



COMPANY CARDS

IMPERIALIS MILITIA GENRAL RULES

(FACTION VALUE 150)

Army to Hit Value is: 7+

Levy to Hit Value is: 8+

- The player can pick ONE (and only one) of the following traits:
 - **Warrior Elite/Discipline Collars.** Infantry elements gain +1 bonus to morale
 - **Feral Warriors/Genecrafteds.** Infantry elements gain +1 bonus to hit in close combat
 - **Alchemical Jackers.** Infantry elements gain stubborn [SU] ability
 - **Dark Age survivor/Cyberaugmentics.** Infantry elements gain +1 bonus to armor save or +1 to invulnerable save.
 - **Cult Horde (traitor infantry only).** Gains indomitable [ID], +1 to hit in close combat and +1 to close combat outcome rolls, must charge opposing elements within 20cms, may not add grenadier squads, may not use first fire orders.
 - **Tainted Flesh/Zombies (Traitor infantry only).** Infantry elements gain invulnerable save 10+, +1 bonus to close combat outcome rolls, fear [FR] (versus infantry only). Must take twice as many levy formations than any infantry formation type, cannot benefit from any morale bonuses, slow gait - 5cms to charge move, -1 penalty to hit, must charge enemies within 15cm, +1 on reserve rolls.

MILITIA INFANTRY COMPANY


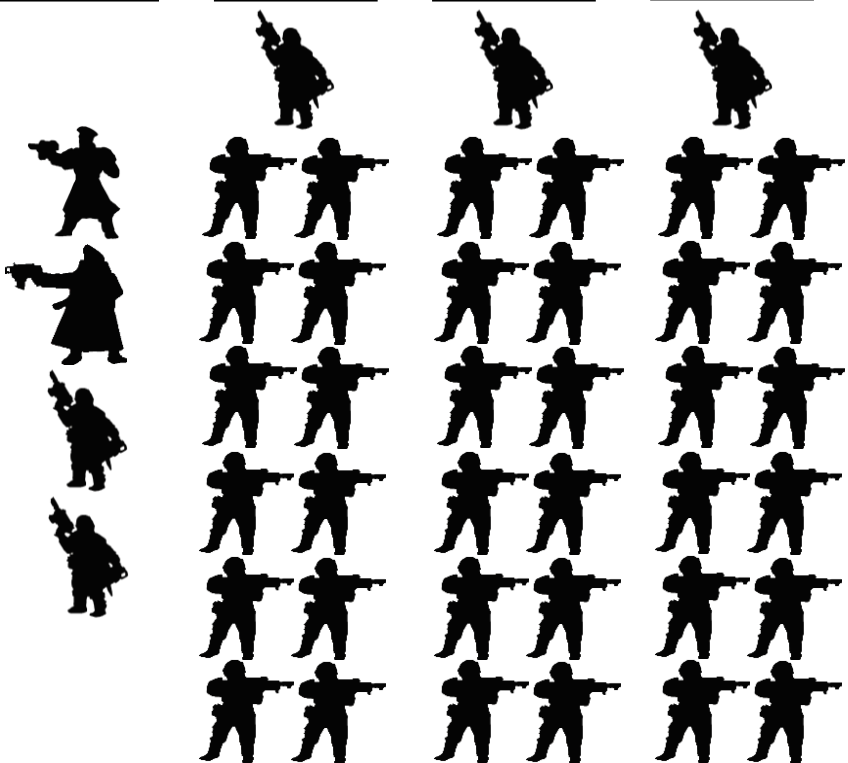
The Militia Infantry Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Militia and three detachments of 1 Militia Sergeant and 12 Militia Infantry stands.

Command


Militia Detachment

Militia Detachment

Militia Detachment



Point Value 550



MILITIA INFANTRY COMPANY

Break Point 17: The is broken if it has lost 17 stands either the Command, Veteran or Militia stands. Once the Company is broken each Detachment 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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special*
Infantry Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special**
Infantry	10	9+	1/0	Lascarbine	15/25	1	0	Rapid Fire

*Any time an infantry formation within command radius fails a morale check, it must re-roll the check and the second roll stands. The formation that is forced to re-roll a failed check must lose one infantry element automatically per forced re-roll.

