



This symbol means the element is a level 0 commander for that formation (mainly used in non infantry formations).



This symbol means the element is a level 1 commander [HQ1] for that Company Card (mainly used in non infantry formations).

MILITIA LEVY PLATOON

The Militia Levy Platoon consist of 1 Militia Sergeant and 12 Levy Stands.



Point Value 100



MILITIA LEVY PLATOON

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Infantry Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Inducted Levy	10	10+	1/0	Auto Guns	25	1	0	Special

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEVY ASSAULT PLATOON

The Militia Levy Platoon consist of 1 Militia Sergeant and 12 Levy Assault Stands.



Point Value 100



MILITIA LEVY ASSAULT PLATOON

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Infantry Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Inducted Assault Levy	10	10+	2/-1	CC Weapons	-	-	-	Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA ENGINEER

The Militia Engineer consist of 1 Militia Engineer stand.



Point Value 50



MILITIA ENGINEER

Break Point +1: The Militia Engineer adds +1 to the break point of the formation it is attached to.

Morale Value 7+: 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
Engineer Auxilia	10	5[7]+	1/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

MILITIA FIRE SUPPORT PLATOON

The Militia Fire Support Platoon consist of 1 Militia Sergeant and 4 Militia Fire Support Stands.



Point Value 100



MILITIA FIRE SUPPORT PLATOON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Infantry Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Fire Support	5	9+	1/0	Heavy Weapons	25/50	2	-2	Cannot fire if charged

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA GRENADIER PLATOON

The Militia Grenadier Platoon consist of 1 Militia Grenadier Sergeant and 6 Grenadier Stands.



Point Value 100



MILITIA GRENADIER PLATOON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	1	0	Special
Grenadiers	10	7+	1/-1	Lasrifles	15/30	1	0	

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

MILITIA GRENADIER ASSAULT PLATOON

The Militia Grenadier Platoon consist of 1 Militia Grenadier Sergeant and 6 Grenadier Stands.



Point Value 100



MILITIA GRENADIER ASSAULT PLATOON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	1	0	Special
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA GRENADIER SUPPORT PLATOON

The Militia Grenadier Support Platoon consist of 1 Militia Grenadier Sergeant and 6 Grenadier Support Stands.



Point Value 100



MILITIA GRENADIER SUPPORT PLATOON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

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

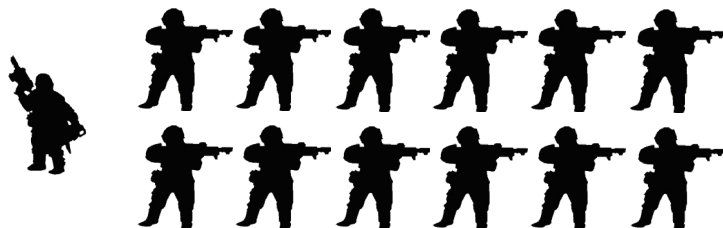
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	1	0	Special
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

MILITIA PLATOON

The Militia Platoon consist of 1 Militia Sergeant and 12 Militia Stands.



Point Value 150



MILITIA PLATOON

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it must take a Morale check.

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

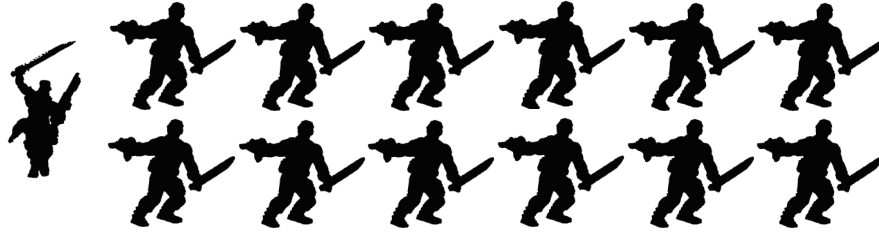
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Infantry Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Infantry	10	9+	1/0	Lascarbine	15/25	1	0	Rapid Fire

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA ASSAULT PLATOON

The Militia Assault Platoon consist of 1 Militia Sergeant and 12 Militia Assault Stands.



