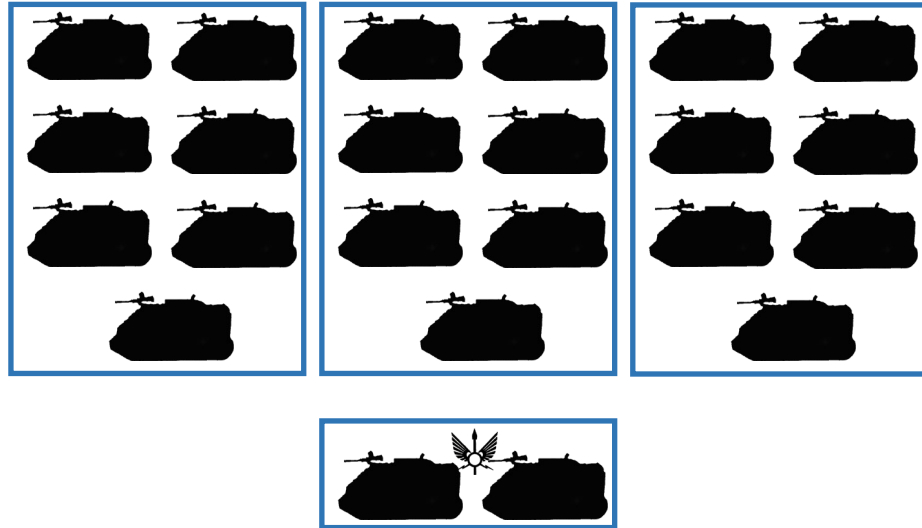


## TRANSPORT POOL

## MILITIA AUROX ARMORED TRANSPORT

**ONE MILITIA OR LEVY COMPANY**  
Twenty-Three Aurox Armored Transports



Point Value 650



## MILITIA AUROX ARMORED TRANSPORT

**Break Point +9:** The Aurox Armored Transports adds +9 to the break point of the formation it is added 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



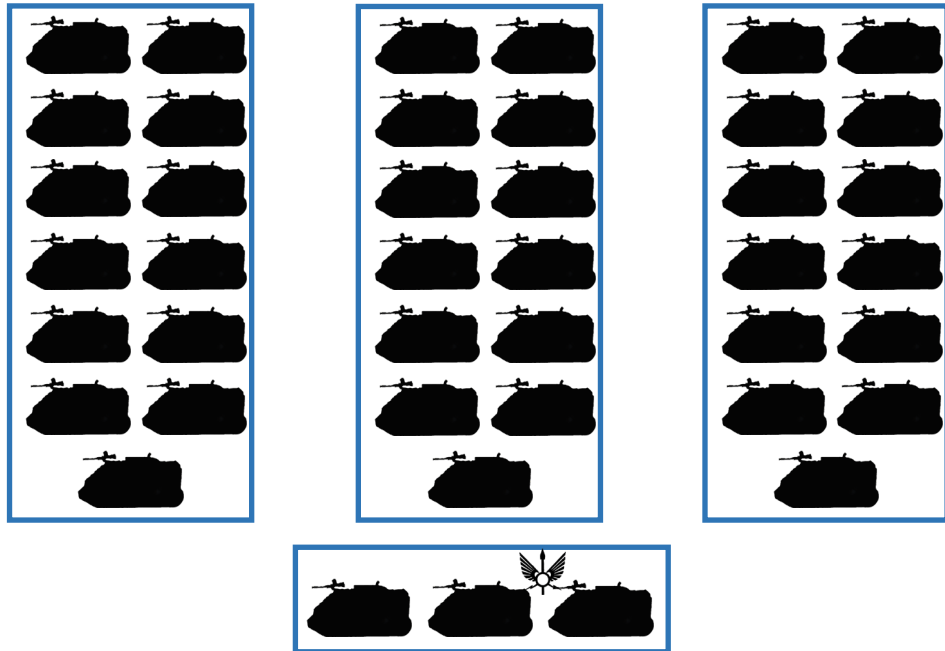
**Victory Points +7**

Your opponent gains +4 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA AUROX ARMORED TRANSPORT

