IMPERIUS DOMINATUS

GRAND COMPANY CARDS

V 1.4

SOLAR AUXILIA GENRAL RULES
(FACTION VALUE 400)

Army to Hit Value is: 7+

- **Disciplined Fire**. Infantry Elements gain +1 to-hit bonus on first fire orders

- **Close Formation fighting**. Infantry elements gain +1 bonus to hit in close combat if they are defending terrain (stationary on ff orders)

- **Hold the Line**. Solar Auxilia formations receive +1 bonus to morale checks when occupying defensive structures (fortifications) and +1 bonus to morale checks to remove suppression.

- **Super Heavy Command tanks**. Elements within 25cms of a super heavy command tank gain +1 bonus to morale checks

- **Artillery Tactics**. +1 bonus to artillery fire support table versus structures and +1 bonus to damage table versus structures by artillery fire.

- **Leadership Tactics**. Solar Auxilia player gains +1 bonus to the leader replacement table.

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

This symbol means the element is a level 2 commander [HQ2] for that Company Card (mainly used in non infantry formations).

AUXILIA LASRIFLE GRAND TERCIO

The Auxilia Lasrifle Grand Tercio consists of one command detachment of 1 Legate stand and 4 Veteran Auxiliaries and three detachments of 1 Troop Master and 24 Auxiliary stands.

Command	Lasrifle Detachment	Lasrifle Detachment	Lasrifle Detachment
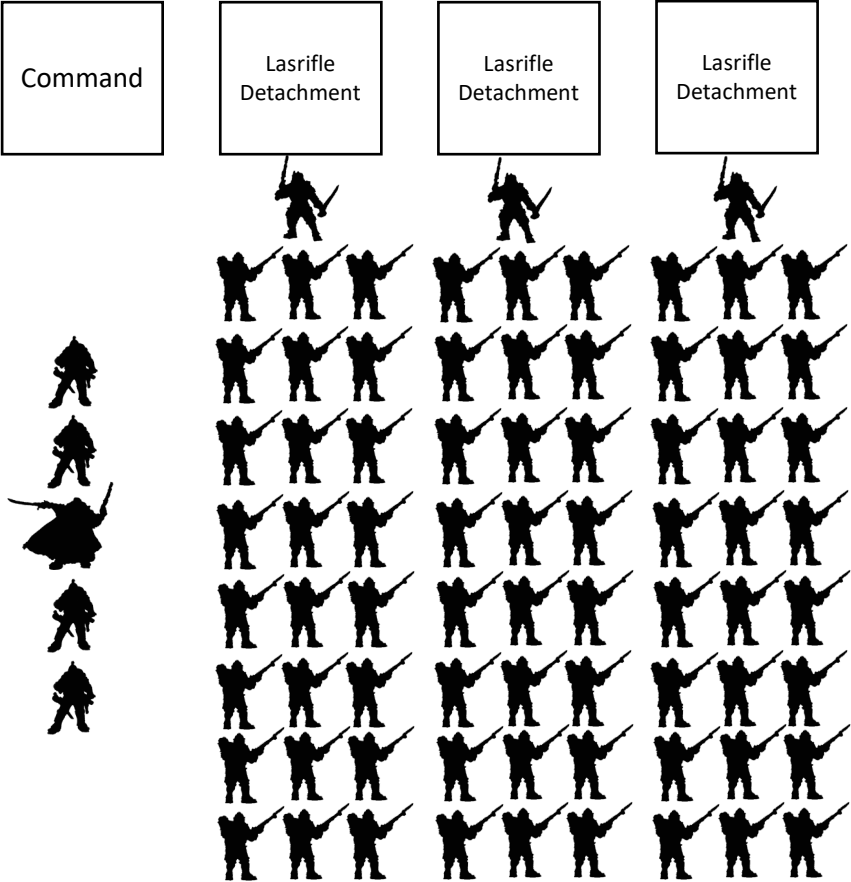
Point Value 1150

AUXILIA LASRIFLE GRAND TERCIO

Break Point 40: The Auxilia Lasrifle Grand Tercio is broken if it has lost 40 stands either the, Legate, Troop masters, or Auxiliary stands. Once the Company is broken each Detachment must take a Morale check.

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.

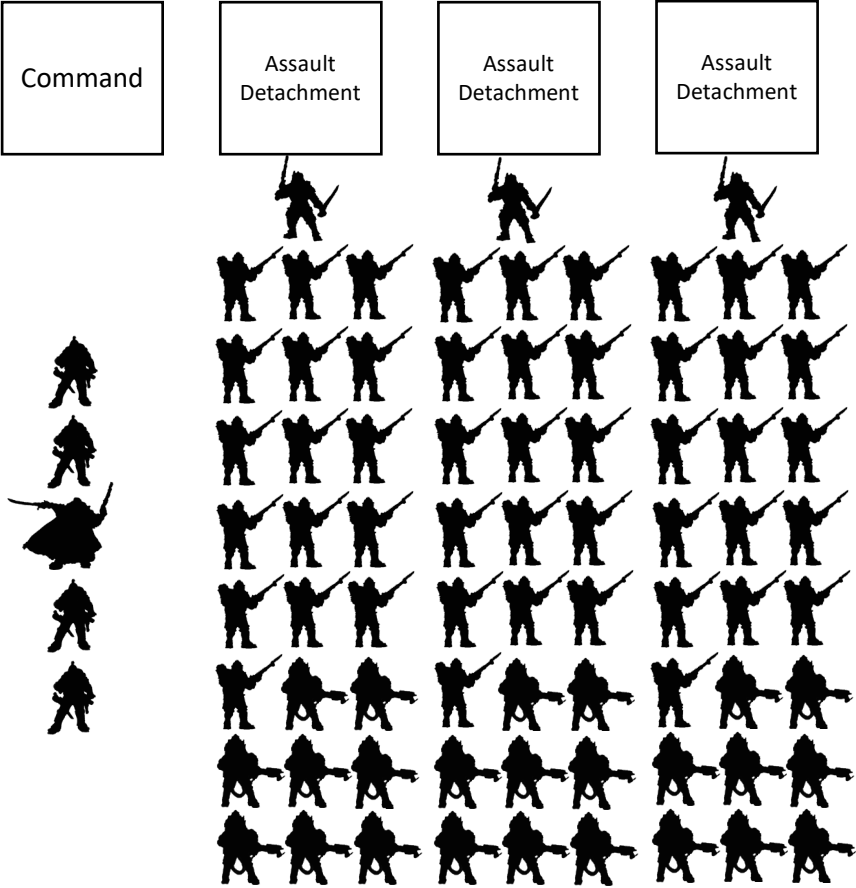| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Troop Master	10	7+	3/-2	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	

Victory Points 12
Your opponent gains 6 VPs when this Company is broken

AUXILIA ASSAULT GRAND TERCIO

The Auxilia Assault Grand Tercio consists of one command detachment of 1 Legate stand and 4 Veteran Auxiliaries and three detachments of 1 Troop Master and 16 Auxiliary and 8 Auxiliary Flamer stands.

Command	Assault Detachment	Assault Detachment	Assault Detachment

Point Value 1250

AUXILIA ASSALT GRAND TERCIO

Break Point 40: The Auxilia Assault Grand Tercio is broken if it has lost 40 stands either the, Legate, Troop masters, or Auxiliary stands. Once the Company is broken each Detachment must take a Morale check.

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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Troop Master	10	7+	3/-2	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	
Auxilia (Flamers)	10	6+	1/0	Flamers [FW]	10	2	0	

Victory Points 13
Your opponent gains 7 VPs when this Company is broken

VELETARIS STORM GRAND TERCIO

The Veletaris Storm Grand Tercio consists of one command detachment of 1 Legate stand and 4 Veteran Veletaris Storm stands and three detachments of 1 Veletari Prime and 12 Veletaris Storm stands.

Command	Veletaris Detachment	Veletaris Detachment	Veletaris Detachment
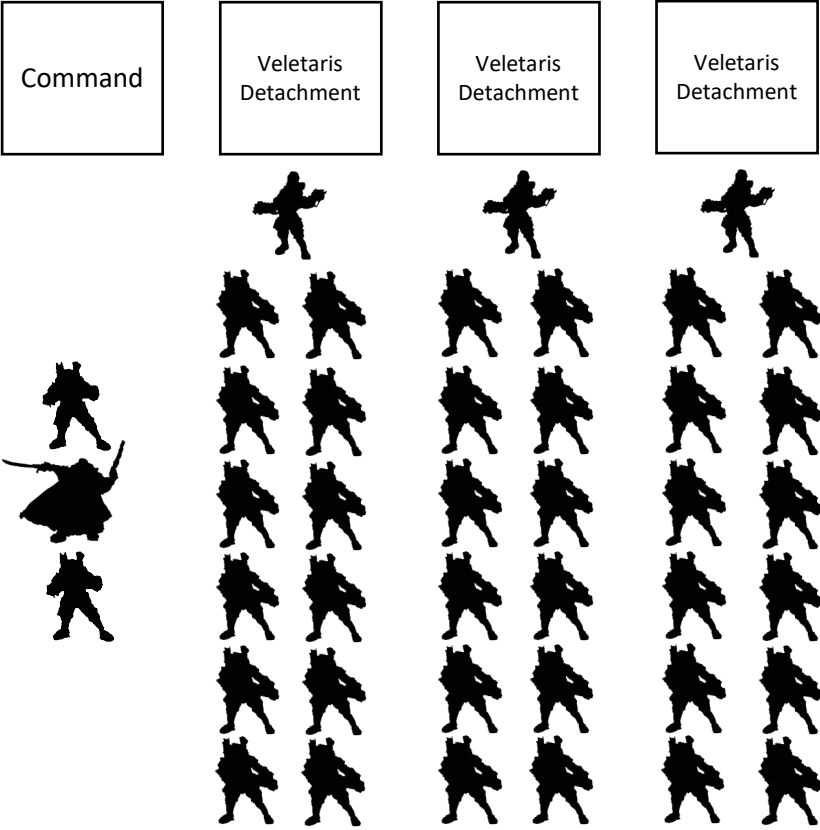
Point Value 950

