

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED  
TRANSPORT

ONE AUXILIA TERCIO  
Nine Dracosan Armored Transports



Point Value 450



AUXILIA DRACOSIAN ARMORED  
TRANSPORT

**Break Point +5:** The Dracosian Armored Transports adds +5 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL 1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	



Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED  
TRANSPORT

ONE AUXILIA GRAND TERCIO  
Sixteen Dracosan Armored Transports



Point Value 850



AUXILIA DRACOSIAN ARMORED  
TRANSPORT

**Break Point +8:** The Dracosian Armored Transports adds +8 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL 1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	



Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED  
TRANSPORT

ONE VELETARIS STORM TERCIO  
Five Dracosan Armored Transports



Point Value 250



AUXILIA DRACOSIAN ARMORED  
TRANSPORT

**Break Point +3:** The Dracosian Armored Transports adds +3 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	



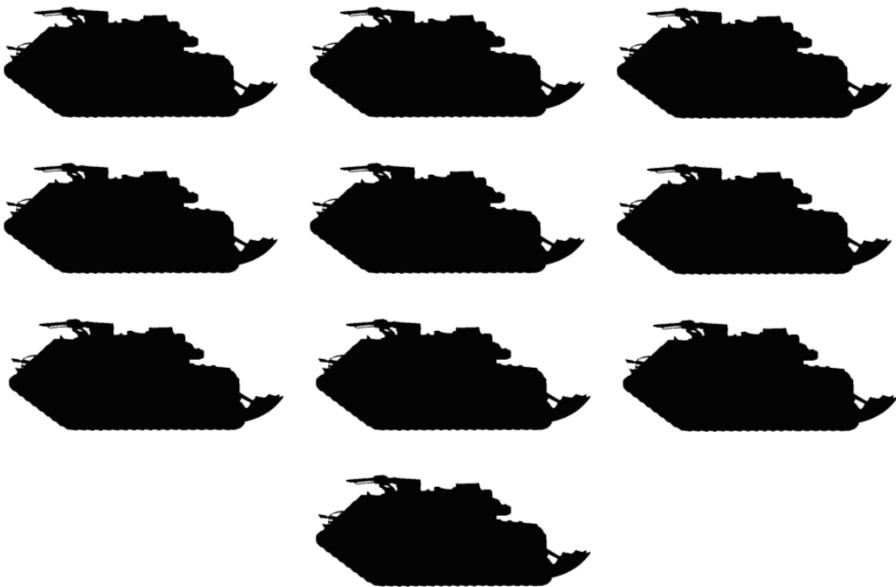
Victory Points +3


Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL


AUXILIA DRACOSIAN ARMORED  
TRANSPORT

ONE VELETARIS STORM GRAND TERCIO  
Nine Dracosan Armored Transports





Point Value 450



AUXILIA DRACOSIAN ARMORED  
TRANSPORT

**Break Point +5:** The Dracosian Armored Transports adds +5 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	



Victory Points +5  
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED  
TRANSPORT

ONE AUXILIA TERCIO SECTION  
Three Dracosan Armored Transports



Point Value 150



AUXILIA DRACOSIAN ARMORED  
TRANSPORT

**Break Point +2:** The Dracosian Armored Transports adds +2 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED  
TRANSPORT

ONE AUXILIA GRAND TERCIO SECTION  
Five Dracosan Armored Transports



Point Value 250



AUXILIA DRACOSIAN ARMORED  
TRANSPORT

**Break Point +3:** The Dracosian Armored Transports adds +3 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED  
TRANSPORT