**ONE MILITIA OR LEVY GRAND COMPANY**  
Forty-Two Aurox Armored Transports



Point Value 1200



## MILITIA AUROX ARMORED TRANSPORT

**Break Point +17:** The Aurox Armored Transports adds +17 to the break point of the formation it is added 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



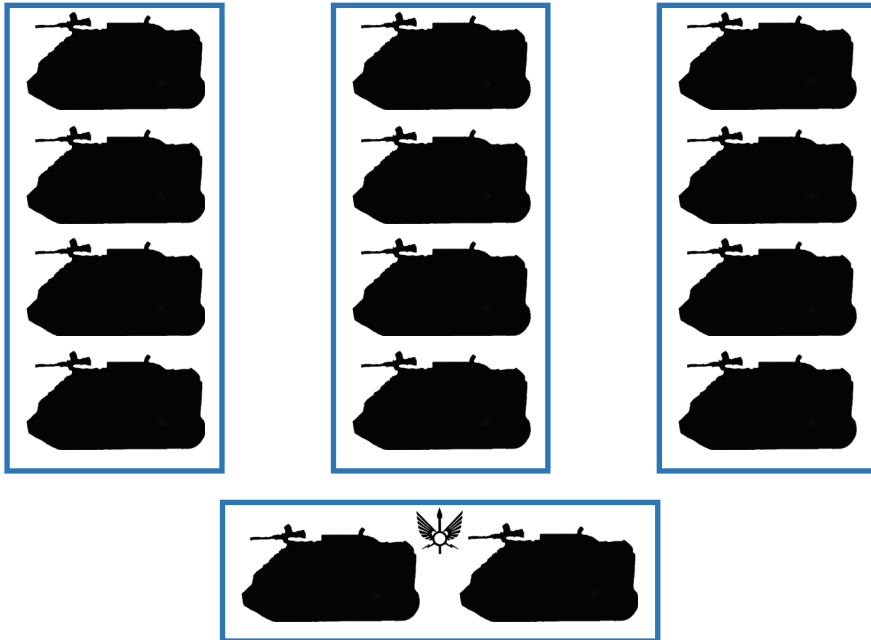
**Victory Points +12**

Your opponent gains +6 VP when attached formation is broken

## TRANSPORT POOL

## MILITIA AUROX ARMORED TRANSPORT

**ONE GRENADE COMPANY**  
Fourteen Aurox Armored Transports



Point Value 400



## MILITIA AUROX ARMORED TRANSPORT

**Break Point +6:** The Aurox Armored Transports adds +6 to the break point of the formation it is added 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