Break Point 22: The Veletaris Storm Grand Tercio is broken if it has lost 22 stands either the, Legate, Veletari Prime, or Veletaris Storm stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.
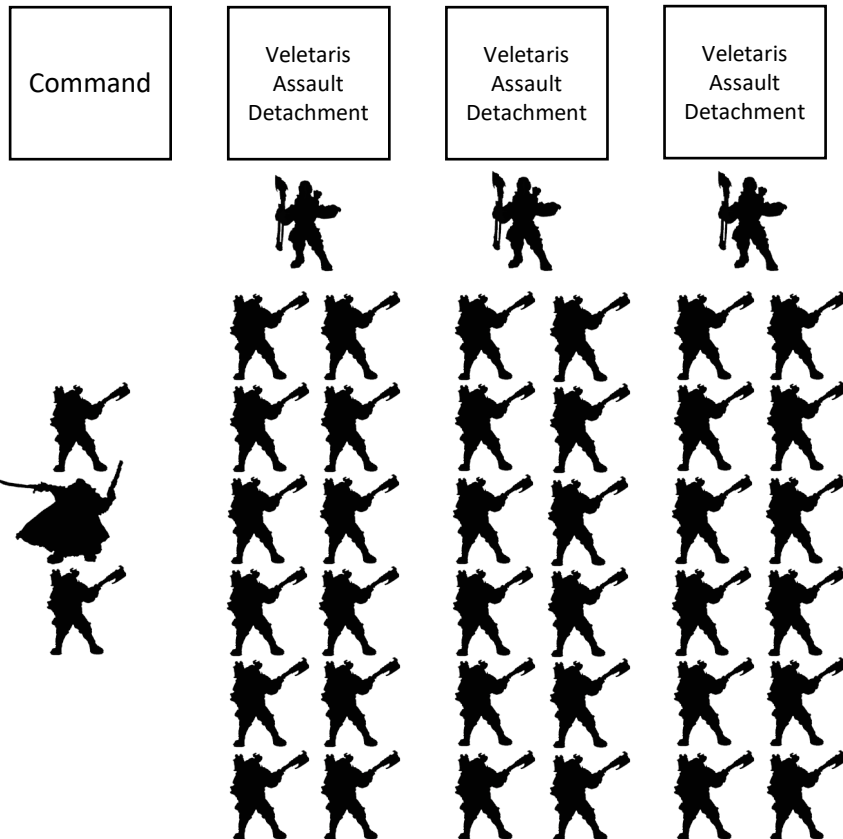
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Veletaris Storm (Prime)	10	6+	3/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
Veletaris Storm	10	6+	1/0	Volkite Charger [A,VK]	20	2	-1	

Victory Points 10
Your opponent gains 5 VPs when this Company is broken

VELETARIS STORM ASSAULT GRAND TERCIO

The Veletaris Storm Assault Grand Tercio consists of one command detachment of 1 Legate stand and 4 Veteran Veletaris Assault Storm stands and three detachments of 1 Veletari Prime and 12 Veletaris Storm Assault stands.

| Command | Veletaris Assault Detachment | Veletaris Assault Detachment | Veletaris Assault Detachment |

Point Value 750

Break Point 22: The Veletaris Storm Assault Grand Tercio is broken if it has lost 22 stands either the, Legate, Veletari Prime, or Veletaris Storm Assault stands. Once the Company is broken each Detachment must take a Morale check.

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

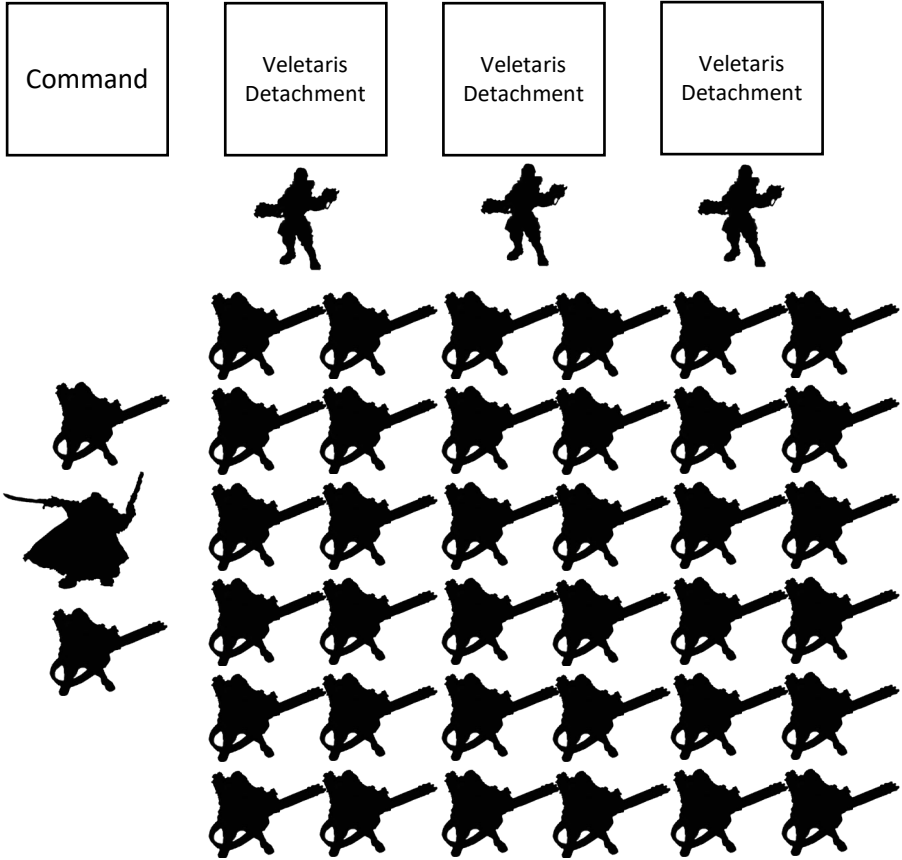| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Veletaris Storm (Prime)	10	6+	3/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
Veletaris Storm Assault	10	6+	2/-1	CC Weapons	-	-	-	

Victory Points 8
Your opponent gains 4 VPs when this Company is broken

VELETARIS STORM SUPPORT GRAND TERCIO

The Veletaris Storm Support Grand Tercio consists of one command detachment of 1 Legate stand and 4 Veteran Veletaris Support Storm stands and three detachments of 1 Veletari Prime and 12 Veletaris Storm Support stands.

Command	Veletaris Detachment	Veletaris Detachment	Veletaris Detachment

Point Value 1150

VELETARIS STORM SUPPORT GRAND TERCIO

Break Point 22: The Veletaris Storm Support Grand Tercio is broken if it has lost 22 stands either the, Legate, Veletari Prime, or Veletaris Storm Support stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris 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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Veletaris Storm (Prime)	10	6+	3/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
Veletaris Storm Support	10	6+	1/0	Rotor Cannon	20/30	4	0	

Victory Points 12
Your opponent gains 6 VPs when this Company is broken

VELETARIS STORM BATTLE GRAND TERCIO

The Veletaris Storm Battle Grand Tercio consists of one command detachment of 1 Legate stand and 4 Veteran Veletaris Storm stands and three detachments of 1 Veletari Prime and 12 Veletaris Storm, Support or Assault stands.

| Command | Veletaris Detachment | Veletaris Assault Detachment | Veletaris Support Detachment |
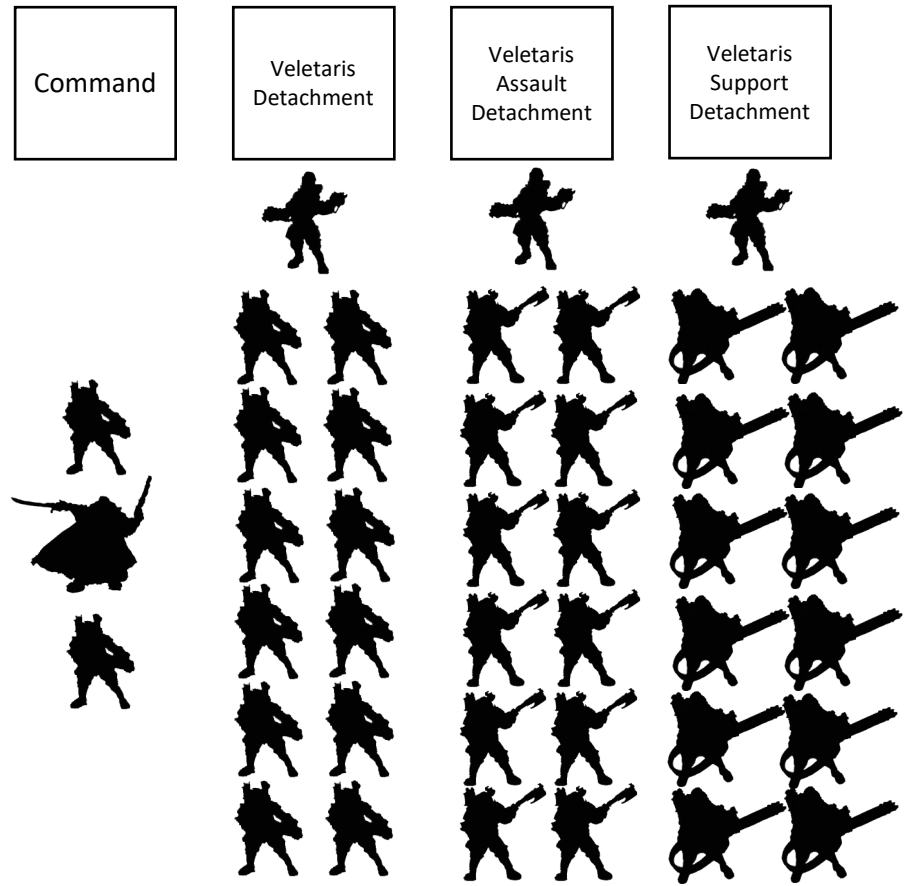
Point Value 950