ONE VELETARIS STORM TERCIO SECTION  
Two Dracosan Armored Transports



Point Value 100



AUXILIA DRACOSIAN ARMORED  
TRANSPORT

**Break Point +1:** The Dracosian Armored Transports adds +1 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	



Victory Points +1

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED  
TRANSPORT

ONE VELETARIS STORM GRAND TERCIO SECTION  
Three Dracosan Armored Transports



Point Value 150



AUXILIA DRACOSIAN ARMORED  
TRANSPORT

**Break Point +2:** The Dracosian Armored Transports adds +2 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	



Victory Points +2

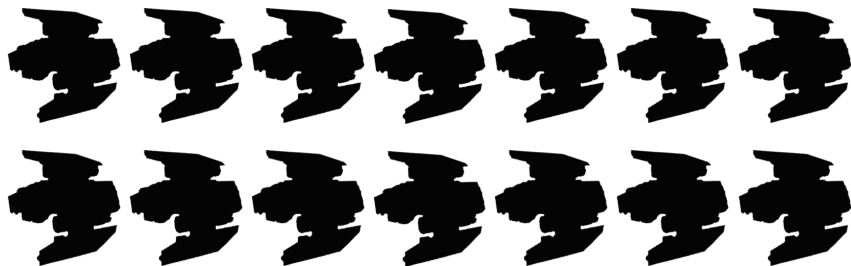
Your opponent gains +1 VP when attached formation is broken



TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE AUXILIA TERCIO  
Fourteen Arvus Lighter Orbital Shuttles



Point Value 600



AUXILIA 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 6+:** The Auxilia 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



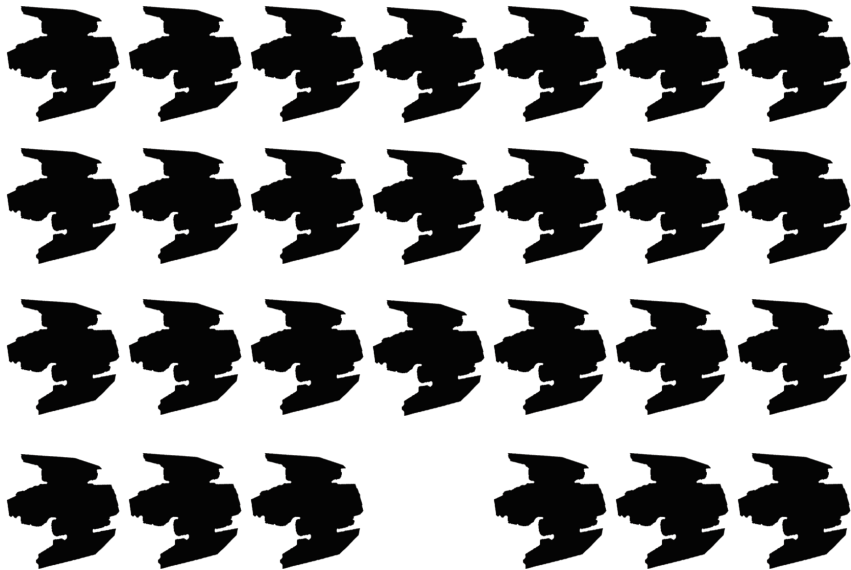
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE AUXILIA GRAND TERCIO  
Twenty Seven Arvus Lighter Orbital Shuttles



Point Value 1150



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +14:** The Arvus Lighter Orbital Shuttles adds +14 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defense	25	2	-1	[TR3]



Victory Points +12

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE VELETARIS STORM TERCIO  
Eight Arvus Lighter Orbital Shuttles



Point Value 350



AUXILIA 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 6+:** The Auxilia 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3]



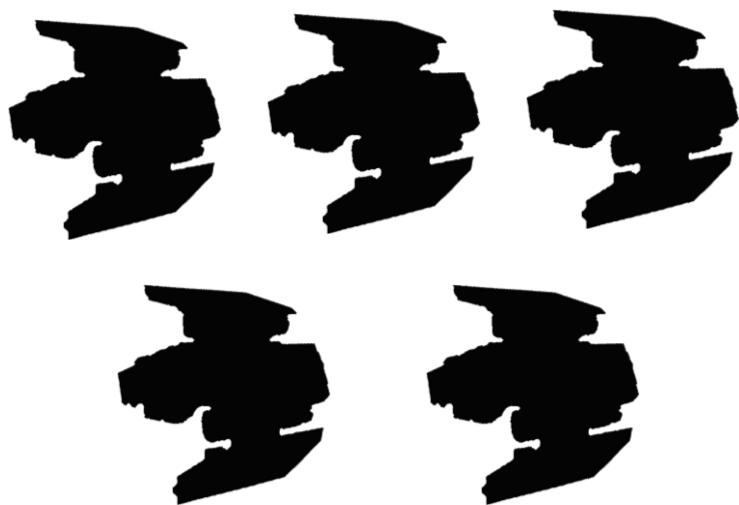
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE AUXILIA TERCIO SECTION  
Five Arvus Lighter Orbital Shuttles