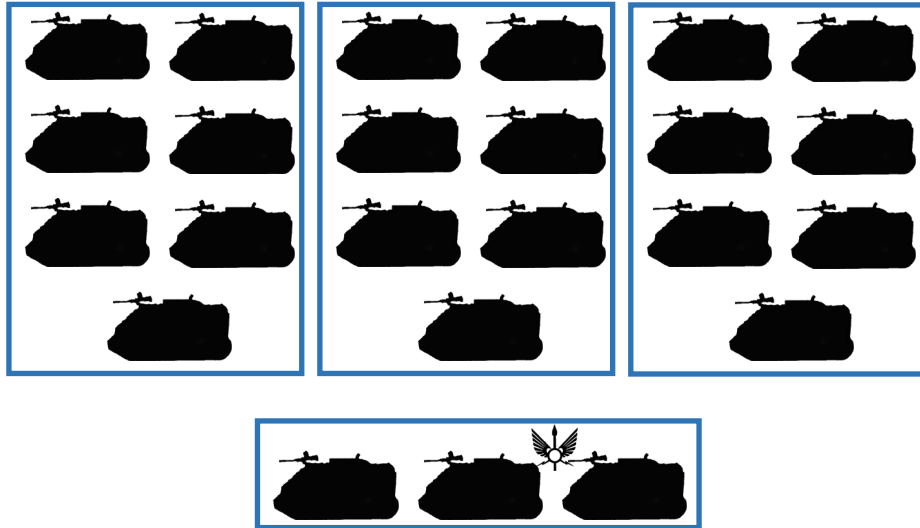
**Victory Points +4**

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

## MILITIA AUROX ARMORED TRANSPORT

**ONE GRENADIER GRAND COMPANY**  
Twenty-Four Aurox Armored Transports



Point Value 700



## MILITIA AUROX ARMORED TRANSPORT

**Break Point +10:** The Aurox Armored Transports adds +10 to the break point of the formation it is added 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



**Victory Points +7**

Your opponent gains +4 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA AUROX ARMORED TRANSPORT

**ONE MILITA OR LEVY PLATOON**  
Seven Aurox Armored Transports



Point Value 200



### MILITIA AUROX ARMORED TRANSPORT

**Break Point +3:** The Aurox Armored Transports adds +3 to the break point of the formation it is added 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



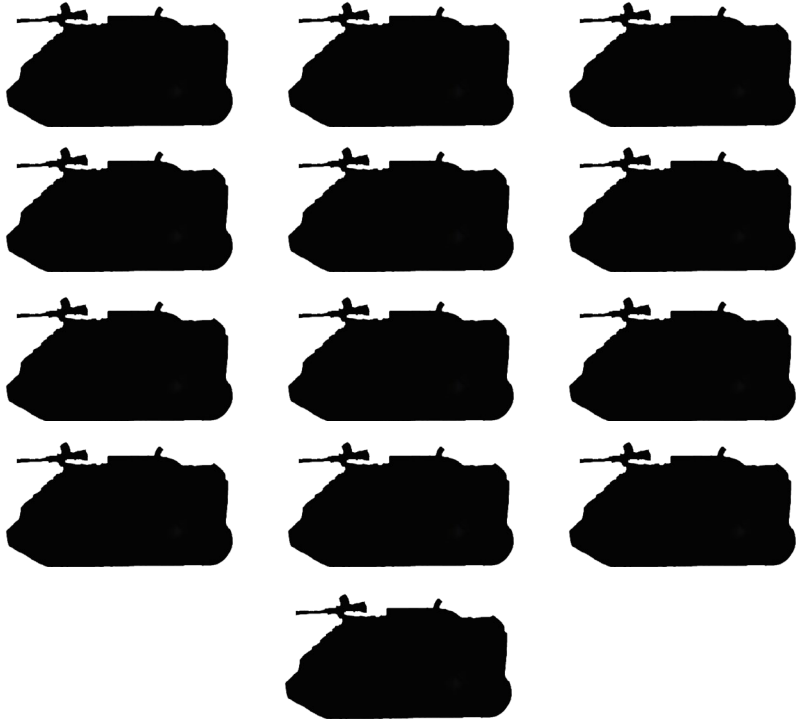
**Victory Points +2**

Your opponent gains +1 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA AUROX ARMORED TRANSPORT

**ONE MILITA OR LEVY GRAND PLATOON**  
Thirteen Aurox Armored Transports



Point Value 400



### MILITIA AUROX ARMORED TRANSPORT

**Break Point +5:** The Aurox Armored Transports adds +5 to the break point of the formation it is added 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



**Victory Points +4**

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA AUROX ARMORED TRANSPORT

**ONE GRENADEIER PLATOON**  
Four Aurox Armored Transports



Point Value 100



### MILITIA AUROX ARMORED TRANSPORT

**Break Point +2:** The Aurox Armored Transports adds +2 to the break point of the formation it is added 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



**Victory Points +1**

Your opponent gains +1 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA AUROX ARMORED TRANSPORT

**ONE GRENADEIER GRAND PLATOON**  
Seven Aurox Armored Transports



Point Value 150



### MILITIA AUROX ARMORED TRANSPORT

**Break Point +3:** The Aurox Armored Transports adds +3 to the break point of the formation it is added 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