VELETARIS STORM BATTLE GRAND TERCIO

Break Point 22: The Veletaris Storm Battle Grand Tercio is broken if it has lost 22 stands either the, Legate, Veletari Prime, or Veletaris Storm, Support and Assault stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris 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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Veletaris Storm (Prime)	10	6+	3/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
Veletaris Storm	10	6+	1/0	Volkite Charger [A,VK]	20	2	-1	
Veletaris Storm Assault	10	6+	2/-1	CC Weapons	-	-	-	
Veletaris Storm Support	10	6+	1/0	Rotor Cannon	20/30	4	0	

Victory Points 10
Your opponent gains 5 VPs when this Company is broken

AUXILIA LEMAN RUSS ASSAULT GRAND COMPANY

The Auxilia Leman Russ Assault Grand Company consists of one command detachment of 1 Leman Russ Demolisher and three detachments of 6 Leman Russ Demolishers, Incinerators or Executioner Tanks.

Command	Demolisher Detachment	Incinerator Detachment	Executioner Detachment

Point Value 1100
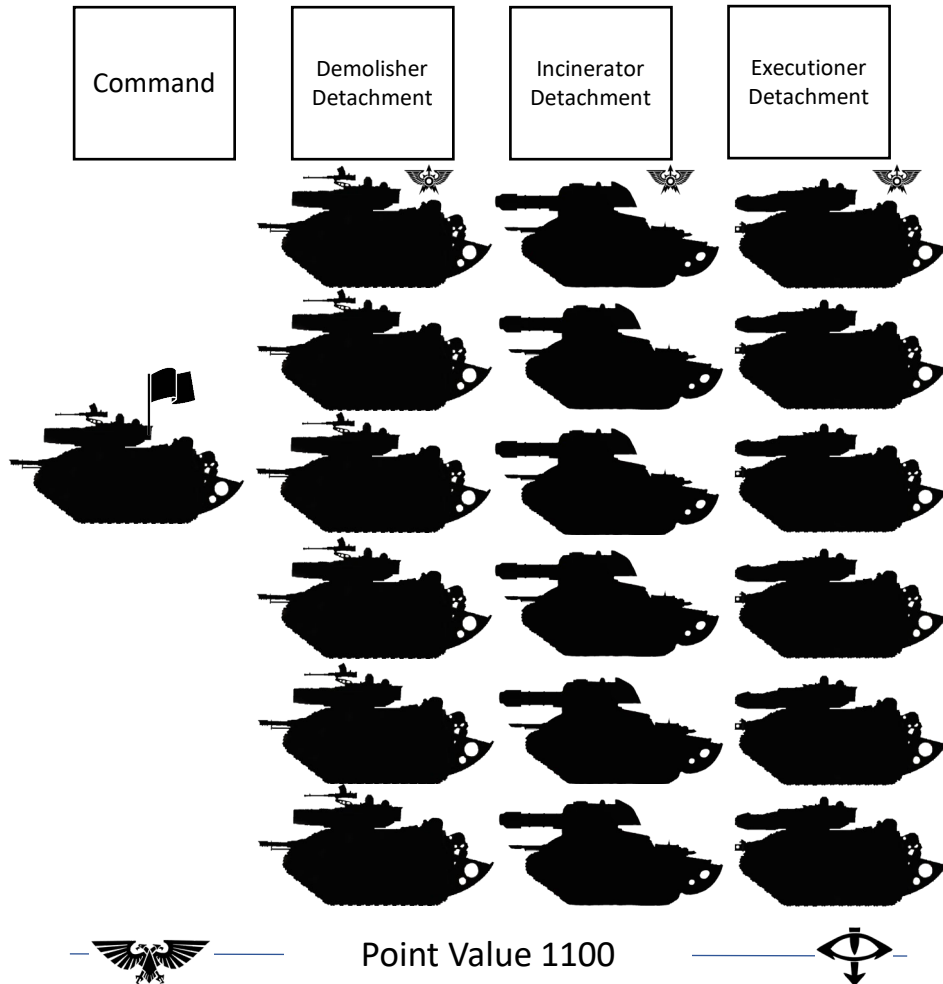
AUXILIA LEMAN RUSS ASSAULT GRAND COMPANY

Break Point 10: The Auxilia Leman Russ Assault Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment must take a Morale check.

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
Leman Russ Command	25	2+	2/-1	Demolisher Cannon [M, Str+2]	25/50	B2	-4	[HQ2], [AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
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	
Leman Russ Incinerator	25	2+	2/-1	TL Volkite Demi-Culverin [VK]	25/50	2TL1	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
Leman Russ Executioner	25	2+	2/-1	Executioner Plasma Cannon	35	3	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 11
Your opponent gains 6 VPs when this Company is broken

AUXILIA LEMAN RUSS BATTLE TANK GRAND COMPANY

The Auxilia Leman Russ Battle Tank Grand Company consists of one command detachment of 1 Leman Russ Battle Tank and three detachments of 6 Leman Russ Battle Tanks.

Command	Battle Tank Detachment	Battle Tank Detachment	Battle Tank Detachment

Point Value 1050

Break Point 10: The Auxilia Leman Russ Battle Tank Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment must take a Morale check.

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
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 11
Your opponent gains 6 VPs when this Company is broken
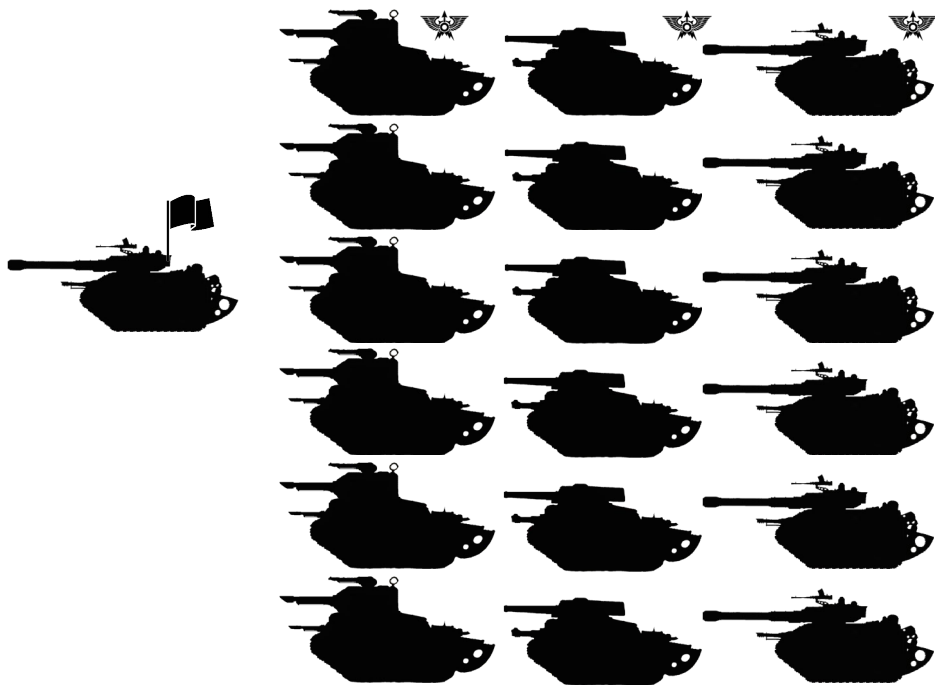
AUXILIA LEMAN RUSS STRIKE GRAND COMPANY

The Auxilia Leman Russ Strike Grand Company consists of one command detachment of 1 Leman Russ Vanquisher and three detachments of 6 Leman Russ Annihilator, Exterminator or Vanquisher Tanks.

Command	Annihilator Detachment	Exterminator Detachment	Vanquisher Detachment

Point Value 1100

Break Point 10: The Auxilia Leman Russ Strike Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment must take a Morale check.