Point Value 200



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +3:** The Arvus Lighter Orbital Shuttles adds +3 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3]



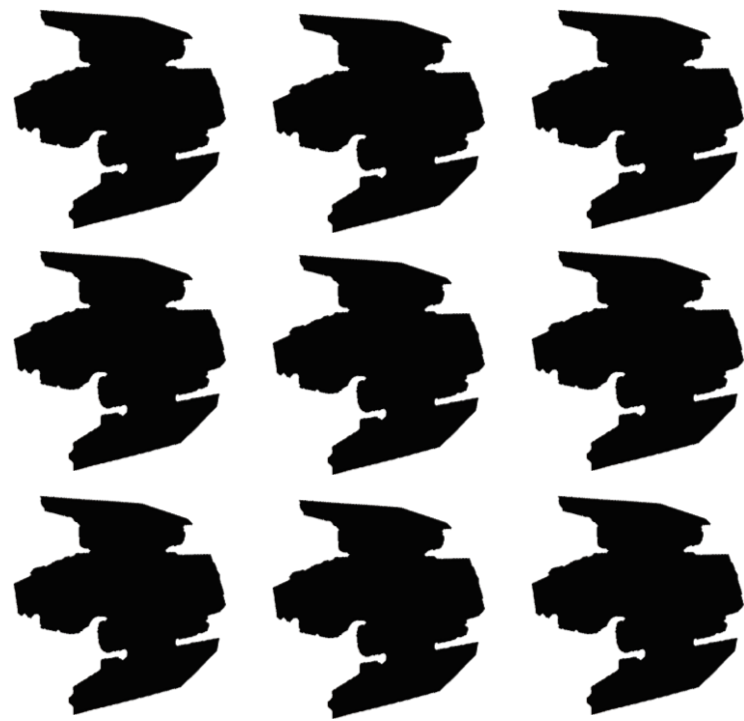
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE AUXILIA GRAND TERCIO SECTION  
Nine Arvus Lighter Orbital Shuttles



Point Value 400



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +5:** The Arvus Lighter Orbital Shuttles adds +5 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3]



Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE VELETARIS STORM TERCIO SECTION  
Three Arvus Lighter Orbital Shuttles



Point Value 150



AUXILIA 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 6+:** The Auxilia 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE VELETARIS STORM GRAND TERCIO SECTION  
Five Arvus Lighter Orbital Shuttles



Point Value 200



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +3:** The Arvus Lighter Orbital Shuttles adds +3 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE VELETARIS STORM GRAND TERCIO  
Fifteen Arvus Lighter Orbital Shuttles



Point Value 650



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

**Break Point +8:** The Arvus Lighter Orbital Shuttles adds +8 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3]



Victory Points +7

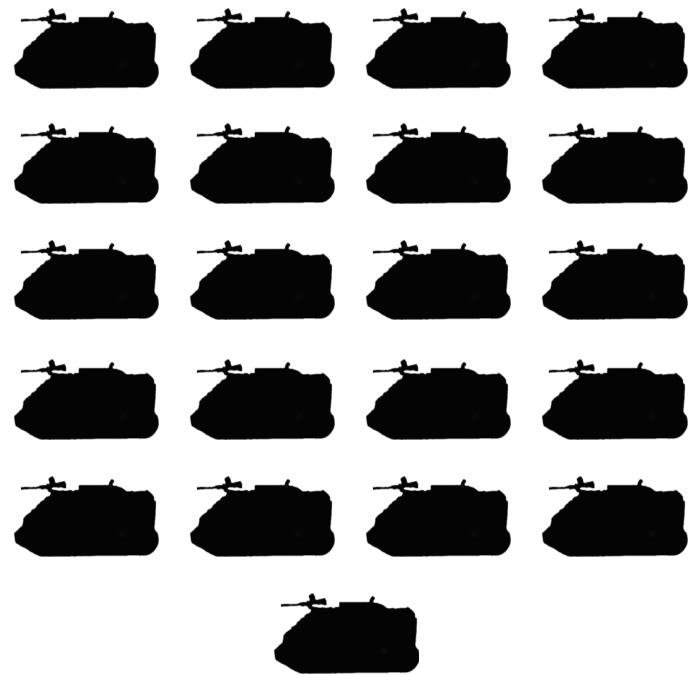
Your opponent gains +4 VP when attached formation is broken