** Militia and Grenadier Sergeants count as command but have no command level. They are necessary for the for the formation to be considered in command of higher-level command elements. You do not roll on the leader replacement rolls upon their loss. Another element within the formation is designated in the end phase of each turn.

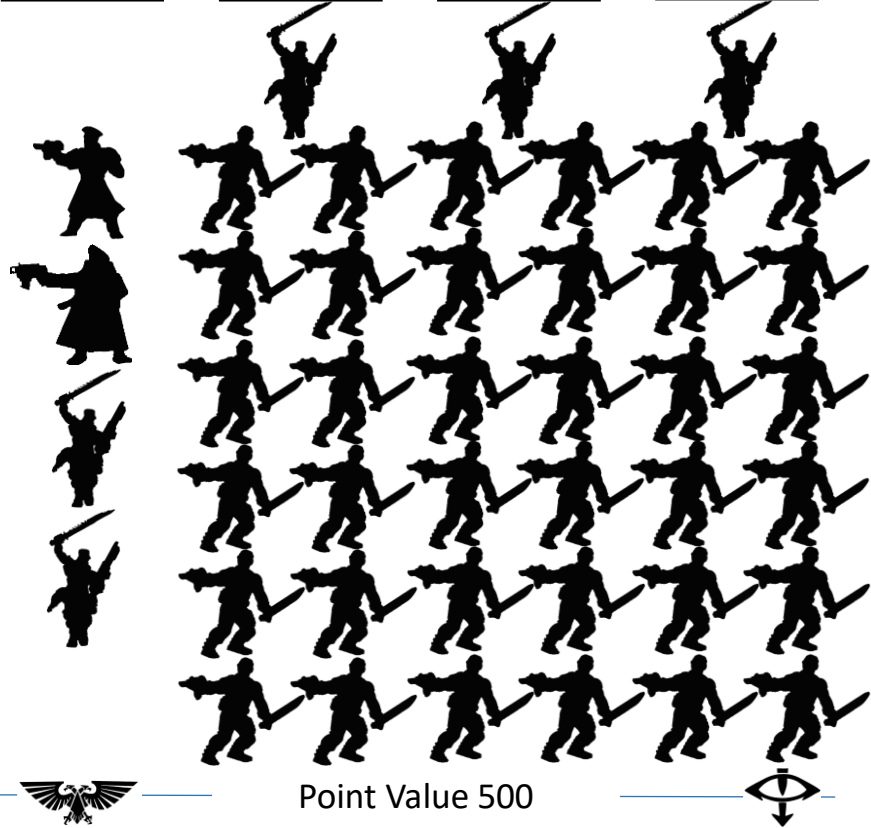
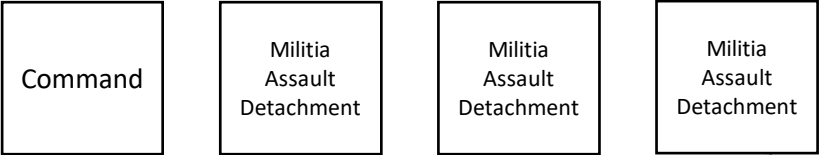


Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MILITIA ASSAULT COMPANY

The Militia Infantry Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Assault Militia and three detachments of 1 Militia Sergeant and 12 Militia Assault stands.



MILITIA ASSAULT COMPANY

Break Point 17: The is broken if it has lost 17 stands either the Command, Veteran or Militia stands. Once the Company is broken each Detachment 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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special*
Infantry Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special**
Assault Infantry	10	9+	2/-1	CC Weapons	-	-	-	

*Any time an infantry formation within command radius fails a morale check, it must re-roll the check and the second roll stands. The formation that is forced to re-roll a failed check must lose one infantry element automatically per forced re-roll.

