with a vi	ulcan meg	ga-bolte	r, a twin	heavyl	oolter, tw	o heavy	stubbers and adamantium tracks.
WEAPON	RANGE	TYPE	S	AP	D	AF	BILITIE	S	
Adamantium tracks	Melee	Melee	User	-2	D3	-			
Heavy stubber	36"	Heavy 3	4	0	I	-			
Vulcan mega-bolter	60"	Heavy 20	6	-2	2	-			
Lascannon	48"	Heavy 1	9	-3	D6	-			
Twin heavy bolter	36"	Heavy 6	5	-1	I	-			
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	Thi	s weapon au	tomatically	y hits its target.
ABILITIES	Explorate Explode and each u Extende measuring	unit within 2D d Firing De	ns 1 is reduc 6" suffers <b>ck:</b> Up to ine of sig	ed to o v D6 mor o 20 mo ht from	wounds, tal wour dels beir any poir	nds. ng tran nt on th	sported b ne vehicle	oy a Stor e. Units 1	g it from the battlefield; on a 6 it explodes mlord can shoot in their shooting phase, that shoot in this manner count as having
	its smoke weapons th <b>Steel Be</b> controlling twin heavy	launchers; und hat target this <b>hemoth:</b> Thi g player's turn. y flamer may t	til your n vehicle. s model It can fir arget uni	can Fall e its weats within	oting ph Back in apons if n 1" of it	the N enemy - its of	ur oppon lovement units are her guns	ent mus phase a within a must ta	n the Shooting phase, this model can use st subtract 1 from all hit rolls for ranged and still shoot and/or charge during the 1" of it (but only its twin heavy bolter and rget other units). In addition, this model ed from the bearer.
TRANSPORT	This mode		40 <b>Solai</b>	R <b>A</b> UXILI					Charonite or Cyclops Demolition Vehicle
FACTION KEYWORDS	<fealty>,</fealty>	, Solar Auxili	(A						
KEYWORDS	VEHICLE,	<b>F</b> itanic, <b>S</b> torn	ILORD, TA	ank, Tra	NSPORT				

	LIA ST	ГOR	MSWOR	d Su	PER-	HEAV	γΊ	<b>Cank</b>		25 Power
NAME	М	WS	BS	S	Т	W	A	Ld	Sv	
	10"		4+			14-26	9			
Stormsword	7"	5+	5+	9	8	7-13	6	8	3+	
	4"		6+			1-6	3			
A Stormsword is a sing	gle model	equip	oped with a S	Stormsw	ord sieg	e cannon	, a tw	in heavy bo	olter ar	nd adamantium tracks.
WEAPON	RANO	GE (	ТҮРЕ	S	AP	D	A	BILITIES	5	
Adamantium tracks	Mele	e ]	Melee	User	-2	D3	-			
Heavy stubber	36"	]	Heavy 3	4	0	I	-			
Stormsword siege cannon	36"	]	Heavy 2D6	10	-4	D6	the	lowest result.	. Units a	mber of attacks when firing this weapon and discard ttacked by this weapon do not gain any bonus to their n 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	I	-			
Twin heavy flamer	8"	]	Heavy 2D6	5	-1	I	Th	is weapon auto	omatical	ly hits its target.
WARGEAR OPTIONS	• This	mode	el may take a el may take ei vy bolter or	ither two	o sponso	ons or fou			spons	on is equipped with a lascannon and either
ABILITIES	_		f this model within 2D6'					06 before re	emovii	ng it from the battlefield; on a 6 it explodes
	its smol	ke lau		l your n	-				-	in the Shooting phase, this model can use ast subtract 1 from all hit rolls for ranged
	controll twin he	ing pl avy fla	ayer's turn. I amer may ta	lt can fire rget unit	e its wea ts withiı	apons if e n 1" of it	nemy - its o	y units are w ther guns a	within must ta	and still shoot and/or charge during the 1" of it (but only its twin heavy bolter and arget other units). In addition, this model red from the bearer.
FACTION KEYWORDS	<fealty< td=""><td>z&gt;, <b>S</b>o</td><td>olar <b>A</b>uxilia</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></fealty<>	z>, <b>S</b> o	olar <b>A</b> uxilia							
KEYWORDS	VEHICL	e, Tita	ANIC, STORMS	sword, I	Cank					