TRANSPORT POOL

AUXILIA AUROX ARMORED  
TRANSPORT

ONE AUXILIA TERCIO  
Twenty One Aurox Armored Transports



Point Value 600



AUXILIA AUROX ARMORED  
TRANSPORT

**Break Point +11:** The Aurox Armored Transports adds +11 to the break point of the formation it is added to.

**Morale Value 6+:** Auxilia 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



Victory Points +6


Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL


AUXILIA AUROX ARMORED  
TRANSPORT

ONE AUXILIA GRAND TERCIO  
Fourty Aurox Armored Transports





Point Value 1150



AUXILIA AUROX ARMORED  
TRANSPORT

**Break Point +20:** The Aurox Armored Transports adds +20 to the break point of the formation it is added to.

**Morale Value 6+:** Auxilia 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



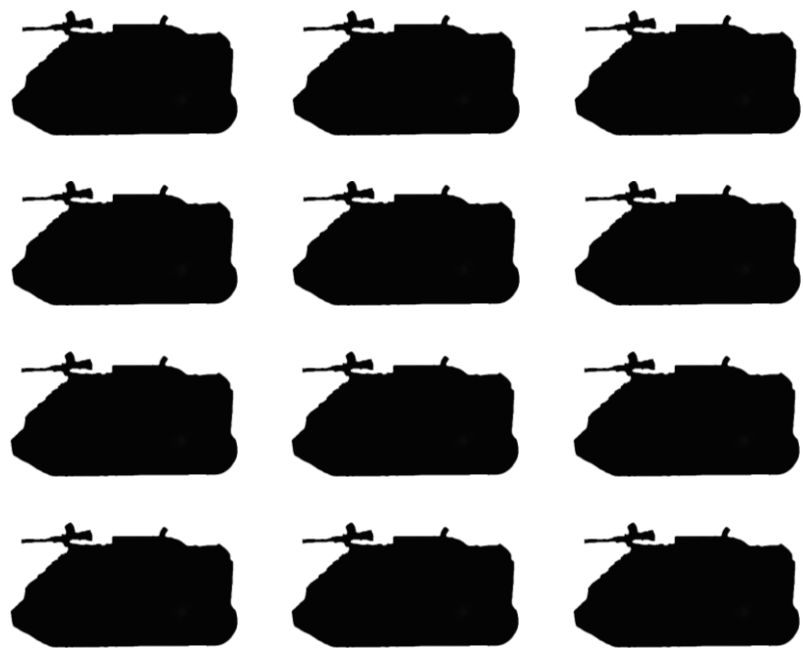
Victory Points +12

Your opponent gains +6 VP when attached formation is broken

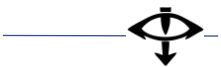
TRANSPORT POOL

AUXILIA AUROX ARMORED  
TRANSPORT

ONE VELETARIS STORM TERCIO  
Twelve Aurox Armored Transports



Point Value 350



AUXILIA 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 6+:** Auxilia 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