** Militia and Grenadier Sergeants count as command but have no command level. They are necessary for the for the formation to be considered in command of higher-level command elements. You do not roll on the leader replacement rolls upon their loss. Another element within the formation is designated in the end phase of each turn.







Victory Points 5


Your opponent gains 3 VPs when this Company is broken

MILITIA GRENADIER COMPANY








The Militia Grenadier Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Grenadiers and three detachments of 1 Grenadier Sergeant and 6 Grenadier Infantry stands.

Command












Grenadier Detachment











Point Value 400

Grenadier Detachment



Grenadier Detachment





MILITIA GRENADIER COMPANY

Break Point 10: The is broken if it has lost 10 stands either the Command, Veteran or Grenadier stands. Once the Company is broken each Detachment 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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special*
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	1	0	Special**
Grenadiers	10	7+	1/-1	Lasrifles	15/30	1	0	

*Any time an infantry formation within command radius fails a morale check, it must re-roll the check and the second roll stands. The formation that is forced to re-roll a failed check must lose one infantry element automatically per forced re-roll.

** Militia and Grenadier Sergeants count as command but have no command level. They are necessary for the for the formation to be considered in command of higher-level command elements. You do not roll on the leader replacement rolls upon their loss. Another element within the formation is designated in the end phase of each turn.





Victory Points 4
Your opponent gains 2 VPs when this Company is broken

MILITIA GRENADIER ASSAULT COMPANY


The Militia Grenadier Assault Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Assault Grenadiers and three detachments of 1 Grenadier Sergeant and 6 Grenadier Assault stands.

Command






Grenadier Assault Detachment





Point Value 400

Grenadier Assault Detachment



Grenadier Assault Detachment





MILITIA GRENADIER ASSAULT COMPANY

Break Point 10: The is broken if it has lost 10 stands either the Command, Veteran or Grenadier stands. Once the Company is broken each Detachment 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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special*
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	1	0	Special**
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	

*Any time an infantry formation within command radius fails a morale check, it must re-roll the check and the second roll stands. The formation that is forced to re-roll a failed check must lose one infantry element automatically per forced re-roll.

** Militia and Grenadier Sergeants count as command but have no command level. They are necessary for the for the formation to be considered in command of higher-level command elements. You do not roll on the leader replacement rolls upon their loss. Another element within the formation is designated in the end phase of each turn.







Victory Points 4

Your opponent gains 2 VPs when this Company is broken








MILITIA GRENADIER STRIKE COMPANY

The Militia Grenadier Strike Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Grenadiers and three detachments of 1 Grenadier Sergeant and 6 Grenadier Infantry, Assault or Support stands.








Command








Grenadier Detachment










Grenadier Assault Detachment










Grenadier Support Detachment



Point Value 450



MILITIA GRENADIER STRIKE COMPANY

Break Point 10: The is broken if it has lost 10 stands either the Command, Veteran or Grenadier stands. Once the Company is broken each Detachment 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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special*
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	1	0	Special**
Grenadiers	10	7+	1/-1	Lasrifles	15/30	1	0	
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	

*Any time an infantry formation within command radius fails a morale check, it must re-roll the check and the second roll stands. The formation that is forced to re-roll a failed check must lose one infantry element automatically per forced re-roll.

** Militia and Grenadier Sergeants count as command but have no command level. They are necessary for the for the formation to be considered in command of higher-level command elements. You do not roll on the leader replacement rolls upon their loss. Another element within the formation is designated in the end phase of each turn.







Victory Points 5


Your opponent gains 3 VPs when this Company is broken

MILITIA GRENADIER SUPPORT COMPANY








The Militia Grenadier Support Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Support Grenadiers and three detachments of 1 Grenadier Sergeant and 6 Grenadier Support stands.