Auxi	lia Sto	RMBLAI	DE SU	PER-	HEAV	YТ	ANK		29 Power
NAME	M W	'S BS	S	Т	W	Α	Ld	Sv	
	10"	4+			14-26	9			
Stormblade	7" 5·	+ 5+	9	8	7-13	6	9	3+	
	4"	6+			1-6	3			
A Stormblade is a sing	gle model equ	ipped with a	plasma bl	astgun,	heavy bol	ter and	d adamar	ntium tra	acks.
WEAPON	RANGE	TYPE	S	AP	D	AB	ILITIE	s	
Adamantium tracks	Melee	Melee	User	-2	D3	-			
Heavy bolter	36"	Heavy 3	5	-1	I	-			
Lascannon	48"	Heavy 1	9	-3	D6	-			
Plasma blastgun	When attacking	g with this weapo	on, choose oi	ne of the p	orofiles below	v.			
- Standard	72"	Heavy 2D6	8	-3	2	-			
- Supercharge	96"	Heavy 2D6	9	-3	3		each hit roll s have been		bearer suffers one mortal wound after all this weapon's
Twin heavy bolter	36"	Heavy 6	5	-1	I	-			
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This	weapon au	tomaticall	ly hits its target.
WARGEAR OPTIONS	<ul><li>Any</li><li>This mo</li></ul>	del can take twin heavy b del can take a del can take a	olter can a hunter-k	be repla ciller mi	ced with ssile.	a twin	heavy fla		ts of a twin heavy bolter and lascannon).
ABILITIES	and each un Smoke La its smoke la weapons the Steel Beh controlling flamers may	it within 2D unchers: ( aunchers; un at target this emoth: Thi player's turn.	6" suffers Once per g til your n vehicle. is model It can fire within 1"0	D6 mor game, ir ext Sho can Fall e its wea of it - its	tal wound nstead of s oting pha Back in apons if e s other gu	ds. shootin ase you the M nemy t ins mu	ng any w ur oppon lovement units are ast target	eapons i nent mu t phase within i other u	ng it from the battlefield; on a 6 it explodes in the Shooting phase, this model can use ast subtract 1 from all hit rolls for ranged and still shoot and/or charge during the 1" of it (but only its heavy bolters or heavy nits). In addition, this model only gains a bearer
FACTION KEYWORDS		Solar Auxii			the mode	.15 00			Dearer.
KEYWORDS	VEHICLE, T	itanic, Storn	ublade, T	ANK					



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 <b>FIX</b> keyword. However it gets - 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 attackir	ng with this weapon,	choose one	e of the prof	files below	v.
- Standard	30"	Rapid Fire 1	3	0	I	
- Collimator	36"	Heavy 2	3	0	I	
- Blast charger	18"	Heavy 1	6	-1	I	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 beare moved. This weapon can target units that are not visible to the bearer (whe doing so, subtract I 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	I	On a hit roll of 1, the bearer takes a mortal wound after all of this weapon's sho have been resolved.
Charnabal sabre	Melee	Melee	User	-2	I	-
Charonite claws	Melee	Melee	+1	-3	I	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. Unit 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	I	
Combat blade	Melee	Melee	User	0	I	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	I	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 th 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 attackir	ng with this weapon,	choose one	e of the prof	iles below	v.
- Standard	36"	Heavy D3	7	-3	I	-
- Supercharge	36"	Heavy D3	8	-3	2	If you make 1 or more hit rolls of 1, the bearer suffers D6 mortal wounds after a of this weapon's shots have been resolved.
Flamer	8"	Assault D6	4	0	I	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	I	-
Graviton cannon	36"	Heavy D3	7	-4	2	If the target has a Save characteristic of 3+ or better, this weapon increases in Damage to 3. For every five models in the target units, add D3 to the number attacks made by this weapon.
Graviton gun	18"	Assault 2	5	-3	I	If the target has a Save characteristic of 3+ or better, this weapon increases in Damage to D3.
Grenade launcher	When attackir	ig with this weapon,	choose one	e of the prof	iles below	
- Kinetic grenades	24"	Assault D6	4	0	I	_
-			Ŧ			If the target has a Save characteristic of 3+ or better, this weapon increases i
- Tempest grenades	24"	Assault 1	4	-3	I	Damage to D3.
- Krak grenades	24"	Assault 1	6	-1	D3	-
Hand flamer	6"	Pistol D3	3	0	I	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	I	
Heavy flamer	8"	Heavy D6	5	-1	I	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 lowe result.
Hunter-killer missile	48"	Heavy 1	8		D6	A model can only fire each of its hunter-killer missiles once per battle.