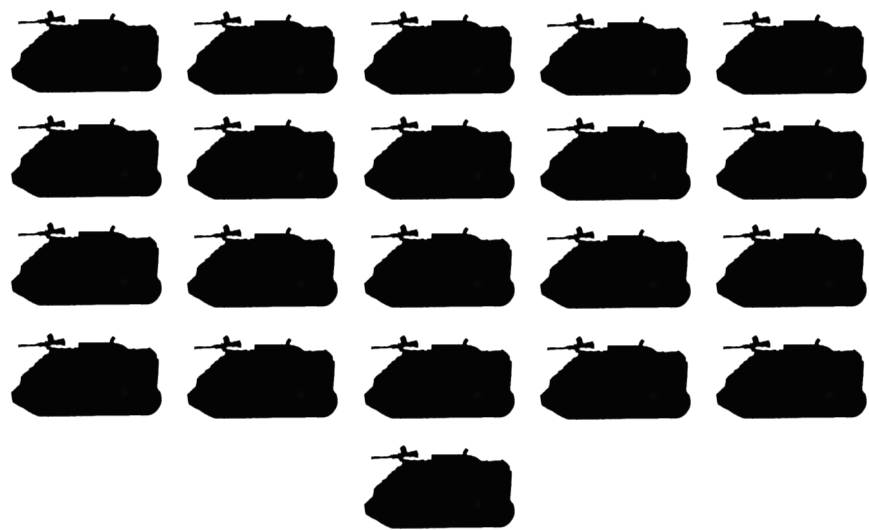
Victory Points +4

Your opponent gains +4 VP when attached formation is broken

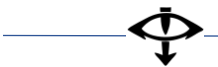
TRANSPORT POOL

AUXILIA AUROX ARMORED  
TRANSPORT

ONE VELETARIS STORM GRAND TERCIO  
Twenty One Aurox Armored Transports



Point Value 600



AUXILIA AUROX ARMORED  
TRANSPORT

**Break Point +11:** The Aurox Armored Transports adds +11 to the break point of the formation it is added to.

**Morale Value 6+:** Auxilia 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



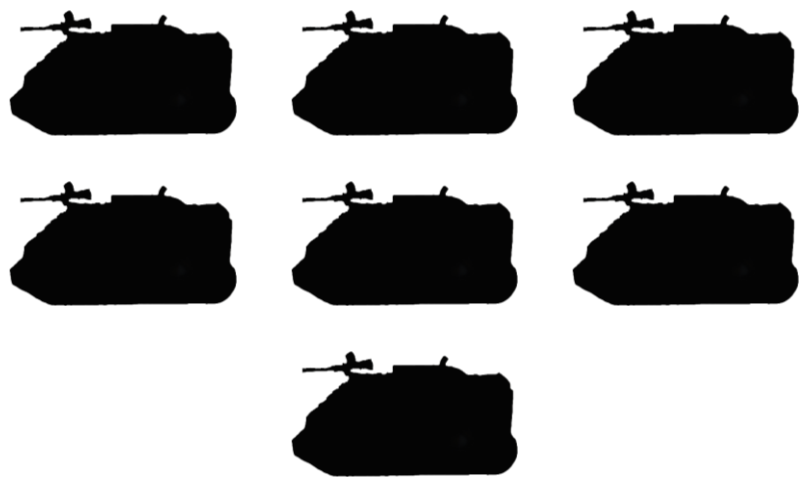
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA AUROX ARMORED  
TRANSPORT

ONE AUXILIA TERCIO SECTION  
Seven Aurox Armored Transports



Point Value 200



AUXILIA AUROX ARMORED  
TRANSPORT

**Break Point +4:** The Aurox Armored Transports adds +4 to the break point of the formation it is added to.

**Morale Value 6+:** Auxilia 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
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

AUXILIA AUROX ARMORED  
TRANSPORT

ONE AUXILIA GRAND TERCIO SECTION  
Thirteen Aurox Armored Transports



Point Value 400



AUXILIA AUROX ARMORED  
TRANSPORT

**Break Point +7:** The Aurox Armored Transports adds +7 to the break point of the formation it is added to.

**Morale Value 6+:** Auxilia 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
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

AUXILIA AUROX ARMORED  
TRANSPORT

ONE VELETARIS STORM TERCIO SECTION  
Four Aurox Armored Transports



Point Value 100



AUXILIA 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 6+:** Auxilia 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
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