Command












Grenadier Support Detachment











Point Value 500

Grenadier Support Detachment



Grenadier Support Detachment





MILITIA GRENADIER SUPPORT COMPANY

Break Point 10: The is broken if it has lost 10 stands either the Command, Veteran or Grenadier stands. Once the Company is broken each Detachment 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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special*
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	1	0	Special**
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	

*Any time an infantry formation within command radius fails a morale check, it must re-roll the check and the second roll stands. The formation that is forced to re-roll a failed check must lose one infantry element automatically per forced re-roll.

** Militia and Grenadier Sergeants count as command but have no command level. They are necessary for the for the formation to be considered in command of higher-level command elements. You do not roll on the leader replacement rolls upon their loss. Another element within the formation is designated in the end phase of each turn.

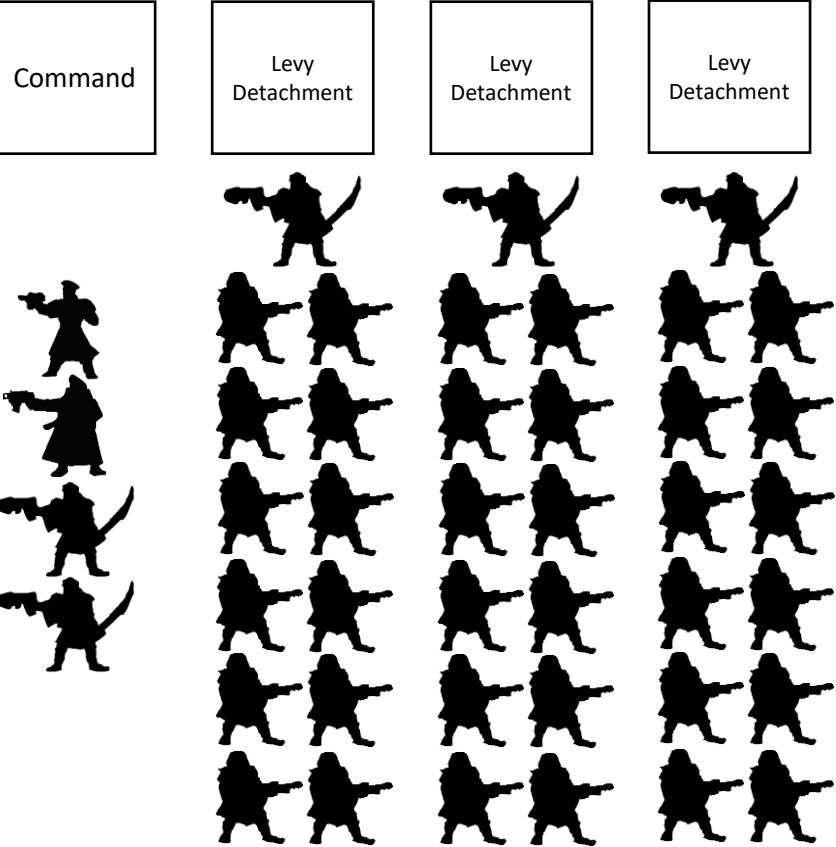


Victory Points 5

Your opponent gains 3 VPs when this Company is broken

MILITIA INDUCTED LEVY COMPANY

The Militia Inducted Levy Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Inducted Levy and three detachments of 1 Militia Sergeant and 12 Militia Levy stands.



Point Value 400



MILITIA INDUCTED LEVY COMPANY

Break Point 17: The is broken if it has lost 17 stands either the Command, Veteran or Levy stands. Once the Company is broken each Detachment 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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special*
Infantry Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special**
Inducted Levy	10	10+	1/0	Auto Guns	25	1	0	Special***

*Any time an infantry formation within command radius fails a morale check, it must re-roll the check and the second roll stands. The formation that is forced to re-roll a failed check must lose one infantry element automatically per forced re-roll.

** Militia and Grenadier Sergeants count as command but have no command level. They are necessary for the for the formation to be considered in command of higher-level command elements. You do not roll on the leader replacement rolls upon their loss. Another element within the formation is designated in the end phase of each turn.