Inferno gun - Chemical fuel - Flammable fuel Krak grenade	16"	g with this weapon Heavy 2D6	n, use the pro *	ofile that ma -3	atches the I	fuel the model has: This weapon automatically hits its target. In addition, it wounds on a 2+, unless
- Chemical fuel - Flammable fuel Krak grenade		Heavy 2D6	*	-2	T	This weapon automatically hits its target. In addition, it wounds on a 2+, unless
- Flammable fuel Krak grenade				- 3	1	
Krak grenade	- (I)					is targetting a <b>VEHICLE</b> , in which case it wounds on a 6+.
	16"	Heavy 2D6	7	-2	2	This weapon automatically hits its target.
	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 lower result.
Lascannon	48"	Heavy 1	9	-3	D6	-
Lasgun	24 <sup>"</sup>	Rapid Fire 1	3	0	I	
Laser destroyer	36"	Heavy 1	12		D6	If this weapon successfully inflicts damage, roll an additional D6. On a result
Laser destroyer	30	licavy i	12	-4	Do	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	I	
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 <b>VEHICLE</b> .
Meltagun	3 12"	Assault 1	8		D6	If the target is within half range of this weapon, roll two dice when inflicti
Wienagun	12	135ault 1	0	-4	00	damage with it and discard the lowest result.
Multi-laser	36"	Heavy 3	6	0	I	-
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	I	0	I	A needle pistol always wounds on a 2+, unless the target model is a <b>Vehicle</b> .
Neutron laser projector	72"	Heavy 2D3	14	-4	D6	Any <b>VEHICLE</b> which suffers wounds from this weapon but is not slain mu subtract I from its Shooting hit rolls until the end of its controlling player's net
Paragon blade	Melee	Melee	10	2	Da	turn.
			+2	-3	D3	
Phased plasma-fusil	24"	Rapid Fire 2	6	-2	I	
Plasma blastgun		g with this weapon		e of the prof	files below	<i>λ</i> .
- 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 shots have been resolved.
Plasma gun	When attackin	g with this weapon			_	
- Standard	24"	Rapid Fire 1	7		T	
- Standard - Supercharge	24 24"	Rapid Fire 1 Rapid Fire 1	8	-3 -3	1 2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have be resolved.
Plasma pistol	When attackin	g with this weapon	n, choose one	e of the prot	files below	<i>λ</i> .
- Standard	12"	Pistol 1	7	-3	т	-
- 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	I	
Power fist	Melee	Melee			D3	When attacking with this weapon, you must subtract 1 from the hit roll.
			X2	-3	5	-
Power lance	Melee	Melee	+2	-I	I	
Power maul	Melee	Melee	+2	-1	I	
Power sword	Melee	Melee	User	-3	I	-
Quad heavy bolter	36"	Heavy 12	5	-1	1	-
Quad launcher	When attackin	g with this weapon	n, choose one	e of the prot	files below	7.
- Frag shells	60"	Heavy 4D3	5	0	I	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	I	
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model figh
			1.2		5	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 <b>Infantry</b> units that have suffered any hits from shrow 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 <b>Fix</b> . Subtract from all hit rolls made for this weapon against other targets.
Stormhammer	60"	Heavy D6	9	-3	D6	Roll two dice for the number of attacks when firing this weapon and discard to lowest result. Re-roll damage rolls of 1 for this weapon.
Stormsword siege	36"	Heavy 2D6	10	-4	D6	Roll two dice for the number of attacks when firing this weapon and discard to lowest result. Units attacked by this weapon do not gain any bonus to their savin throws for being in cover. Re-roll damage rolls of 1 for this weapon.
1 (20000						throws for being in cover Re-roll damage rolls of I for this weapon
cannon			1			infows for being in cover. Re-fon damage fons of 1 for this weapon.
Sunfury Missile	36"	Heavy D6	6	-2	I	infows for being in cover. Re-fon damage fons of 1 for this weapon.



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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin battle cannon	72"	Heavy 2D6	8	-2	D3	
Twin heavy bolter	36"	Heavy 6	5	-1	I	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	I	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin missile launcher	When attackin	g with this weapon,	choose one	of the prot	files below	
- Frag missile	<b>48</b> "	Heavy 2D6	4	0	I	
- Krak missile	48"	Heavy 2	8	-2	D6	
Twin multi-laser	36"	Heavy 6	6	0	I	-
Twin rotor cannon	30"	Rapid Fire 6	3	0	I	
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 targetting <b>TITANIC</b> units with this weapon.
Volkite charger	15"	Assault 2	5	О	2	-
Volkite demi- culverin	4 <i>5</i> "	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 <b>VEHICLE</b> unit.
Cohort vevilla	Friendly <b>Solar Auxilia</b> 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 <b>F1x</b> keyword.
Hardened armour	This unit has a 5+ invulnerable save and gains the <b>Void Hardened</b> keyword.
Nuncio-vox	You may re-roll any hit rolls of 1 made for friendly <b>Solar Auxilia Artillery</b> 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.