AUXILIA AUROX ARMORED  
TRANSPORT

ONE VELETARIS STORM GRAND TERCIO SECTION  
Seven Aurox Armored Transports



Point Value 200



AUXILIA AUROX ARMORED  
TRANSPORT

**Break Point +4:** The Aurox Armored Transports adds +4 to the break point of the formation it is added to.

**Morale Value 6+:** Auxilia 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
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



Victory Points +2

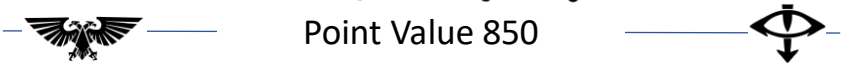
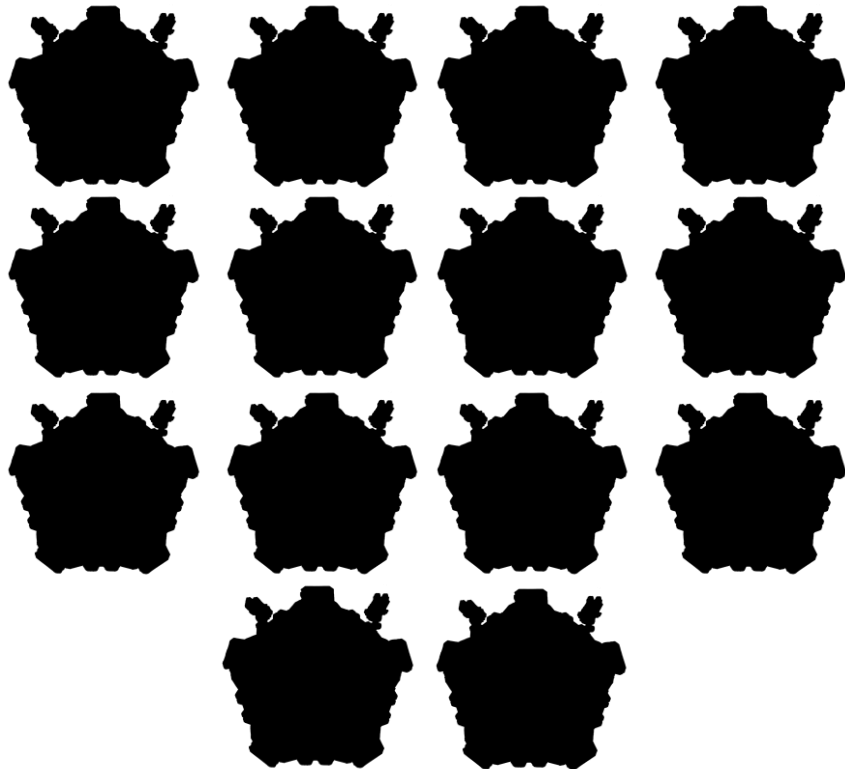
Your opponent gains +1 VP when attached formation is broken



TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT  
DRILL

ONE AUXILIA TERCIO  
Fourteen Termite Assault Drills



Point Value 850

AUXILIA PATTERN TERMITE ASSAULT  
DRILL

**Break Point +7:** The Termites add +7 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
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.



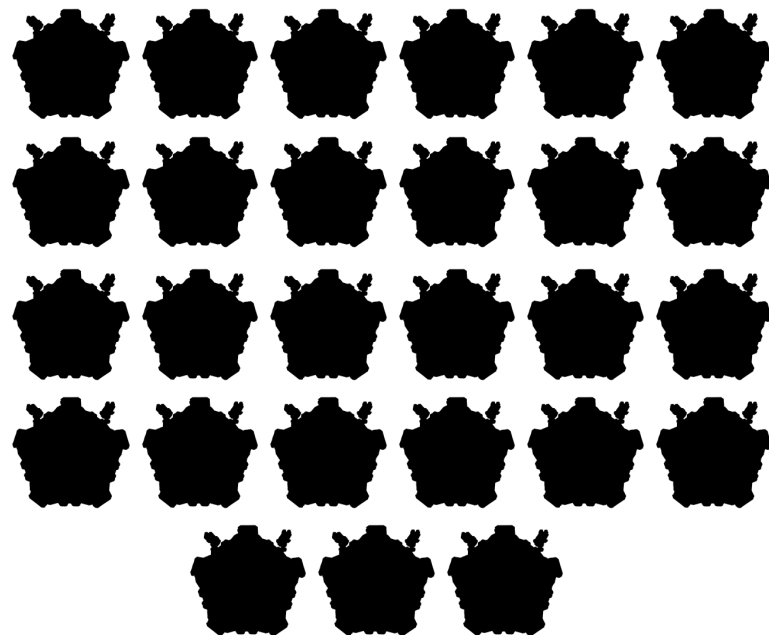
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT  
DRILL