**Victory Points +2**

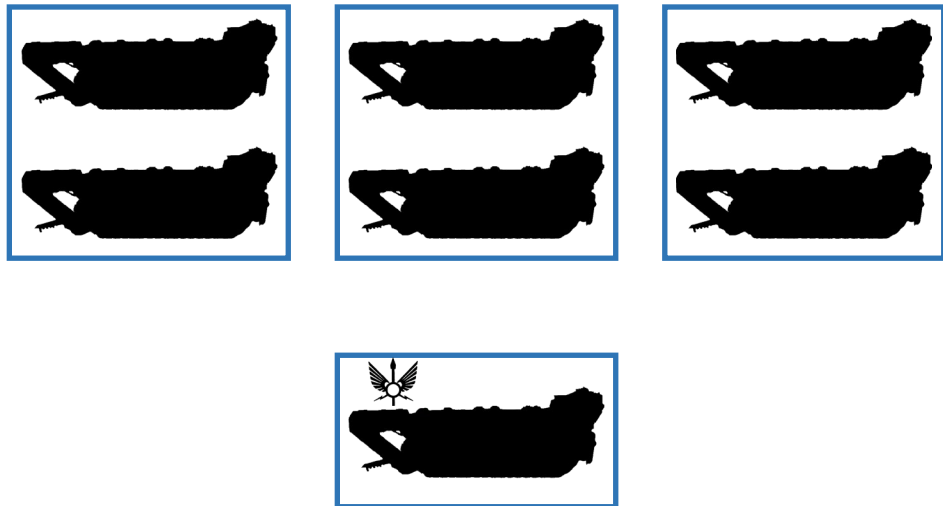
Your opponent gains +1 VP when attached formation is broken



## TRANSPORT POOL

### MILITIA GORGON HEAVY TRANSPORTERS

**ONE MILITIA OR LEVY COMPANY**  
**Seven Gorgon Heavy Transporters**



Point Value 1000



## MILITIA GORGON HEAVY TRANSPORTERS

**Break Point +3:** The Gorgon Heavy Transporters adds +3 to the break point of the formation it is added 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
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10],
				Anti-Personnel	25	6	-1	[AG], Special*

\*Incoming fire received a -1 penalty to damage table rolls against it.