Point Value 150



MILITIA ASSAULT PLATOON

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Infantry Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Assault Infantry	10	9+	2/-1	CC Weapons	-	-	-	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA MEDICAE

The Militia Medicae consist of 1 Militia Medicae Stand.



Point Value 50



MILITIA MEDICAE

Break Point +1: The Militia Medicae adds +1 to the break point of the formation it is attached to.

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

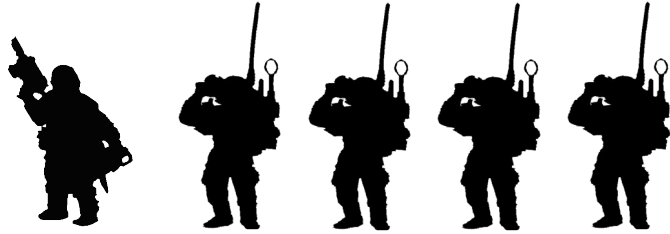
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Medicae	10	9+	2/-1	CC Weapons	-	-	-	[Apo]

Victory Points +1 VP

Your opponent gains +1 VPs when attached formation is broken

MILITIA RECONNAISSANCE PLATOON

The Militia Reconnaissance Platoon consist of 1 Militia Reconnaissance Sergeant and 4 Militia Reconnaissance Stands.



Point Value 100



MILITIA RECONNAISSANCE PLATOON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Infantry Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Recon	10	9+	1/0	Sniper rifle	35	1	-1	[R], [IF], [AG], [N], [SH]

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

MILITIA OGRYN BRUTES

The Militia Ogryn Brutes consist of 5 Ogryn Brutes Stands.



Point Value 100



MILITIA OGRYN BRUTES

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

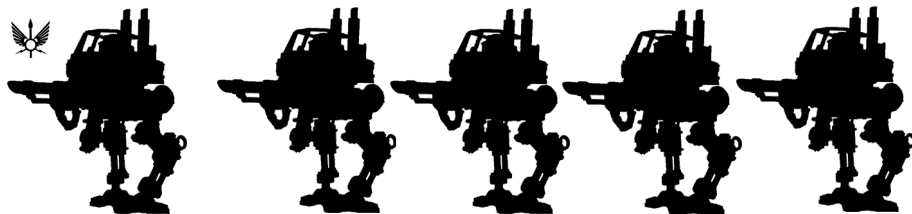
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ogryn Brutes	15	6+	2/-2	Ripper Guns [A]	20	2	-1	[SU], Hits in CC on 6+

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA SENTINEL SCOUT SQUADRON

The Militia Sentinel Scout Squadron consist of 1 Militia Sentinel Scout Command and 4 Sentinel Scouts.



Point Value 100



MILITIA SENTINEL SCOUT SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Sentinel Scout	25	6+	1/-1	Multi-laser	20/35	2	-1	[R]

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEMAN RUSS ANNIHILATOR SQUADRON

The Militia Leman Russ Annihilator Squadron consist of 3 Leman Russ Annihilator Tanks.



Point Value 150



MILITIA LEMAN RUSS ANNIHILATOR SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Leman Russ Annihilator	25	2+	2/-1	TL Lascannons	25/50	2TL1	-3	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEMAN RUSS BATTLE TANK SQUADRON

The Militia Leman Russ Battle Tank Squadron consist of 3 Militia Leman Russ Battle Tanks.



Point Value 150



MILITIA LEMAN RUSS BATTLE TANK SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Leman Russ Battle Tank	25	2+	2/-1	Battlecannon	35/70	B1	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEMAN RUSS DEMOLISHER SQUADRON

The Militia Leman Russ Demolisher Squadron consist of 3 Leman Russ Demolisher Tanks.



Point Value 200



MILITIA LEMAN RUSS DEMOLISHER SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Leman Russ Demolisher	25	2+	2/-1	Demolisher Cannon [M, Str+2]	25/50	B2	-4	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEMAN RUSS EXTERMINATOR SQUADRON

The Militia Leman Russ Exterminator Squadron consist of 3 Militia Leman Russ Exterminator Tanks.