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
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	
Leman Russ Annihilator	25	2+	2/-1	TL Lascannons	25/50	2TL1	-3	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
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	
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 have no short-range band and do not receive the penalty for firing in the long-range band (no -1 to-hit)
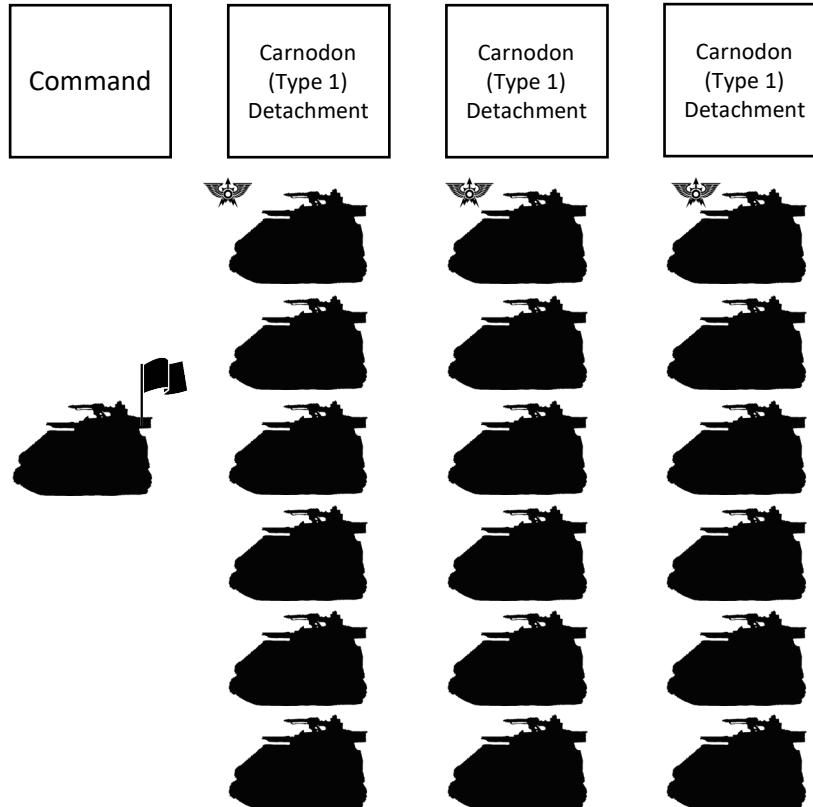
Victory Points 11
Your opponent gains 6 VPs when this Company is broken

AUXILIA CARNODON GRAND COMPANY (TYPE 1)

The Auxilia Carnodon (Type 1) Grand Company consists of one command detachment of 1 Carnodon (Type 1) Tank and three detachments of 6 Carnodon (Type 1) Tanks.

Command	Carnodon (Type 1) Detachment	Carnodon (Type 1) Detachment	Carnodon (Type 1) Detachment

Point Value 1200

AUXILIA CARNODON GRAND COMPANY (TYPE 1)

Break Point 10: The Auxilia Carnodon (Type 1) Grand Company is broken if it has lost 5 models. Once the Company is broken each Detachment must take a Morale check.

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
Carnodon Command	25	3+	2/-1	TL Lascannons	25/50	2TL1	-3	[HQ2], [AG], [RA]
				Lascannon	25/50	2	-3	
				Anti-Personnel	25	2	-1	
Carnodon (Type 1)	25	3+	2/-1	TL Lascannons	25/50	2TL1	-3	[AG], [RA]
				Lascannon	25/50	2	-3	
				Anti-Personnel	25	2	-1	

Victory Points 12
Your opponent gains 6 VPs when this Company is broken

AUXILIA CARNODON GRAND COMPANY (TYPE 2)

The Auxilia Carnodon (Type 2) Grand Company consists of one command detachment of 1 Carnodon (Type 2) Tank and three detachments of 6 Carnodon (Type 2) Tanks.

Command	Carnodon (Type 2) Detachment	Carnodon (Type 2) Detachment	Carnodon (Type 2) Detachment
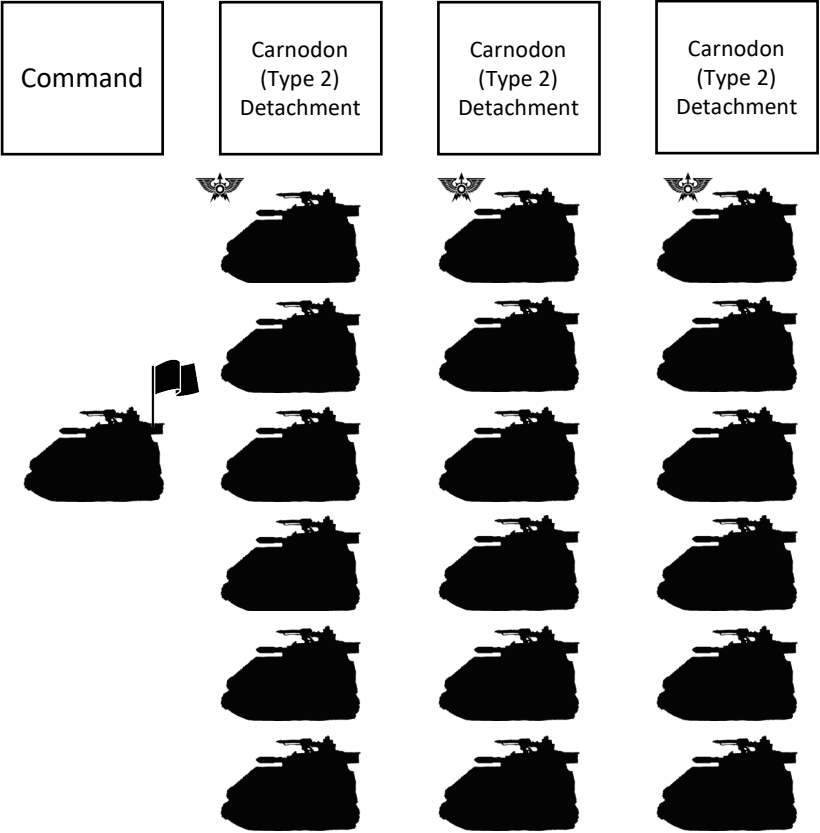
Point Value 1250

AUXILIA CARNODON GRAND COMPANY (TYPE 2)

Break Point 10: The Auxilia Carnodon (Type 2) Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment must take a Morale check.

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
Carnodon Command	25	3+	2/-1	Volkite Culverin [VK]	25/50	2TL1	-2	[HQ2], [AG], [RA]
				Anti-Personnel	25	6	-1	
Carnodon (Type 2)	25	3+	2/-1	Volkite Culverin [VK]	25/50	2TL1	-2	[AG], [RA]
				Anti-Personnel	25	6	-1	

Victory Points 13
Your opponent gains 7 VPs when this Company is broken

AUXILIA CARNODON GRAND COMPANY (TYPE 3)

The Auxilia Carnodon (Type 3) Grand Company consists of one command detachment of 1 Carnodon (Type 3) Tank and three detachments of 6 Carnodon (Type 3) Tanks.

| Command | Carnodon (Type 3) Detachment | Carnodon (Type 3) Detachment | Carnodon (Type 3) Detachment |
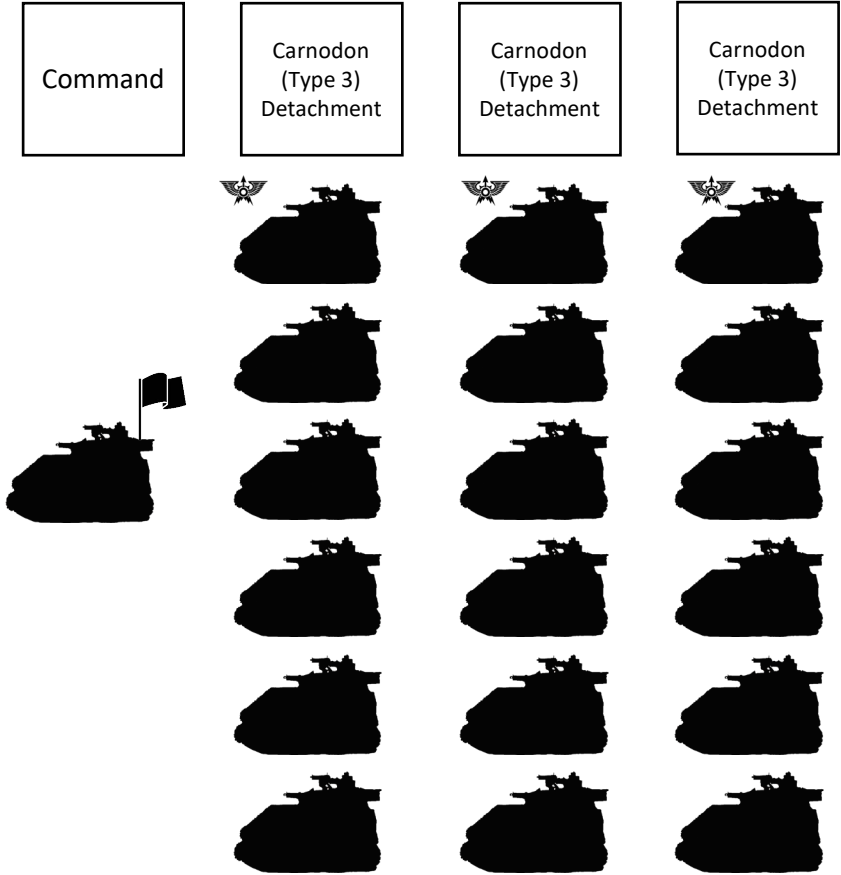
Point Value 1150

AUXILIA CARNODON GRAND COMPANY (TYPE 3)

Break Point 10: The Auxilia Carnodon (Type 3) Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment must take a Morale check.

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
Carnodon Command	25	3+	2/-1	Anti-Personnel	25	8	-1	[HQ2], [AG], [RA]
Carnodon (Type 3)	25	3+	2/-1	Anti-Personnel	25	8	-1	[AG], [RA]

Victory Points 12
Your opponent gains 6 VPs when this Company is broken

AUXILIA CARNODON STRIKE GRAND COMPANY

The Auxilia Carnodon Strike Grand Company consists of one command detachment of 1 Carnodon (Type) Tank and three detachments of 6 Carnodon (Type 1, 2 or 3) Tanks.

Command	Carnodon (Type 1) Detachment	Carnodon (Type 2) Detachment	Carnodon (Type 3) Detachment

Point Value 1200

AUXILIA CARNODON STRIKE GRAND COMPANY

Break Point 10: The Auxilia Carnodon Strike Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment must take a Morale check.

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
Carnodon Command	25	+	2/-1	TL Lascannons	25/50	2TL1	-3	[HQ2], [AG], [RA]
				Lascannon	25/50	2	-3	
				Anti-Personnel	25	2	-1	
Carnodon (Type 1)	25	3+	2/-1	TL Lascannons	25/50	2TL1	-3	[AG], [RA]
				Lascannon	25/50	2	-3	
				Anti-Personnel	25	2	-1	
Carnodon (Type 2)	25	3+	2/-1	Volkite Culverin [VK]	25/50	2TL1	-2	[AG], [RA]
				Anti-Personnel	25	6	-1	
Carnodon (Type 3)	25	3+	2/-1	Anti-Personnel	25	8	-1	[AG], [RA]

Victory Points 12
Your opponent gains 6 VPs when this Company is broken

AUXILIA MALCADOR HEAVY TANK GRAND COMPANY (TYPE 1)

The Auxilia Malcador Heavy Tank (Type 1) Grand Company consists of one command detachment of 1 Malcador Heavy (Type 1) Tank and two detachments of 6 Malcador Heavy (Type 1) Tanks.

| Command | Malcador (Type 1) Detachment | Malcador (Type 1) Detachment |

Point Value 850

AUXILIA MALCADOR HEAVY TANK GRAND COMPANY (TYPE 1)

Break Point 5: The Auxilia Malcador Heavy Tank (Type 1) Grand Company is broken if it has lost 5 models. Once the Company is broken each Detachment must take a Morale check.

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
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 9
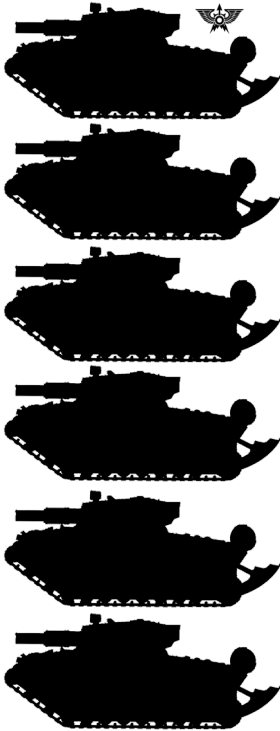Your opponent gains 5 VPs when this Company is broken

AUXILIA MALCADOR HEAVY TANK GRAND COMPANY (TYPE 2)

The Auxilia Malcador Heavy Tank (Type 2) Grand Company consists of one command detachment of 1 Malcador Heavy (Type 2) Tank and two detachments of 6 Malcador Heavy (Type 2) Tanks.
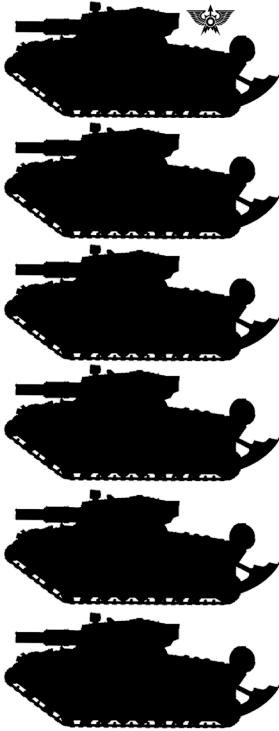
Command	Malcador (Type 2) Detachment	Malcador (Type 2) Detachment

Point Value 850

Break Point 5: The Auxilia Malcador Heavy Tank (Type 2) Grand Company is broken if it has lost 5 models. Once the Company is broken each Detachment must take a Morale check.

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
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 9
Your opponent gains 5 VPs when this Company is broken

AUXILIA BANEBLADE SUPER HEAVY BATTLE TANK GRAND COMPANY

The Auxilia Baneblade Super Heavy Battle Tank Grand Company consists of one command detachment of 1 Baneblade Super Heavy Tank and two detachments of 3 Baneblade Super Heavy Battle Tanks.

Command	Baneblade Detachment	Baneblade Detachment
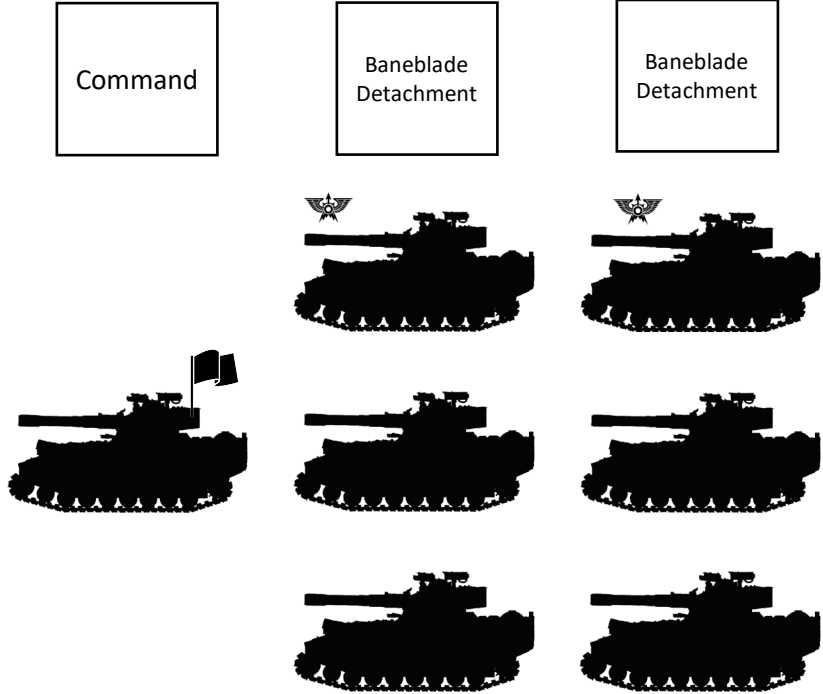
Point Value 950

AUXILIA BANEBLADE SUPER HEAVY BATTLE TANK GRAND COMPANY

Break Point 4: The Auxilia Baneblade Super Heavy Battle Tank Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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
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 10
Your opponent gains 5 VPs when this Company is broken

AUXILIA SHADOWSWORD SUPER HEAVY TANK GRAND COMPANY

The Auxilia Shadowsword Super Heavy Tank Grand Company consists of one command detachment of 1 Shadowsword Super Heavy Tank and two detachments of 3 Shadowsword Super Heavy Tanks.
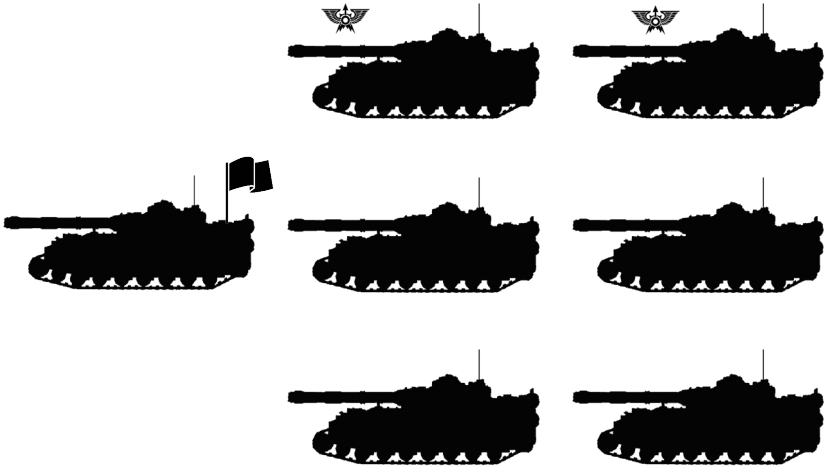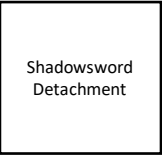
Command	Shadowsword Detachment	Shadowsword Detachment

Point Value 900

Break Point 4: The Auxilia Shadowsword Super Heavy Tank Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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
Shadowsword Command	15	2+	4/-3	Volcano Cannon [HM, Dmg+3]	60/120	B2	-6	[HQ2], [DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	
Shadowsword	15	2+	4/-3	Volcano Cannon [HM, Dmg+3]	35/70	B3	-3	[DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 9
Your opponent gains 5 VPs when this Company is broken

AUXILIA STORMBLADE SUPER HEAVY TANK GRAND COMPANY (TYPE 1)

The Auxilia Stormblade Super Heavy Tank (Type 1) Grand Company consists of one command detachment of 1 Stormblade Super Heavy Tank (Type 1) and two detachments of 3 Stormblade Super Heavy Tanks (Type 1).

Command	Stormblade (Type 1) Detachment	Stormblade (Type 1) Detachment

Point Value 850

AUXILIA STORMBLADE SUPER HEAVY TANK GRAND COMPANY (TYPE 1)

Break Point 4: The Auxilia Stormblade Super Heavy Tank (Type 1) Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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
Stormblade Command	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB2	-2	[HQ2], [DR3], [AG]
				Plasma Blastgun Overload [M, Dmg+2]	50/100	B4	-4	
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	
Stormblade (Type 1)	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB2	-2	[DR3], [AG]
				Plasma Blastgun Overload [M, Dmg+2]	50/100	B4	-4	
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 9

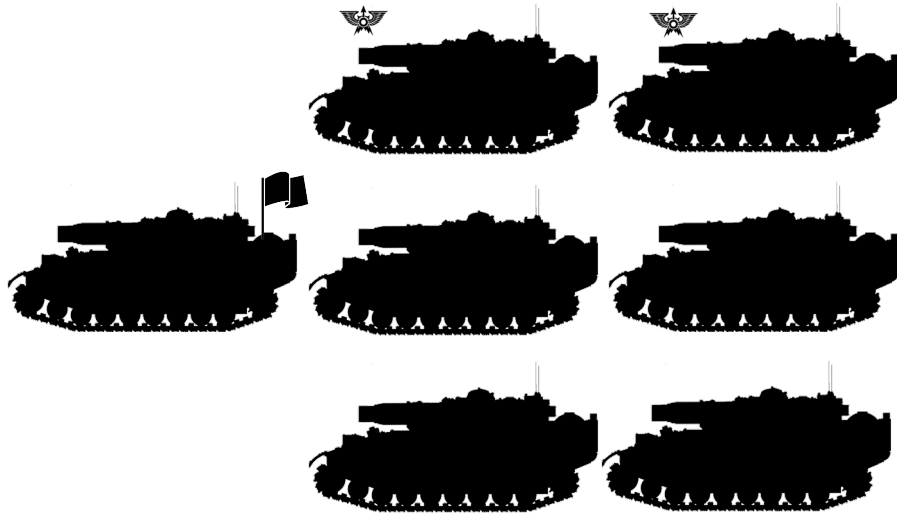Your opponent gains 5 VPs when this Company is broken

AUXILIA STORMBLADE SUPER HEAVY TANK GRAND COMPANY (TYPE 2)

The Auxilia Stormblade Super Heavy Tank (Type 2) Grand Company consists of one command detachment of 1 Stormblade Super Heavy Tank (Type 2) and two detachments of 3 Stormblade Super Heavy Tanks (Type 2).

Command	Stormblade (Type 2) Detachment	Stormblade (Type 2) Detachment

Point Value 850

Break Point 4: The Auxilia Stormblade Super Heavy Tank (Type 2) Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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
Stormblade Command	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB2	-2	[HQ2], [DR3], [AG]
				Plasma Blastgun Overload [M, Dmg+2]	50/100	B4	-4	
				2x Lascannons	25/50	2	-3	
				Heavy Flamer [FW]	10	6	-1	
Stormblade (Type 2)	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB2	-2	[DR3], [AG]
				Plasma Blastgun Overload [M, Dmg+2]	50/100	B4	-4	
				2x Lascannons	25/50	2	-3	
				Heavy Flamer [FW]	10	6	-1	

Victory Points 9
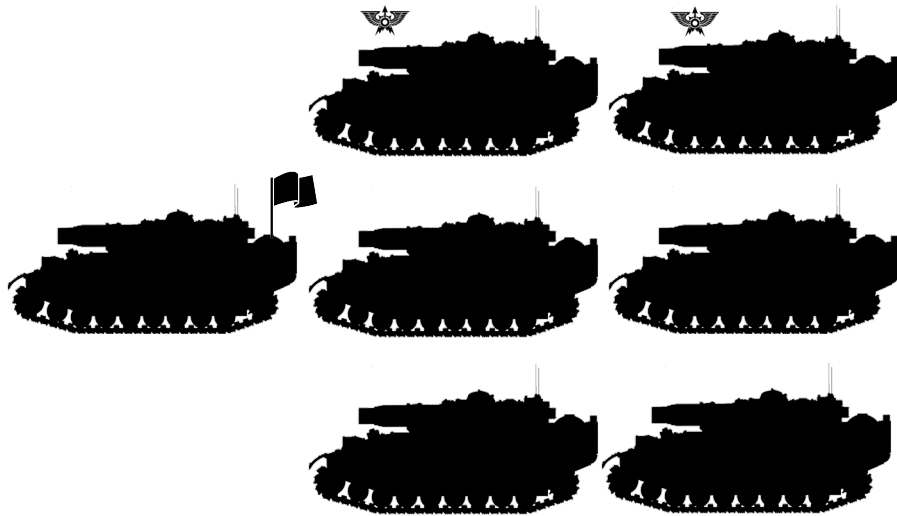Your opponent gains 5 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK GRAND COMPANY (TYPE 1)

The Auxilia Stormhammer Super Heavy Tank (Type 1) Grand Company consists of one command detachment of 1 Stormhammer Super Heavy Tank (Type 1) and two detachments of 3 Stormhammer Super Heavy Tanks (Type 1).

| Command | Stormhammer (Type 1) Detachment | Stormhammer (Type 1) Detachment |

Point Value 1100

AUXILIA STORMHAMMER SUPER HEAVY TANK GRAND COMPANY (TYPE 1)

Break Point 4: The Auxilia Stormhammer Super Heavy Tank (Type 1) Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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
Stormhammer Command	15	2+	4/-3	Stormhammer Cannon	30/60	B2	-4	[HQ2], [DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1xB1	-2	
				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	30/60	B2	-4	[DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1xB1	-2	
				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. Ignores TSM penalty from incoming shots in rear arc.

Victory Points 11
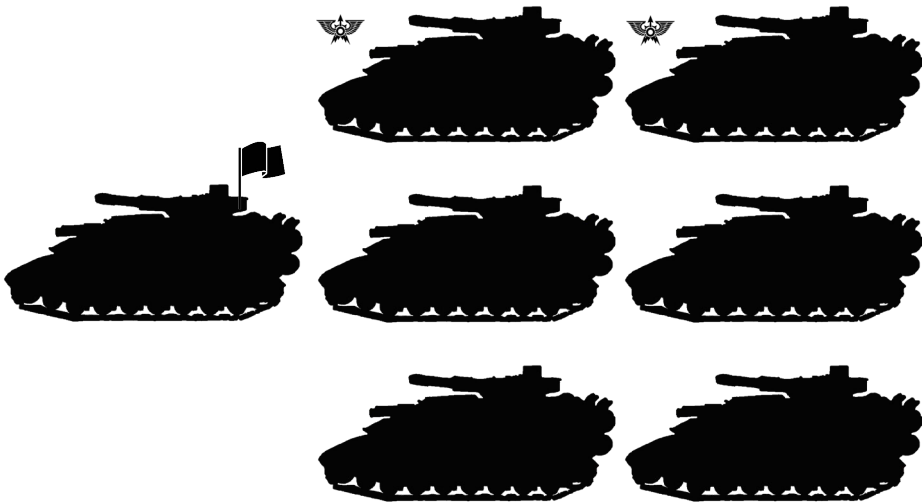Your opponent gains 6 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK GRAND COMPANY (TYPE 2)

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

Command	Stormhammer (Type 2) Detachment	Stormhammer (Type 2) Detachment

Point Value 1100

AUXILIA STORMHAMMER SUPER HEAVY TANK GRAND COMPANY (TYPE 2)

Break Point 4: The Auxilia Stormhammer Super Heavy Tank (Type 2) Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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
Stormhammer Command	15	2+	4/-3	Stormhammer Cannon	30/60	B2	-4	[HQ2], [DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1xB1	-2	
				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	30/60	B2	-4	[DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1xB1	-2	
				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. Ignores TSM penalty from incoming shots in rear arc.
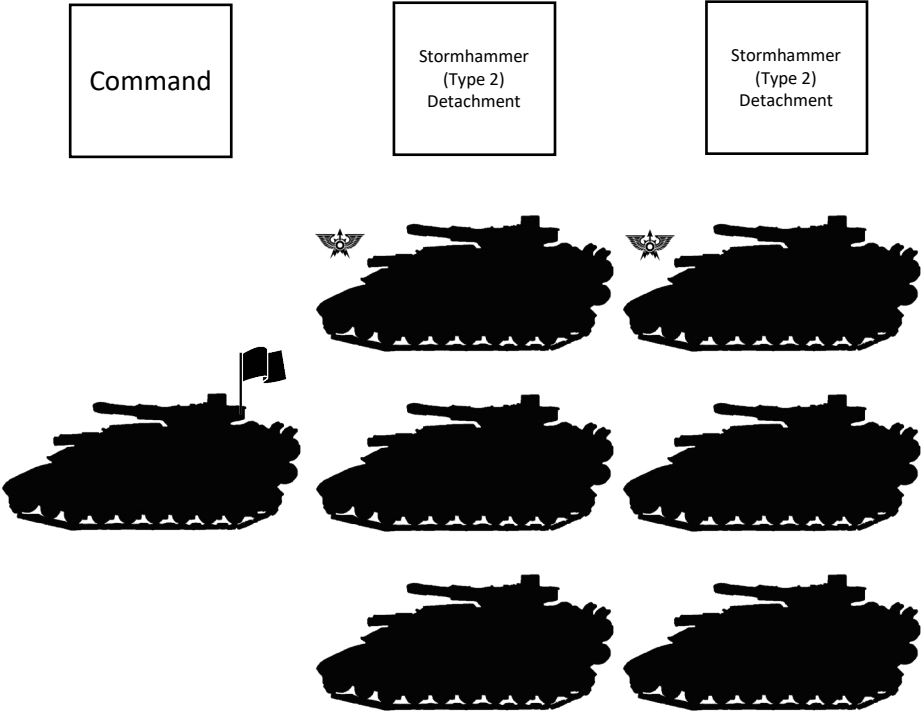
Victory Points 11
Your opponent gains 6 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK GRAND COMPANY (TYPE 3)

The Auxilia Stormhammer Super Heavy Tank (Type 3) Grand Company consists of one command detachment of 1 Stormhammer Super Heavy Tank (Type 3) and two detachments of 3 Stormhammer Super Heavy Tanks (Type 3).

Command	Stormhammer (Type 3) Detachment	Stormhammer (Type 3) Detachment

Point Value 1150

Break Point 4: The Auxilia Stormhammer Super Heavy Tank (Type 3) Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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
Stormhammer Command	15	2+	4/-3	Stormhammer Cannon	30/60	B2	-4	[HQ2], [DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1xB1	-2	
				7x Lascannons	25/50	7	-3	
				Anti-Personnel	25	4	-1	
Stormhammer (Type 3)	15	2+	4/-3	Stormhammer Cannon	30/60	B2	-4	[DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1xB1	-2	
				7x Lascannons	25/50	7	-3	
				Anti-Personnel	25	4	-1	

* The Stormhammer Cannon causes suppression as artillery and has +1 bonus to-hit due to targeters. Ignores TSM penalty from incoming shots in rear arc.

Victory Points 12
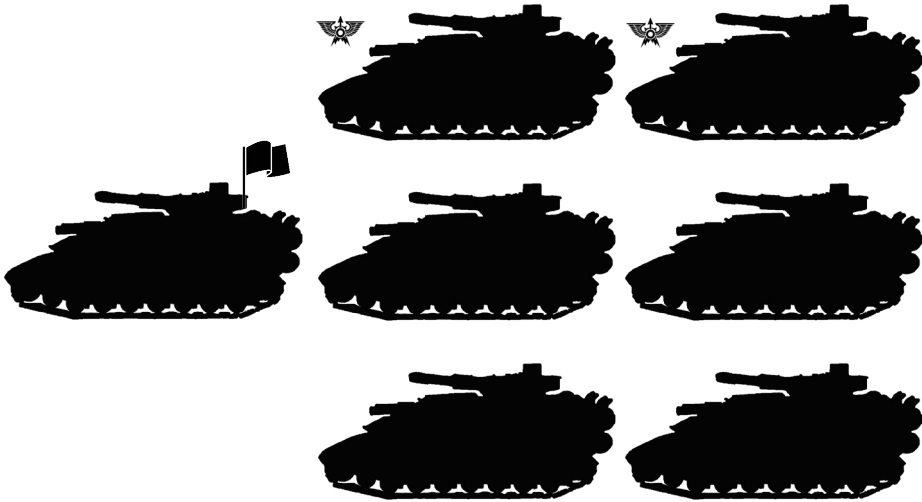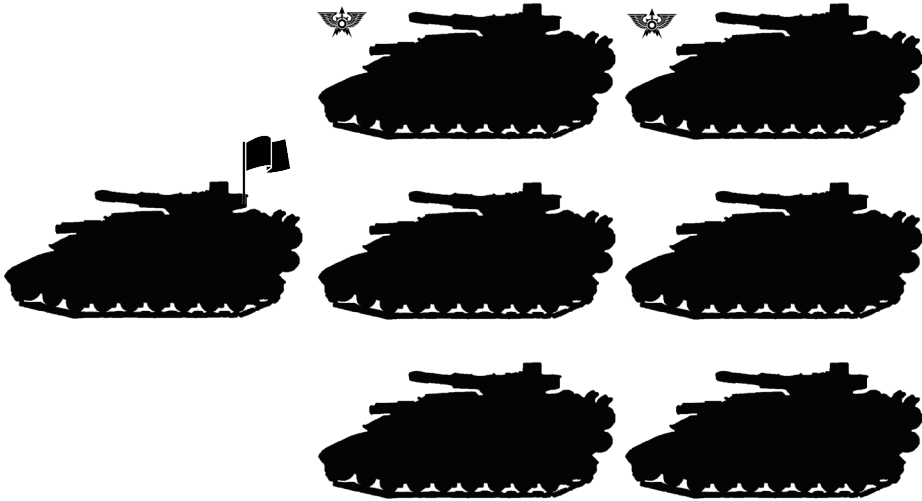Your opponent gains 6 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK GRAND COMPANY (TYPE 4)

The Auxilia Stormhammer Super Heavy Tank (Type 4) Grand Company consists of one command detachment of 1 Stormhammer Super Heavy Tank (Type 4) and two detachments of 3 Stormhammer Super Heavy Tanks (Type 4).

Command	Stormhammer (Type 4) Detachment	Stormhammer (Type 4) Detachment

Point Value 1150

AUXILIA STORMHAMMER SUPER HEAVY TANK GRAND COMPANY (TYPE 4)

Break Point 4: The Auxilia Stormhammer Super Heavy Tank (Type 4) Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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
Stormhammer Command	15	2+	4/-3	Stormhammer Cannon	30/60	B2	-4	[HQ2], [DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1xB1	-2	
				7x Lascannons	25/50	7	-3	
				Flamer Weapons [FW]	10	4	-1	
Stormhammer (Type 4)	15	2+	4/-3	Stormhammer Cannon	30/60	B2	-4	[DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1xB1	-2	
				7x Lascannons	25/50	7	-3	
				Heavy Flamer [FW]	10	4	-1	

* The Stormhammer Cannon causes suppression as artillery and has +1 bonus to-hit due to targeters. Ignores TSM penalty from incoming shots in rear arc.
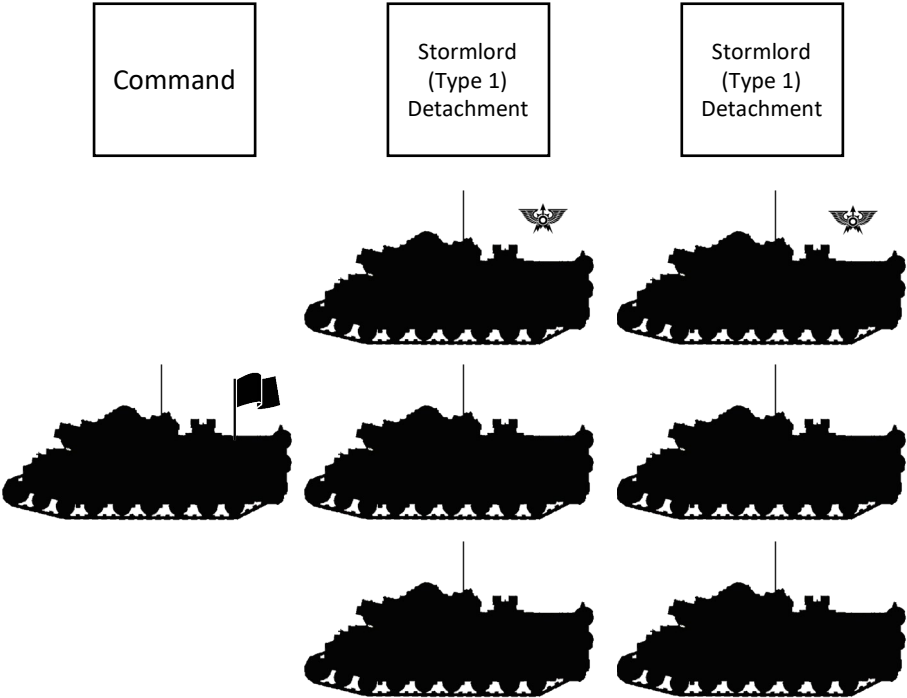
Victory Points 12
Your opponent gains 6 VPs when this Company is broken

AUXILIA STORMLORD SUPER HEAVY TANK GRAND COMPANY (TYPE 1)

The Auxilia Stormlord Super Heavy Tank (Type 1) Grand Company consists of one command detachment of 1 Stormlord Super Heavy Tank (Type 1) and two detachments of 3 Stormlord Super Heavy Tanks (Type 1).

| Command | Stormlord (Type 1) Detachment | Stormlord (Type 1) Detachment |

Point Value 1000

AUXILIA STORMLORD SUPER HEAVY TANK GRAND COMPANY (TYPE 1)

Break Point 4: The Auxilia Stormlord Super Heavy Tank (Type 1) Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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.

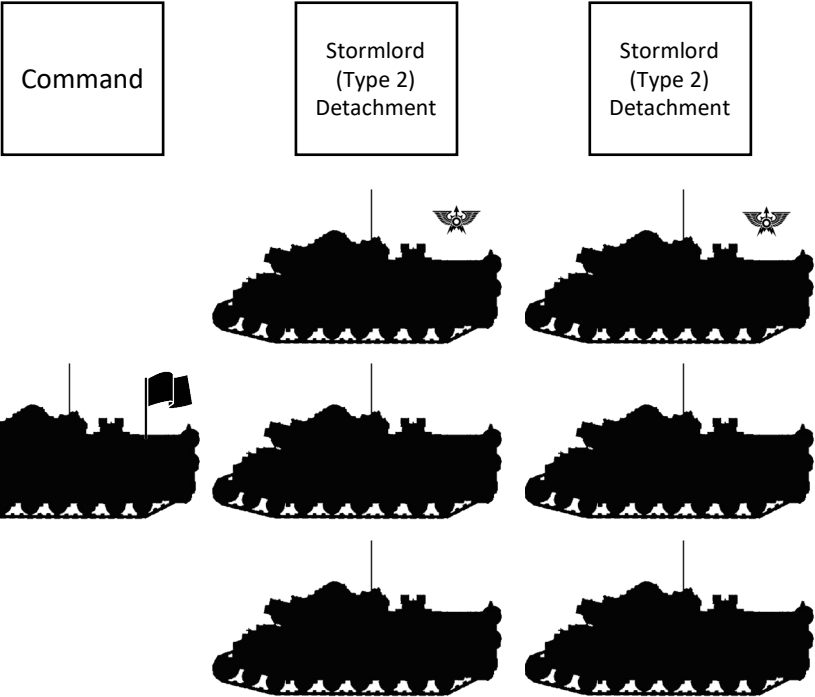| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormlord Command	15	2+	4/-3	Vulcan Mega-Bolter	30/60	8	-1	[HQ2], [DR3], [AG], [TR8], Special*
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	
Stormlord (Type 1)	15	2+	4/-3	Vulcan Mega-Bolter	30/60	8	-1	[DR3], [AG], [TR8], Special*
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 10
Your opponent gains 5 VPs when this Company is broken

AUXILIA STORMLORD SUPER HEAVY TANK GRAND COMPANY (TYPE 2)

The Auxilia Stormlord Super Heavy Tank (Type 2) Grand Company consists of one command detachment of 1 Stormlord Super Heavy Tank (Type 2) and two detachments of 3 Stormlord Super Heavy Tanks (Type 2).

Command	Stormlord (Type 2) Detachment	Stormlord (Type 2) Detachment

Point Value 1000

AUXILIA STORMLORD SUPER HEAVY TANK GRAND COMPANY (TYPE 2)

Break Point 4: The Auxilia Stormlord Super Heavy Tank (Type 2) Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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
Stormlord Command	15	2+	4/-3	Vulcan Mega-Bolter	30/60	8	-1	[HQ2], [DR3], [AG], [TR8], Special*
				2x Lascannons	25/50	2	-3	
				Flamer Weapons [FW]	10	6	-1	
Stormlord (Type 2)	15	2+	4/-3	Vulcan Mega-Bolter	30/60	8	-1	[DR3], [AG], [TR8], Special*
				2x Lascannons	25/50	2	-3	
				Flamer Weapons [FW]	10	6	-1	

Victory Points 10
Your opponent gains 5 VPs when this Company is broken

AUXILIA STORMSWORD SUPER HEAVY TANK COMPANY

The Auxilia Stormsword Super Heavy Tank Company consists of one command detachment of 1 Stormsword Super Heavy Tank and two detachments of 3 Stormsword Super Heavy Tanks.

Command	Stormsword Detachment	Stormsword Detachment

Point Value 900

AUXILIA STORMSWORD SUPER HEAVY TANK COMPANY

Break Point 4: The Auxilia Stormsword Super Heavy Tank Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

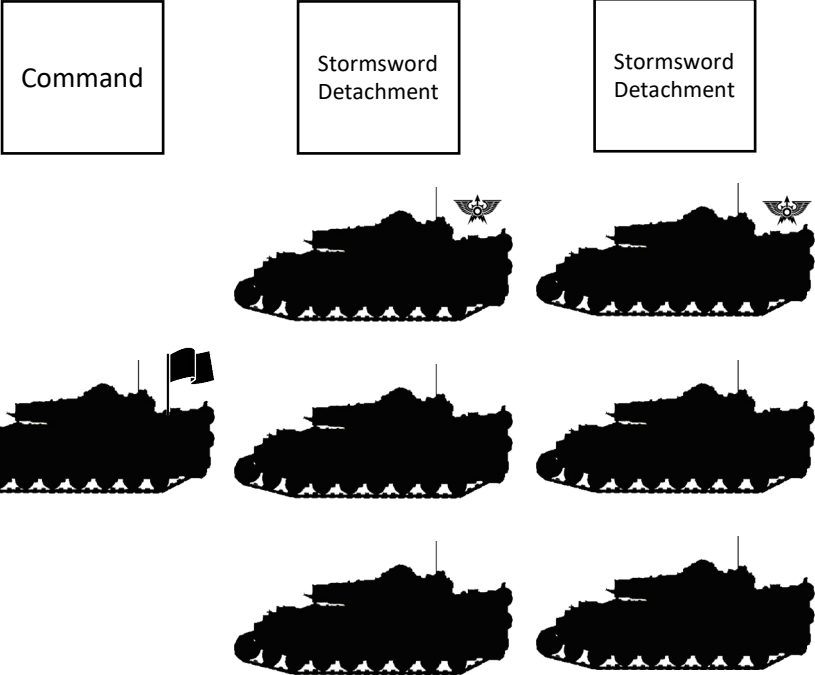**Morale Value 6+:** The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormsword Command	15	2+	4/-3	Stormsword Cannon [IC, M, Str+4]	35/70	B6	-4	[HQ2], [DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	
Stormsword	15	2+	4/-3	Stormsword Cannon [IC, M, Str+4]	35/70	B6	-4	[DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 9
Your opponent gains 5 VPs when this Company is broken

AUXILIA ARTILLERY TANK GRAND COMPANY

The Auxilia Artillery Tank Grand Company consists of one command detachment of 1 Legate Commander, 4 Veteran Auxiliary and 1 Dracosan Armored Transport and three detachments of 6 Basilisks, Medusa and Bombards.

Command	Basilisk Detachment	Medusa Detachment	Bombard Detachment
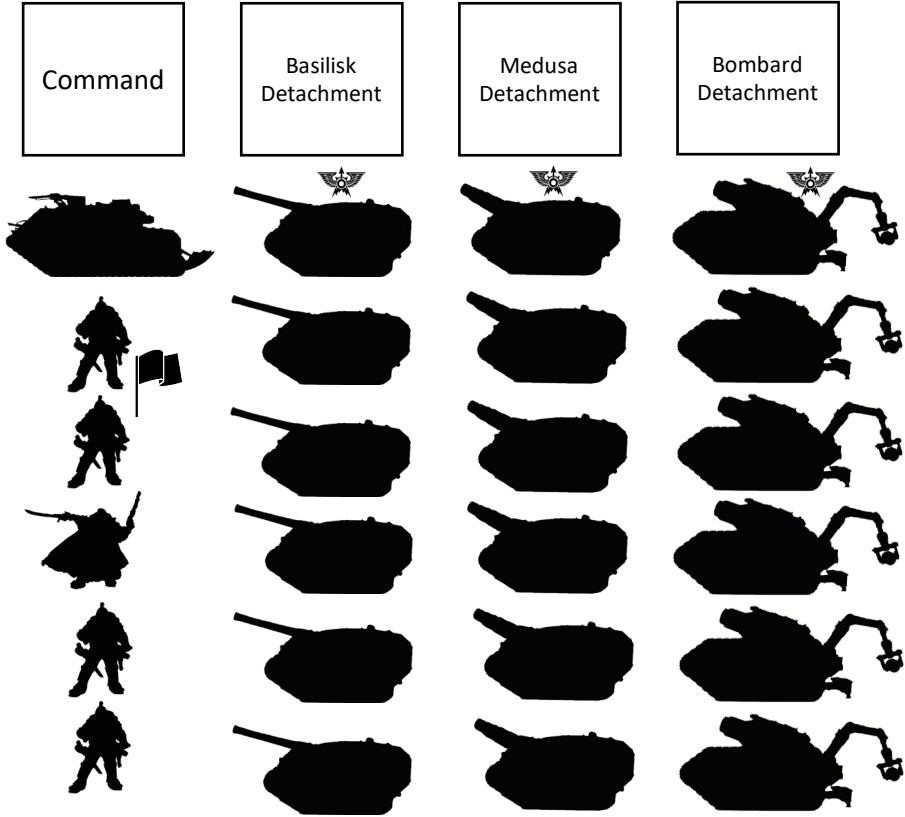
Point Value 1450

Break Point 12: The Auxilia Artillery Tank Grand Company is broken if it has lost 12 models. Once the Company is broken each Detachment must take a Morale check.

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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	[V]
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	
Basilisk	10	3+	2/0	Earthshaker Cannon [M, Dmg+1]	25-240	B2	-3	[AG]
				Anti-Personnel	25	2	-1	
Medusa	10	3+	2/0	Medusa Siege Gun [HM, Str+1]	35-125	B2	-4	[AG]
				Anti-Personnel	25	2	-1	
Bombard	10	3+	2/0	Colossus Mortar [IC, M, Str+2]	25-100	B1	-2	[AG]
				Anti-Personnel	25	2	-1	

Victory Points 15
Your opponent gains 8 VPs when this Company is broken