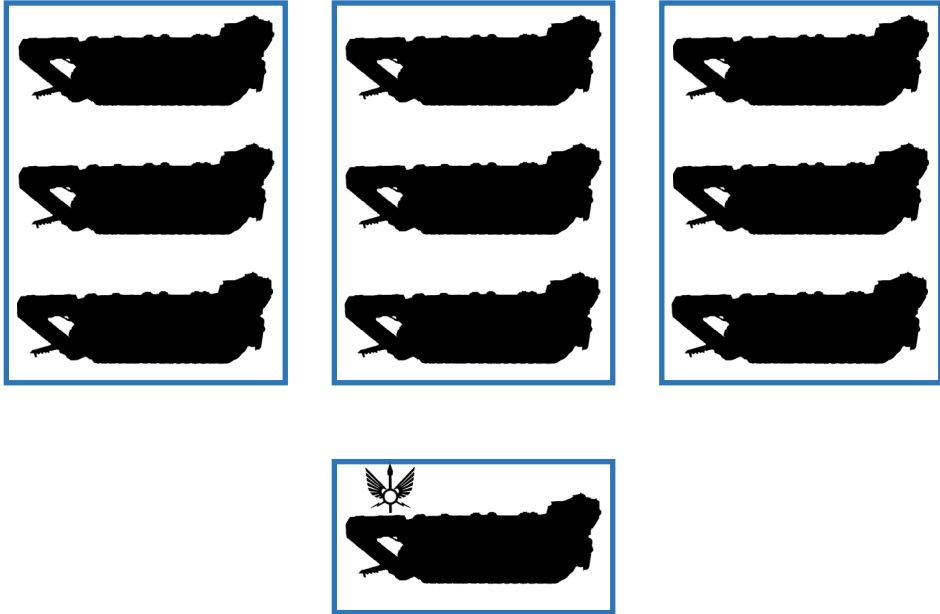
**Victory Points +10**

Your opponent gains +5 VP when attached formation is broken

## TRANSPORT POOL

## MILITIA GORGON HEAVY TRANSPORTERS

**ONE MILITIA OR LEVY GRAND COMPANY**  
Ten Gorgon Heavy Transporters



Point Value 1400



## MILITIA GORGON HEAVY TRANSPORTERS

**Break Point +4:** The Gorgon Heavy Transporters adds +4 to the break point of the formation it is added 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
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10],
				Anti-Personnel	25	6	-1	[AG], Special*

\*Incoming fire received a -1 penalty to damage table rolls against it.



**Victory Points +14**

Your opponent gains +7 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA GORGON HEAVY TRANSPORTERS

**ONE GRENADIER COMPANY**  
Four Gorgon Heavy Transports



Point Value 550



## MILITIA GORGON HEAVY TRANSPORTERS

**Break Point +2:** The Gorgon Heavy Transports adds +2 to the break point of the formation it is added 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
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10],
				Anti-Personnel	25	6	-1	[AG], Special*

\*Incoming fire received a -1 penalty to damage table rolls against it.



**Victory Points +6**

Your opponent gains +3 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA GORGON HEAVY TRANSPORTERS

**ONE GRENADEIER GRAND COMPANY**  
Seven Gorgon Heavy Transporters



Point Value 1000



## MILITIA GORGON HEAVY TRANSPORTERS

**Break Point +3:** The Gorgon Heavy Transporters adds +3 to the break point of the formation it is added 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
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10],
				Anti-Personnel	25	6	-1	[AG], Special*

\*Incoming fire received a -1 penalty to damage table rolls against it.



**Victory Points +10**

Your opponent gains +5 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA GORGON HEAVY TRANSPORTERS

**ONE MILITIA OR LEVY PLATOON**  
**Two Gorgon Heavy Transports**



Point Value 250



## MILITIA GORGON HEAVY TRANSPORTERS

**Break Point +1:** The Gorgon Heavy Transports adds +1 to the break point of the formation it is added 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
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10],
				Anti-Personnel	25	6	-1	[AG], Special*

\*Incoming fire received a -1 penalty to damage table rolls against it.



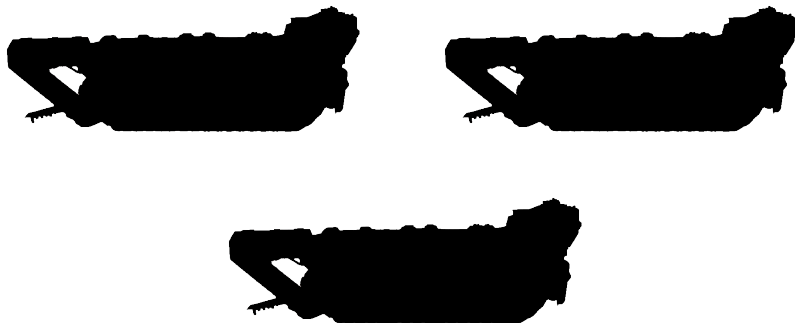
**Victory Points +3**

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA GORGON HEAVY TRANSPORTERS

**ONE MILITIA OR LEVY GRAND PLATOON**  
Three Gorgon Heavy Transports



Point Value 400



### MILITIA GORGON HEAVY TRANSPORTERS

**Break Point +1:** The Gorgon Heavy Transports adds +1 to the break point of the formation it is added 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
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10],
				Anti-Personnel	25	6	-1	[AG], Special*

\*Incoming fire received a -1 penalty to damage table rolls against it.



**Victory Points +4**

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA GORGON HEAVY TRANSPORTERS

**ONE GRENAДИER PLATOON**  
One Gorgon Heavy Transports



Point Value 150



## MILITIA GORGON HEAVY TRANSPORTERS

**Break Point +1:** The Gorgon Heavy Transports adds +1 to the break point of the formation it is added 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
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10],
				Anti-Personnel	25	6	-1	[AG], Special*

\*Incoming fire received a -1 penalty to damage table rolls against it.



**Victory Points +2**

Your opponent gains +1 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA GORGON HEAVY TRANSPORTERS

**ONE GRENADIER GRAND PLATOON**  
Two Gorgon Heavy Transports



Point Value 200



## MILITIA GORGON HEAVY TRANSPORTERS

**Break Point +1:** The Gorgon Heavy Transports adds +1 to the break point of the formation it is added 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
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10],
				Anti-Personnel	25	6	-1	[AG], Special*

\*Incoming fire received a -1 penalty to damage table rolls against it.



**Victory Points +2**

Your opponent gains +1 VP when attached formation is broken



## TRANSPORT POOL

### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**ONE MILITIA OR LEVY COMPANY**  
Seventeen Arvus Lighter Orbital Shuttles



Point Value 700



## MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +7:** The Arvus Lighter Orbital Shuttles adds +7 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



**Victory Points +7**

Your opponent gains +4 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**ONE MILITIA OR LEVY GRAND COMPANY**  
Twenty-Nine Arvus Lighter Orbital Shuttles



Point Value 1200



### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +12:** The Arvus Lighter Orbital Shuttles adds +12 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



**Victory Points +12**

Your opponent gains +6 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**ONE GRENADE COMPANY**  
Ten Arvus Lighter Orbital Shuttles



Point Value 400



## MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +4:** The Arvus Lighter Orbital Shuttles adds +4 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



**Victory Points +4**

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**ONE GRENADIER GRAND COMPANY**  
Seventeen Arvus Lighter Orbital Shuttles



Point Value 700



## MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +7:** The Arvus Lighter Orbital Shuttles adds +7 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



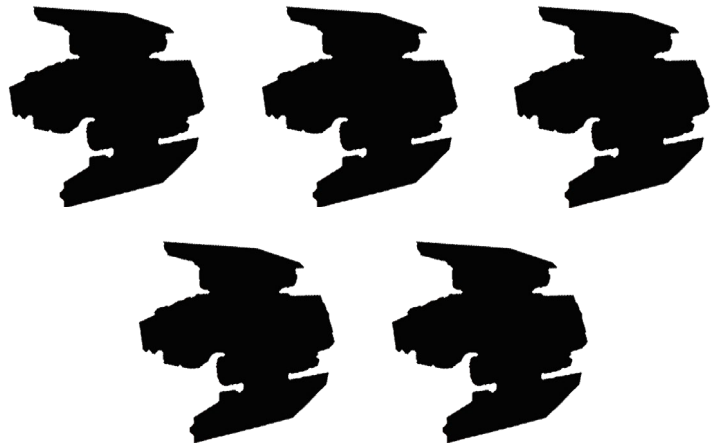
Victory Points +7

Your opponent gains +4 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**ONE MILITIA OR LEVY PLATOON**  
Five Arvus Lighter Orbital Shuttles



Point Value 200



### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +2:** The Arvus Lighter Orbital Shuttles adds +2 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**ONE MILITIA OR LEVY GRAND PLATOON**  
Nine Arvus Lighter Orbital Shuttles



Point Value 350



### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +4:** The Arvus Lighter Orbital Shuttles adds +4 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



Victory Points +4

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**ONE GRENADIER PLATOON**  
Three Arvus Lighter Orbital Shuttles



Point Value 100



### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +1:** The Arvus Lighter Orbital Shuttles 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



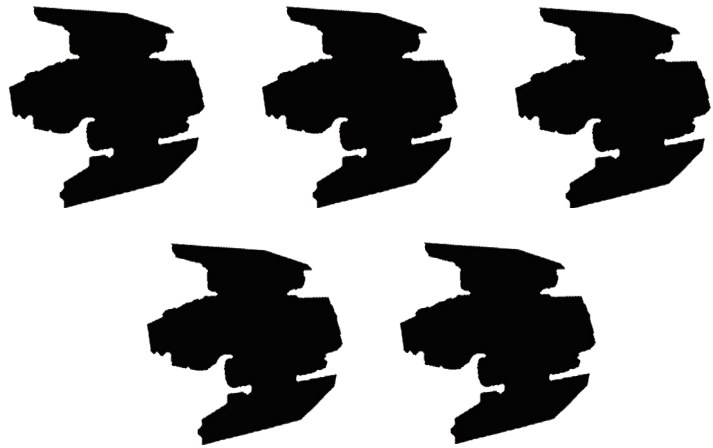
**Victory Points +1**

Your opponent gains +1 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**ONE GRENADIER GRAND PLATOON**  
Five Arvus Lighter Orbital Shuttles



Point Value 200



### MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +2:** The Arvus Lighter Orbital Shuttles adds +2 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken



## TRANSPORT POOL

### MILITIA PATTERN TERMITE ASSAULT DRILL

**ONE MILITIA OR LEVY COMPANY**  
Seventeen Termite Assault Drills



Point Value 1000



## MILITIA PATTERN TERMITE ASSAULT DRILL

**Break Point +7:** The Termites add +7 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
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



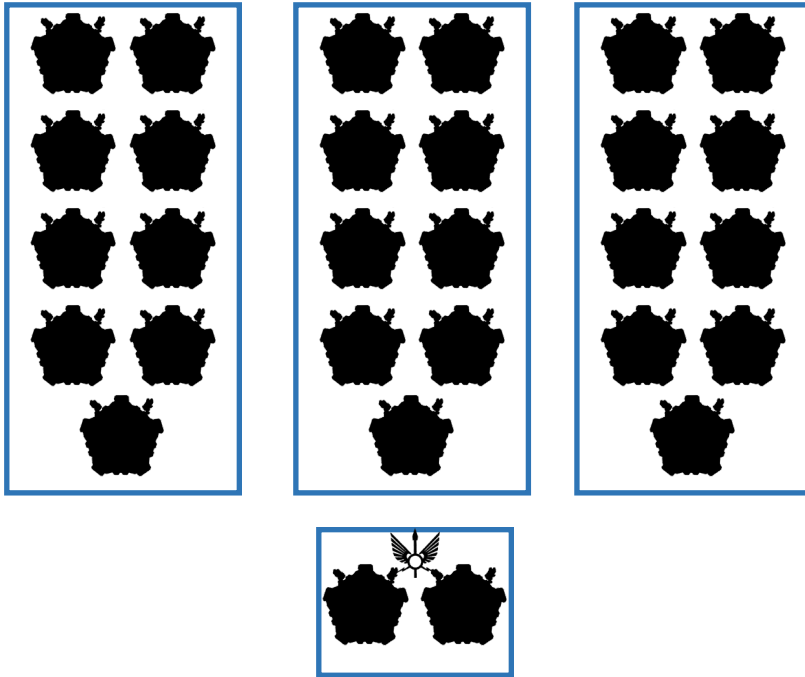
**Victory Points +10**

Your opponent gains +5 VP when attached formation is broken

## TRANSPORT POOL

# MILITIA PATTERN TERMITE ASSAULT DRILL

**ONE MILITIA OR LEVY GRAND COMPANY**  
Twenty-Nine Termite Assault Drills



Point Value 1700



# MILITIA PATTERN TERMITE ASSAULT DRILL

**Break Point +12:** The Termites add +12 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
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



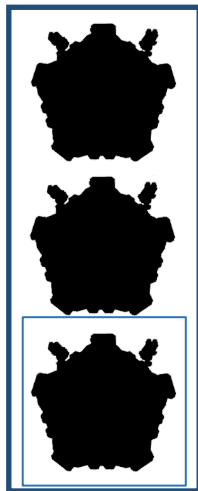
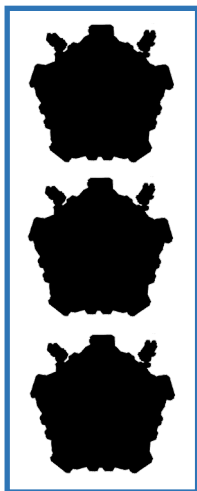
**Victory Points +17**

Your opponent gains +9 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA PATTERN TERMITE ASSAULT DRILL

**ONE GRENADIER COMPANY**  
Ten Termite Assault Drills



Point Value 600



## MILITIA PATTERN TERMITE ASSAULT DRILL

**Break Point +4:** The Termites add +4 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
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +6

Your opponent gains +3 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA PATTERN TERMITE ASSAULT DRILL

**ONE GRENADIER GRAND COMPANY**  
Seventeen Termite Assault Drills



Point Value 1000



## MILITIA PATTERN TERMITE ASSAULT DRILL

**Break Point +7:** The Termites add +7 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
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



**Victory Points +10**

Your opponent gains +5 VP when attached formation is broken

## TRANSPORT POOL

# MILITIA PATTERN TERMITE ASSAULT DRILL

**ONE MILITIA OR LEVY PLATOON**  
Five Termite Assault Drills



Point Value 300



# MILITIA PATTERN TERMITE ASSAULT DRILL

**Break Point +2:** The Termites add +2 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
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



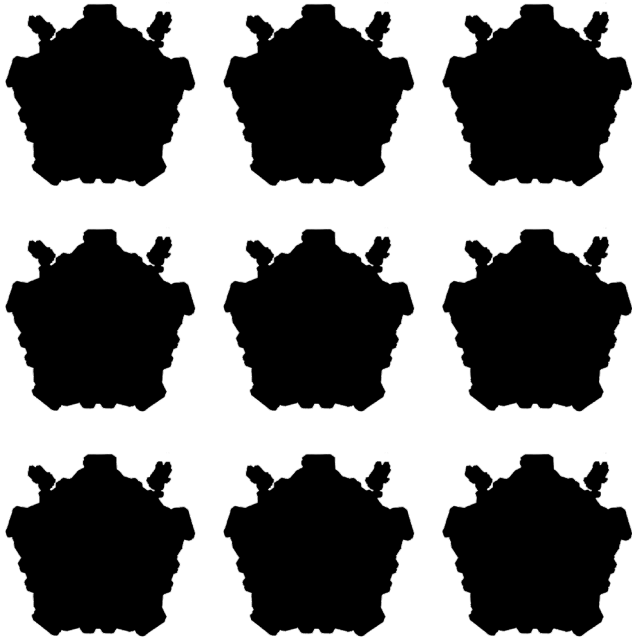
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### MILITIA PATTERN TERMITE ASSAULT DRILL

**ONE MILITIA OR LEVY GRAND PLATOON**  
Nine Termite Assault Drills



Point Value 550



### MILITIA PATTERN TERMITE ASSAULT DRILL

**Break Point +4:** The Termites add +4 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
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



**Victory Points +6**

Your opponent gains +3 VP when attached formation is broken

## TRANSPORT POOL

# MILITIA PATTERN TERMITE ASSAULT DRILL

**ONE GRENADIER PLATOON**  
Three Termite Assault Drills



Point Value 200



# MILITIA PATTERN TERMITE ASSAULT DRILL

**Break Point +1:** The Termites add +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
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



**Victory Points +2**

Your opponent gains +1 VP when attached formation is broken

## TRANSPORT POOL

# MILITIA PATTERN TERMITE ASSAULT DRILL

**ONE GRENADEIER GRAND PLATOON**  
Five Termite Assault Drills



Point Value 300



# MILITIA PATTERN TERMITE ASSAULT DRILL

**Break Point +2:** The Termites add +2 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
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +3

Your opponent gains +2 VP when attached formation is broken