Point Value 200



MILITIA LEMAN RUSS EXTERMINATOR SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Leman Russ Exterminator	25	2+	2/-1	TL Exterminator Autocannon	25/50	4TL2	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEMAN RUSS VANQUISHER SQUADRON

The Militia Leman Russ Vanquisher Squadron consist of 3 Leman Russ Vanquisher Tanks.



Point Value 150



MILITIA LEMAN RUSS VANQUISHER SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Leman Russ Vanquisher	25	2+	2/-1	Vanquisher Battlecannon [Dmg+2]	70	1	-3	[AG], Special*
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA MALCADOR HEAVY TANK SQUADRON (TYPE 1)

The Militia Malcador Heavy Tank Squadron (Type 1) consists of 3 Malcador Heavy Tanks (Type 1)



Point Value 250



MILITIA MALCADOR HEAVY TANK SQUADRON (TYPE 1)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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
Malcador (Type 1)	15	2+	3/-2	Battlecannon (T)	35/70	B1	-2	[DR2], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				TL Sponson Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

MILITIA MALCADOR HEAVY TANK SQUADRON (TYPE 2)

The Militia Malcador Heavy Tank Squadron (Type 2) consists of 3 Malcador Heavy Tanks (Type 2)



Point Value 250



MILITIA MALCADOR HEAVY TANK SQUADRON (TYPE 2)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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
Malcador (Type 2)	15	2+	3/-2	TL Lascannons	25/50	2TL1	-3	[DR2], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				TL Sponson Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

MILITIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 1)

The Militia Stormhammer Super Heavy Tank (Type 1) Squadron consists of 1 Stormhammer Super Heavy Tank (Type 1)



Point Value 150



MILITIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 1)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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
Stormhammer (Type 1)	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[DR4], [AG], Special*
				2x TL Battlecannon	35/70	2TL1xB1	-4	
				Lascannons	25/50	1	-3	
				6x Multi-Lasers	20/35	12	-1	
				Anti-Personnel	25	10	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 2)

The Militia Stormhammer Super Heavy Tank (Type 2) Squadron consists of 1 Stormhammer Super Heavy Tank (Type 2)



Point Value 150



MILITIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 2)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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
Stormhammer (Type 2)	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[DR4], [AG], Special*
				2x TL Battlecannon	35/70	2TL1xB1	-4	
				Lascannons	25/50	1	-3	
				6x Multi-Lasers	20/35	12	-1	
				Flamer Weapons [FW]	10	10	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA BANEBLADE SUPER HEAVY TANK SQUADRON

The Militia Baneblade Super Heavy Tank Squadron consists of 1 Baneblade Super Heavy Tank



Point Value 150



AUXILIA BANEBLADE SUPER HEAVY TANK SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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.

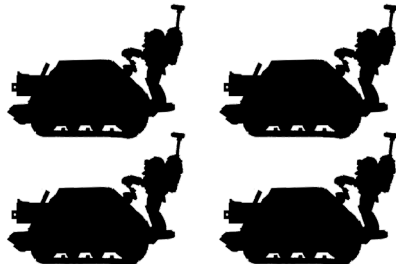
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Baneblade	15	2+	4/-3	Baneblade Cannon (T)	35/70	B3	-3	[DR3], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				Coaxial Autocannon (T)	25/50	2TL 1	-2	
				Sponson Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA RAPIER WEAPONS BATTERY (TYPE 1)

Militia Rapier Weapons Battery consists of 1 Command Militia Rapier weapon (Type 1) and 4 Militia Rapier weapon (Type 1)



Point Value 100



MILITIA RAPIER WEAPONS BATTERY (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

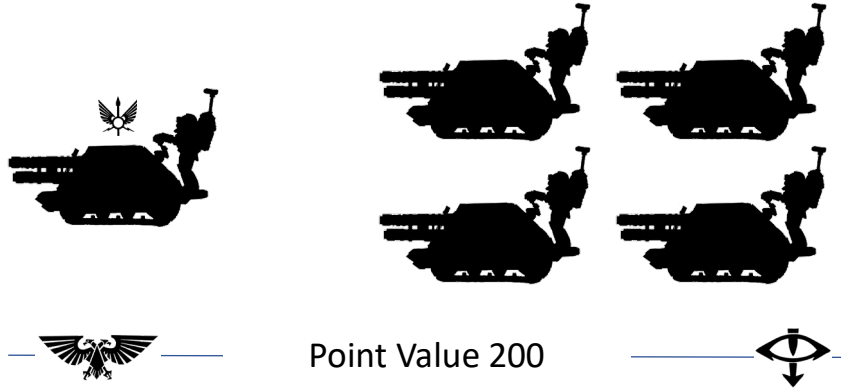
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Rapier	5	5+	1/0	Antipersonnel	35cm	4	-1	[HQ1]
Rapier (Type 1)	5	5+	1/0	Antipersonnel	35cm	4	-1	Cannot charge move