ONE AUXILIA GRAND TERCIO  
Twenty Seven Termite Assault Drills



Point Value 1650



AUXILIA PATTERN TERMITE ASSAULT  
DRILL

**Break Point +14:** The Termites add +14 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
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

AUXILIA PATTERN TERMITE ASSAULT  
DRILL

ONE VELETARIS STORM TERCIO  
Eight Termite Assault Drills



Point Value 500



AUXILIA PATTERN TERMITE ASSAULT  
DRILL

**Break Point +4:** The Termites add +4 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
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.



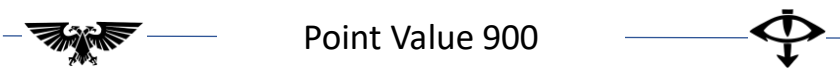
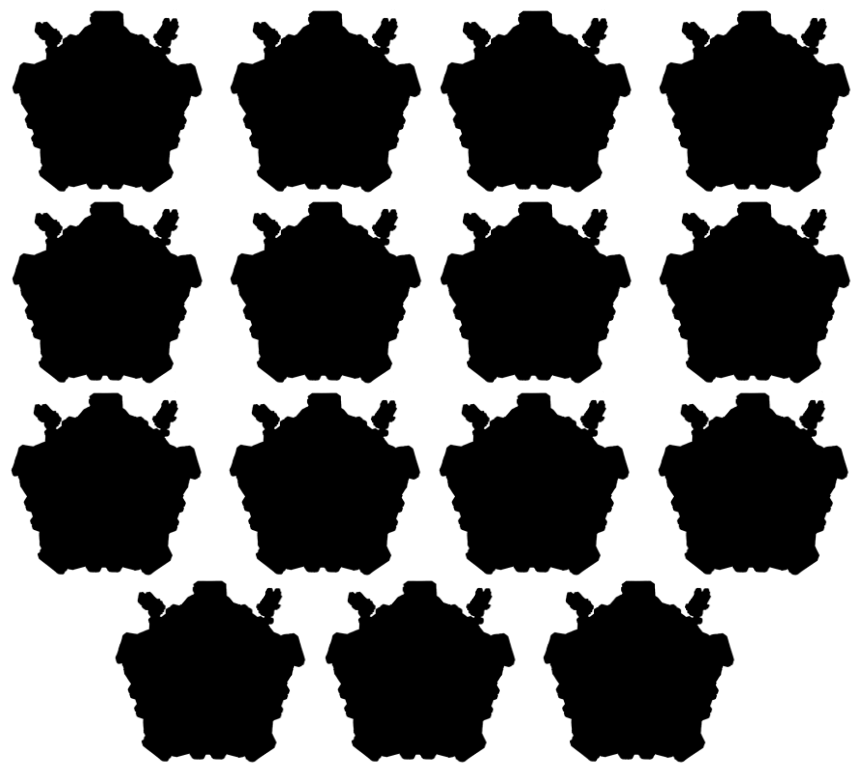
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT  
DRILL

ONE VELETARIS STORM GRAND TERCIO  
Fifteen Termite Assault Drills



Point Value 900

AUXILIA PATTERN TERMITE ASSAULT  
DRILL

**Break Point +8:** The Termites add +8 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
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.



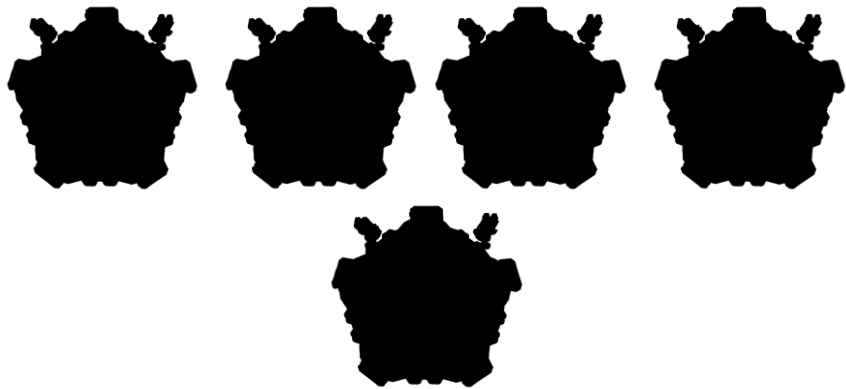
Victory Points +9


Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL


AUXILIA PATTERN TERMITE ASSAULT  
DRILL

ONE AUXILIA TERCIO SECTION  
Five Termite Assault Drills





Point Value 300



AUXILIA PATTERN TERMITE ASSAULT  
DRILL

**Break Point +3:** The Termites add +3 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
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.

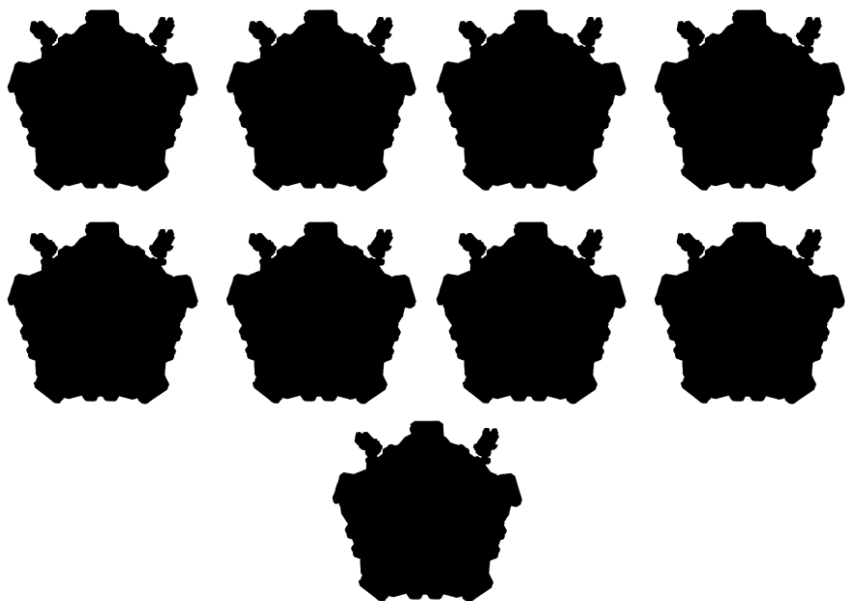


**Victory Points +3**  
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT  
DRILL

ONE AUXILIA GRAND TERCIO SECTION  
Nine Termite Assault Drills



Point Value 550



AUXILIA PATTERN TERMITE ASSAULT  
DRILL

**Break Point +5:** The Termites add +5 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
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

AUXILIA PATTERN TERMITE ASSAULT  
DRILL

ONE VELETARIS STORM TERCIO SECTION  
Three Termite Assault Drills



Point Value 200



AUXILIA PATTERN TERMITE ASSAULT  
DRILL

**Break Point +2:** The Termites add +2 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
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

AUXILIA PATTERN TERMITE ASSAULT  
DRILL

ONE VELETARIS STORM GRAND TERCIO SECTION  
Five Termite Assault Drills



Point Value 300



AUXILIA PATTERN TERMITE ASSAULT  
DRILL

**Break Point +3:** The Termites add +3 to the break point of the formation it is added to.

**Morale Value 6+:** The Auxilia 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
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