*** If the amount of levy formations are greater than the amount of standard militia formations at the end of a turn, roll a d10, on a roll of 1 that formation routs and is removed from play (awarding any VP's they may give).



Victory Points 4

Your opponent gains 2 VPs when this Company is broken

MILITIA INDUCTED LEVY ASSAULT COMPANY

The Militia Inducted Levy Assault Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Inducted Levy Assault and three detachments of 1 Militia Sergeant and 12 Militia Levy Assault stands.

Command

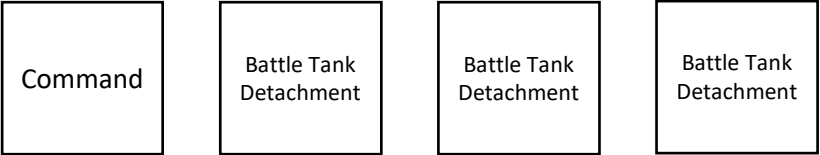
Levy Assault Detachment

Levy Assault Detachment

Levy Assault Detachment

MILITIA LEMAN RUSS BATTLE TANK COMPANY

The Militia Leman Russ Battle Tank Company consists of one command detachment of 1 Leman Russ Battle Tank and three detachments of 3 Leman Russ Battle Tanks.



Point Value 550



MILITIA LEMAN RUSS BATTLE TANK COMPANY

Break Point 4: The Militia Leman Russ Battle Tank Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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
Leman Russ Command	25	2+	2/-1	Battlecannon	35/70	B1	-2	[HQ2], [AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
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 6

Your opponent gains 3 VPs when this Company is broken

MILITIA LEMAN RUSS STRIKE COMPANY

The Militia Leman Russ Strike Company consists of one command detachment of 1 Leman Russ Vanquisher and three detachments of 3 Leman Russ Annihilator, Exterminator or Vanquisher Tanks.

Command

Annihilator
Detachment

Exterminator
Detachment

Vanquisher
Detachment



Point Value 600



MILITIA LEMAN RUSS STRIKE COMPANY

Break Point 4: The Militia Leman Russ Strike Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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
Leman Russ Command	25	2+	2/-1	Vanquisher Battlecannon [Dmg+2]	-/70	1	-3	[HQ2], [AG], Special*
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
				TL Lascannons	25/50	2TL1	-3	
Leman Russ Annihilator	25	2+	2/-1	Lascannon	25/50	1	-3	[AG]
				Anti-Personnel	25	2	-1	
				TL Exterminator Autocannon	25/50	4TL2	-2	
				Lascannon	25/50	1	-3	
Leman Russ Exterminator	25	2+	2/-1	Anti-Personnel	25	2	-1	[AG]
				Vanquisher Battlecannon [Dmg+2]	70	1	-3	
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
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	
				Vanquisher Battlecannon [Dmg+2]	70	1	-3	

* Vanquisher Battlecannon have no short-range band and do not receive the penalty for firing in the long-range band (no -1 to-hit)



Victory Points 6

Your opponent gains 3 VPs when this Company is broken

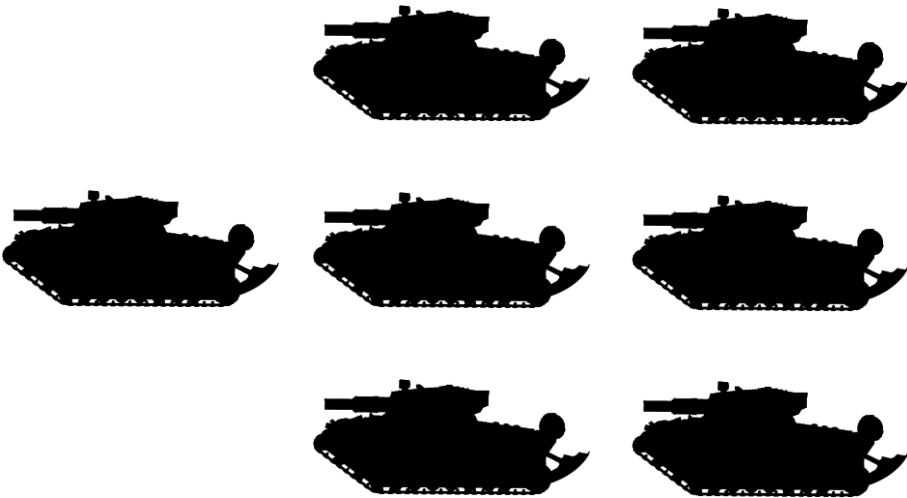
MILITIA MALCADOR HEAVY TANK COMPANY (TYPE 1)