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

MILITIA RAPIER WEAPONS BATTERY (TYPE 2)

Militia Rapier Weapons Battery consists of 1 Command Militia Rapier weapon (Type 2) and 4 Militia Rapier weapon (Type 2)



MILITIA RAPIER WEAPONS BATTERY (TYPE 2)

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

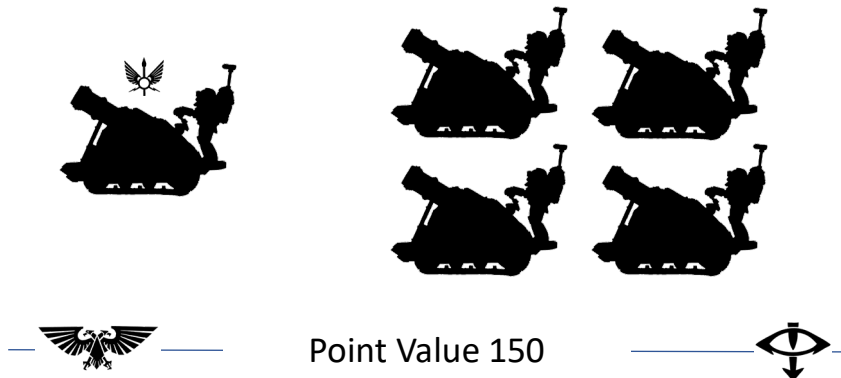
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Rapier	5	5+	1/0	Quad Laser Destroyer [Dmg+1]	20/35	4	-3	[HQ1]
Rapier (Type 2)	5	5+	1/0	Quad Laser Destroyer [Dmg+1]	20/35	4	-3	Cannot charge move

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA RAPIER WEAPONS BATTERY (TYPE 3)

Militia Rapier Weapons Battery consists of 1 Command Militia Rapier weapon (Type 3) and 4 Militia Rapier weapon (Type 3)



MILITIA RAPIER WEAPONS BATTERY (TYPE 3)

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Command Rapier	5	5+	1/0	Quad Launcher Frag	50	B0	-1	[HQ1]
Rapier (Type 3)	5	5+	1/0	Quad Launcher Frag	50	B0	-1	Cannot charge move

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA EARTHSHAKER BATTERY

Militia Earthshaker Battery consists of 3 Militia Earthshaker Guns.



Point Value 200



MILITIA EARTHSHAKER BATTERY

Break Point 1: The Detachment is broken if it has lost 1 stands Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Earthshaker Cannon	-	5+	1/0	Earthshaker Cannon [HM, Dmg+1]	25-240	B2	-3	Immobile

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA MEDUSA SIEGE GUN BATTERY

Militia Rapier Weapons Battery consists of 3 Militia Medusa Siege Guns.



Point Value 150



MILITIA MEDUSA SIEGE GUN BATTERY

Break Point 1: The Detachment is broken if it has lost 1 stands Once the Detachment is broken it must take a Morale check.

Morale Value 7+: 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
Imperialis Medusa Siege Gun	-	5+	1/0	Medusa Siege Gun [HM, Dmg+1]	35-125	B2	-4	Immobile

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA CARNODON SQUADRON

The Militia Carnodon Squadron consists of 3 Militia Carnodon Tanks.



Point Value 200



MILITIA CARNODON SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stand. Once the Detachment is broken it must take a Morale check.

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
Carnodon Militia	25	3+	2/-1	TL Autocannons	25/50	4TL2	-2	[AG]
				Heavy Flamers [FW]	10	4	-1	
				Anti-Personnel	25	2	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken