

## SPECIAL FORMATION

### MILITIA FORCE COMMANDER

The Force Commander consists of 1 Force Commander stand.



Point Value Free



## MILITIA FORCE COMMANDER

**Break Point +1:** The Force Commander adds +1 to the break point of the formation it is added to.

**Morale Value 6+:** The Force Commander have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Force Commander	10	5[6]+	4/-3	CC Weapons	-	-	-	[HQ2], [MB], [R]



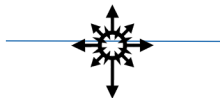
Victory Points +1

Your opponent gains +1 VP when attached Company is broken

## SPECIAL FORMATION

### MILITIA ROGUE PSYKER (LEVEL 1)

The Rogue Psyker (Level 1) consists of 1 Rogue Psyker (Level 1) stand.



Point Value 50



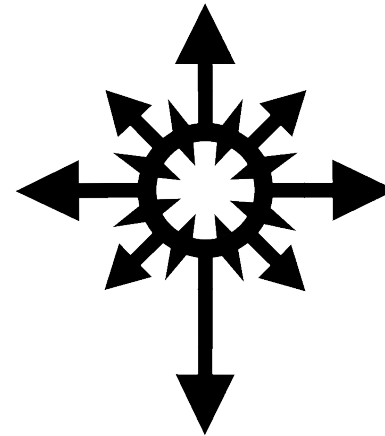
### MILITIA ROGUE PSYKER (LEVEL 1)

**Break Point +1:** The Rogue Psyker (Level 1) adds +1 to the break point of the formation it is added to.

**Morale Value 7+:** The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rogue Psyker	10	8[8]+	3/-2	CC Weapons	-	-	-	[P1], [FR], [HQ1], [R]
Rogue Psyker (possessed)	10	6[6]+	4/-3	CC Weapons	-	-	-	[TR], [DE], [P2] Special*

\*When a Rogue psykers is eliminated roll a d10. On a result of 7+ the element becomes a possessed rogue psykers and remains in play. A possessed psykers retains the psy level it has as a rogue psykers.



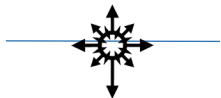
Victory Points +1

Your opponent gains +1 VP when attached Company is broken

## SPECIAL FORMATION

### MILITIA ROGUE PSYKER (LEVEL 2)

The Rogue Psyker (Level 1) consists of 1 Rogue Psyker (Level 1) stand.



Point Value 100



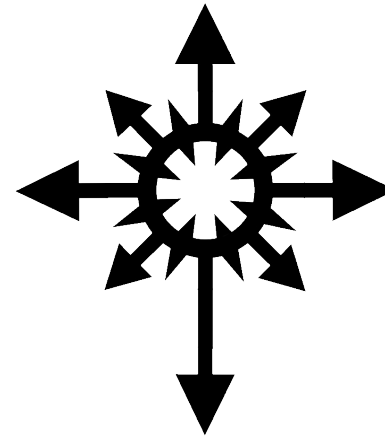
### MILITIA ROGUE PSYKER (LEVEL 2)

**Break Point +1:** The Rogue Psyker (Level 1) adds +1 to the break point of the formation it is added to.

**Morale Value 7+:** The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rogue Psyker	10	8{8}+	4/-3	CC Weapons	-	-	-	[P2], [FR], [HQ2], [R]
Rogue Psyker (possessed)	10	6{6}+	4/-3	CC Weapons	-	-	-	[TR], [DE], [P2] Special*

\*When a Rogue psykers is eliminated roll a d10. On a result of 7+ the element becomes a possessed rogue psykers and remains in play. A possessed psykers retains the psy level it has as a rogue psykers.



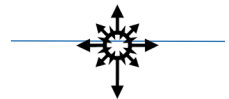
Victory Points +1

Your opponent gains +1 VP when attached Company is broken

## SPECIAL FORMATION

### MILITIA MUTANT SPAWN

The Mutant Spawn consists of 5 Mutant Spawn stands.



Point Value 100



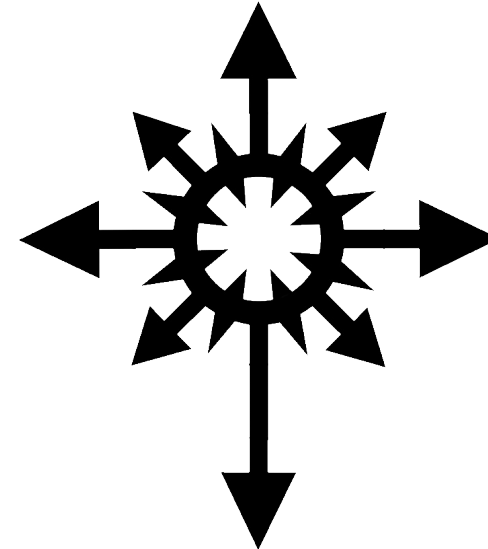
### MILITIA MUTANT SPAWN

**Break Point 4:** The Mutant Spawn is broken when it has lost 4 models.

**Morale Value -:** The Mutant Spawn have no Morale value and pass any morale test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mutant Spawn	15	7+	3/-2	-	-	-	-	[FR], [IWD], Special*

\*Spawn must charge any within 20cms of the spawn formation. Only traitor militia may use mutant spawns.



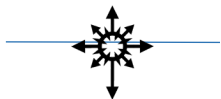
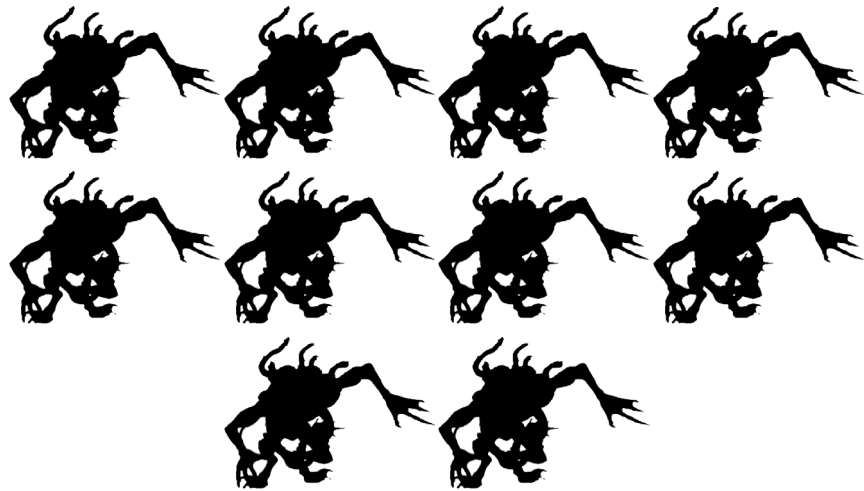
Victory Points 1

Your opponent gains 1 VP when the formation is broken

## SPECIAL FORMATION

### MILITIA MUTANT SPAWN

The Mutant Spawn consists of 10 Mutant Spawn stands.



Point Value 250



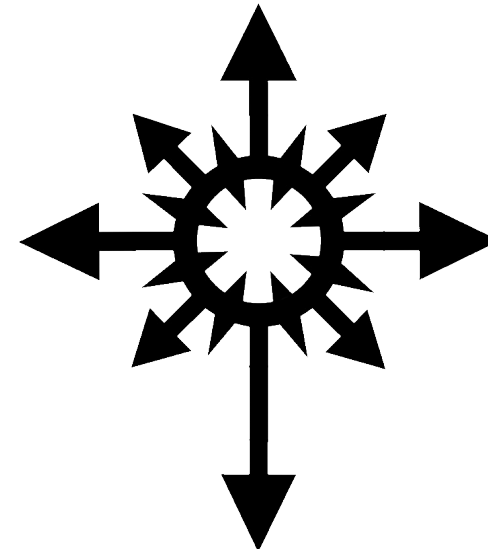
## MILITIA MUTANT SPAWN

**Break Point 7:** The Mutant Spawn is broken when it has lost 7 models.

**Morale Value -:** The Mutant Spawn have no Morale value and pass any morale test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mutant Spawn	15	7+	3/-2	-	-	-	-	[FR], [IWD], Special*

\*Spawn must charge any within 20cms of the spawn formation. Only traitor militia may use mutant spawns.



Victory Points 3

Your opponent gains 2 VP when the formation is broken

## SPECIAL FORMATION

### MILITIA THUNDERBOLT HEAVY FIGHTER SQUADRON

The Thunderbolt Heavy Fighter Squadron consists of 3 Thunderbolt Heavy Fighters.



Point Value 250



### MILITIA THUNDERBOLT HEAVY FIGHTER SQUADRON

**Break Point 1:** The Thunderbolt Heavy Fighter Squadron is broken when it has lost 1 models.

**Morale Value 7+:** Auxilia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thunderbolt	[F]	5[7]+	3/-2	Quad TL Autocannons	25/50	8TL4	-2	[RA]
				TL Lascannon	25/50	2TL1	-3	
				Kinetic Piercer Missile [AA, Dmg+1]				
				Air Defence	25	2	-1	



Victory Points 3

Your opponent gains 2 VP when this Squadron is broken

## SPECIAL FORMATION

### MILITIA THUNDERBOLT HEAVY FIGHTER WING

The Thunderbolt Heavy Fighter Wing consists of 2 Squadrons of 3 Thunderbolt Heavy Fighters.

Thunderbolt Squadron



Point Value 500

Thunderbolt Squadron



### MILITIA THUNDERBOLT HEAVY FIGHTER WING

**Break Point 2:** The Thunderbolt Heavy Fighter Wing is broken when it has lost 2 models.

**Morale Value 7+:** The Auxilia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thunderbolt	[F]	5[7]+	3/-2	Quad TL Autocannons	25/50	8TL4	-2	[RA]
				TL Lascannon	25/50	2TL1	-3	
				Kinetic Piercer Missile [AA, Dmg+1]				
				Air Defence	25	2	-1	



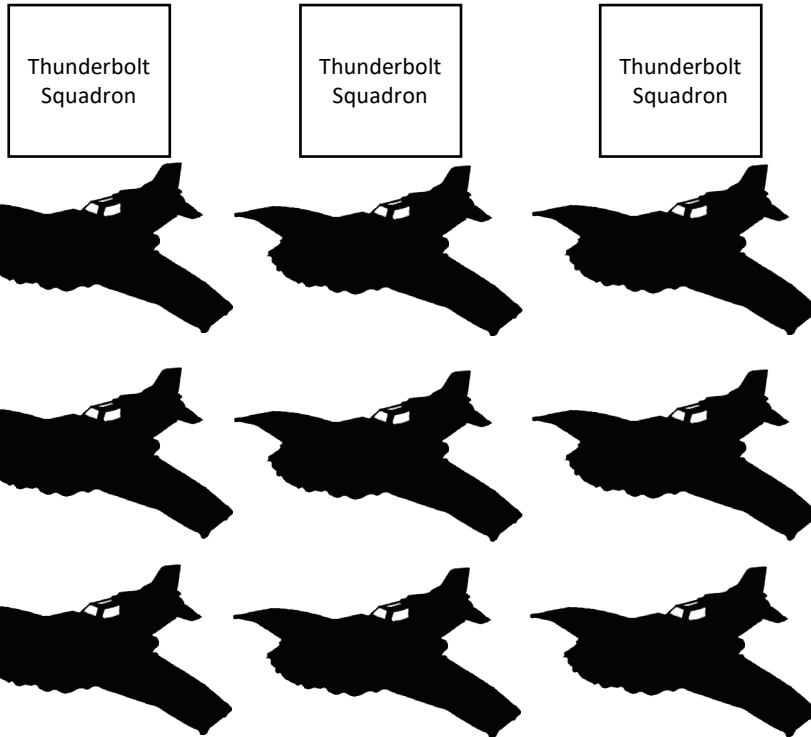
Victory Points 5

Your opponent gains 3 VP when this Wing is broken

## SPECIAL FORMATION

### MILITIA THUNDERBOLT HEAVY FIGHTER AIR FORCE

The Thunderbolt Heavy Fighter Air Force consists 3 Squadrons of 3 Thunderbolt Heavy Fighters.



Point Value 750



### MILITIA THUNDERBOLT HEAVY FIGHTER AIR FORCE

**Break Point 5:** The Thunderbolt Heavy Fighter Air Force is broken when it has lost 5 models.

**Morale Value 6+:** The Auxilia have a Morale value of 6+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thunderbolt	[F]	5[7]+	3/-2	Quad TL Autocannons	25/50	8TL4	-2	[RA]
				TL Lascannon	25/50	2TL1	-3	
				Kinetic Piercer Missile [AA, Dmg+1]				
				Air Defence	25	2	-1	



Victory Points 8

Your opponent gains 4 VP when this Air Force is broken