The Militia Malcador Heavy Tank (Type 1) Company consists of one command detachment of 1 Malcador Heavy (Type 1) Tank and two detachments of 3 Malcador Heavy (Type 1) Tanks.

Command

Malcador
(Type 1)
Detachment

Malcador
(Type 1)
Detachment



Point Value 600



MILITIA MALCADOR HEAVY TANK COMPANY (TYPE 1)

Break Point 3: The Militia Malcador Heavy Tank (Type 1) Company is broken if it has lost 3 models. Once the Company is broken each Detachment 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 Command	15	2+	3/-2	Battlecannon (T)	35/70	B1	-2	[HQ2], [DR2], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				TL Sponson Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
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 6

Your opponent gains 3 VPs when this Company is broken

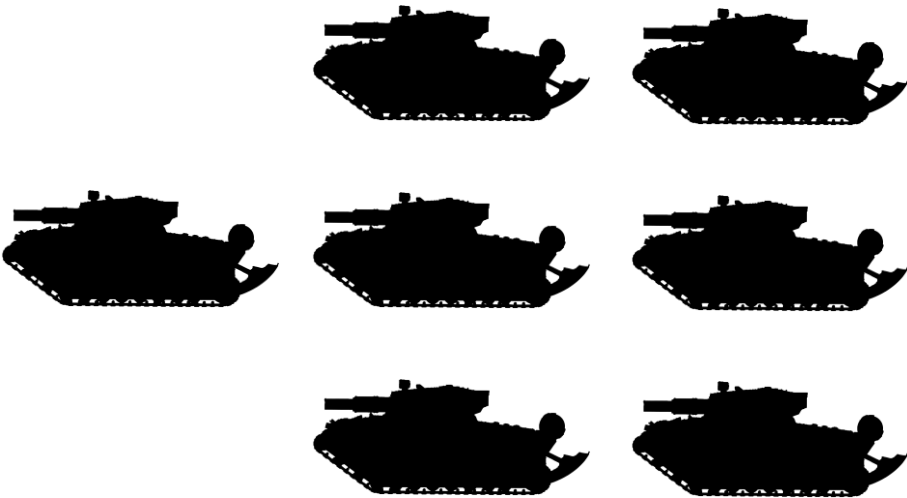
MILITIA MALCADOR HEAVY TANK COMPANY (TYPE 2)

The Militia Malcador Heavy Tank (Type 2) Company consists of one command detachment of 1 Malcador Heavy (Type 2) Tank and two detachments of 3 Malcador Heavy (Type 2) Tanks.

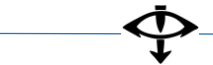
Command

Malcador
(Type 2)
Detachment

Malcador
(Type 2)
Detachment



Point Value 600



MILITIA MALCADOR HEAVY TANK COMPANY (TYPE 2)

Break Point 3: The Militia Malcador Heavy Tank (Type 2) Company is broken if it has lost 3 models. Once the Company is broken each Detachment 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 Command	15	2+	3/-2	TL Lascannons	25/50	2TL1	-3	[HQ2], [DR2], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				TL Sponson Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
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	

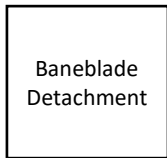


Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MILITIA BANEBLADE SUPER HEAVY BATTLE TANK COMPANY

The Militia Baneblade Super Heavy Battle Tank Company consists of one command detachment of 1 Baneblade Super Heavy Tank and one detachment of 3 Baneblade Super Heavy Battle Tanks.



Point Value 550



MILITIA BANEBLADE SUPER HEAVY BATTLE TANK COMPANY

Break Point 2: The Militia Baneblade Super Heavy Battle Tank Company is broken if it has lost 2 models. Once the Company is broken each Detachment 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 Command	15	2+	4/-3	Baneblade Cannon (T)	35/70	B3	-3	[HQ2], [DR3], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				Coaxial Autocannon (T)	25/50	2TL1	-2	
				Sponson Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	
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	2TL1	-2	
				Sponson Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

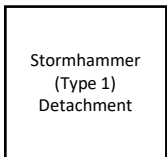


Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MILITIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 1)

The Militia Stormhammer Super Heavy Tank (Type 1) Company consists of one command detachment of 1 Stormhammer Super Heavy Tank (Type 1) and one detachment of 3 Stormhammer Super Heavy Tanks (Type 1).



Point Value 600



MILITIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 1)

Break Point 2: The Militia Stormhammer Super Heavy Tank (Type 1) Company is broken if it has lost 2 models. Once the Company is broken each Detachment 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 Command	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[HQ2], [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	
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	

* The Stormhammer Cannon causes suppression as artillery and has +1 bonus to-hit due to targeters.

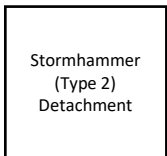


Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MILITIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 2)

The Militia Stormhammer Super Heavy Tank (Type 2) Company consists of one command detachment of 1 Stormhammer Super Heavy Tank (Type 2) and one detachment of 3 Stormhammer Super Heavy Tanks (Type 2).



Point Value 600



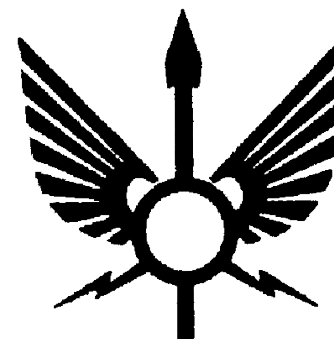
MILITIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 2)

Break Point 2: The Militia Stormhammer Super Heavy Tank (Type 2) Company is broken if it has lost 2 models. Once the Company is broken each Detachment 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 Command	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[HQ2], [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	
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	

* The Stormhammer Cannon causes suppression as artillery and has +1 bonus to-hit due to targeters.

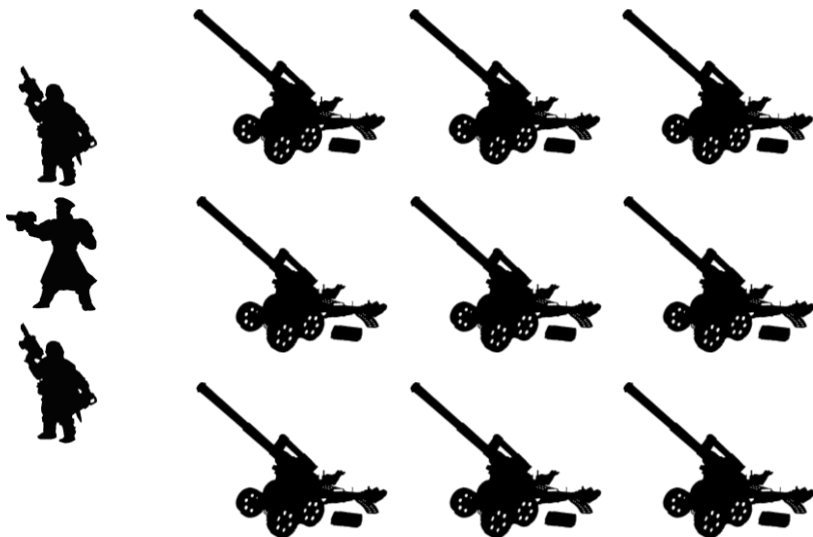
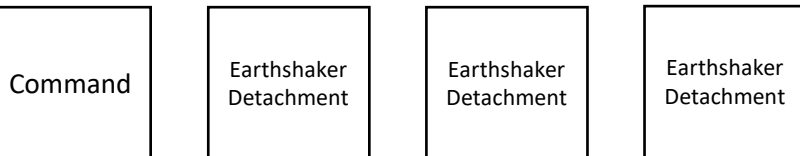


Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MILITIA EARTHSHAKER CANNON COMPANY

The Militia Earthshaker Cannon Company consists of one command detachment of 1 Company Command, 2 Militia Infantry Veterans and three detachments of 3 Earthshaker Cannons.



Point Value 700

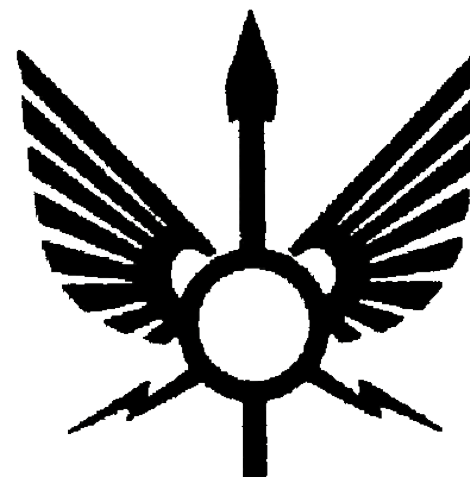


MILITIA EARTHSHAKER CANNON COMPANY

Break Point 5: The Militia Earthshaker Cannon Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Infantry	10	9+	1/0	Lascarbine	15/25	1	0	Rapid Fire
Earthshaker Cannon	-	5+	1/0	Earthshaker Cannon [HM, Dmg+1]	25-240	B2	-3	Immobile



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

MILITIA MEDUSA SIEGE GUN COMPANY

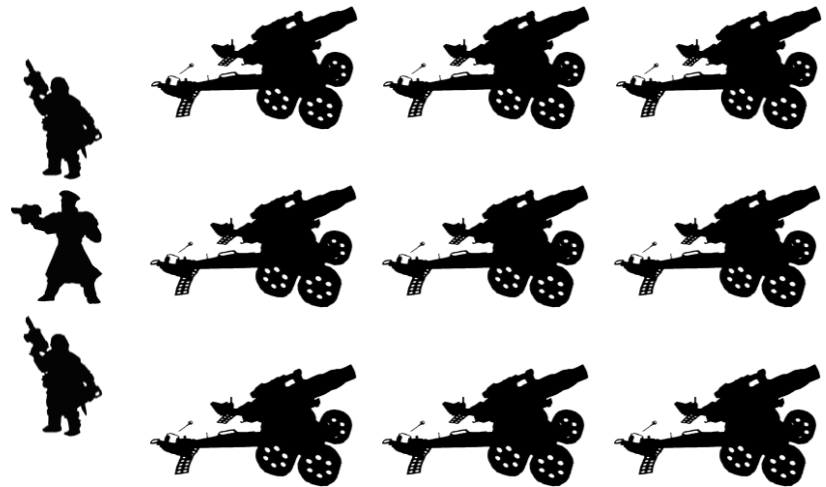
The Militia Medusa Siege Gun Company consists of one command detachment of 1 Company Command, 2 Militia Infantry Veterans and three detachments of 3 Medusa Siege Guns.

Command

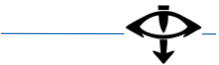
Medusa
Detachment

Medusa
Detachment

Medusa
Detachment



Point Value 600



MILITIA MEDUSA SIEGE GUN COMPANY

Break Point 5: The Militia Medusa Siege Gun Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Infantry	10	9+	1/0	Lascarbine	15/25	1	0	Rapid Fire
Imperialis Medusa Siege Gun	-	5+	1/0	Medusa Siege Gun [HM, Dmg+1]	35-125	B2	-4	Immobile



Victory Points 6

Your opponent gains 3 VPs when this Company is broken