



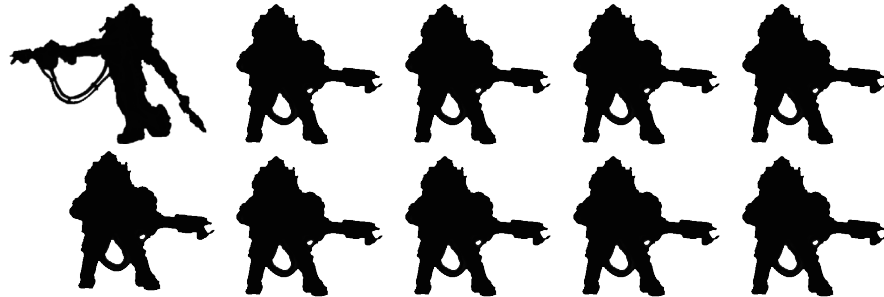
This symbol means the element is a level 1 commander [HQ1] for that formation (mainly used in non infantry formations).



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

## AUXILIA FLAMER SECTION

The Auxilia Flamer section consist of 1 Troop Master and 9 Auxilia Flamer stands.



Point Value 200



## AUXILIA FLAMER SECTION

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

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

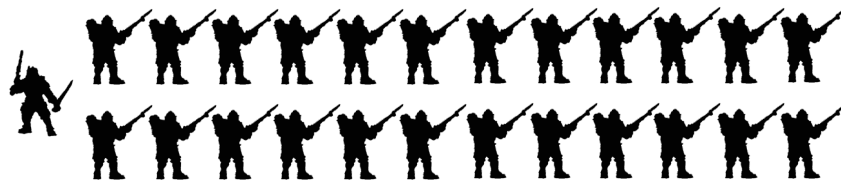
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Troop Master	10	7+	3/-2	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia (Flamers)	10	6+	1/0	Flamers [FW]	10	2	0	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

## AUXILIA LASRIFLE SECTION

The Auxilia Lasrifle section consist of 1 Troop Master and 24 Auxilia Lasrifle stands



Point Value 350



## AUXILIA LASRIFLE SECTION

**Break Point 13:** The Detachment is broken if it has lost 13 stands. Once the Detachment is broken it 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.

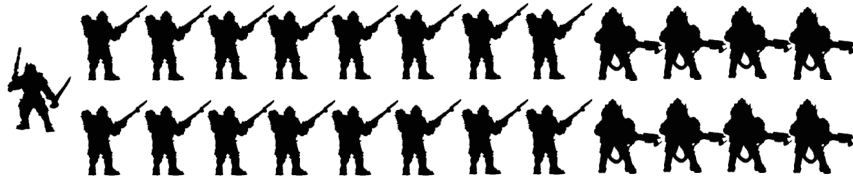
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Troop Master	10	7+	3/-2	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA ASSAULT SECTION

The Auxilia Assault section consist of 1 Troop Master, 16 Auxilia Lasrifles and 8 Auxilia Flamer stands.



Point Value 350



## AUXILIA ASSAULT SECTION

**Break Point 13:** The Detachment is broken if it has lost 13 stands. Once the Detachment is broken it 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
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 4

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA MEDICAE SECTION

The Auxilia Medicae section consist of 3 Auxilia Medicae stand



Point Value 150



## AUXILIA MEDICAE SECTION

**Break Point +2:** The Auxilia Medicae Section adds +2 to the formation it is attached 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.

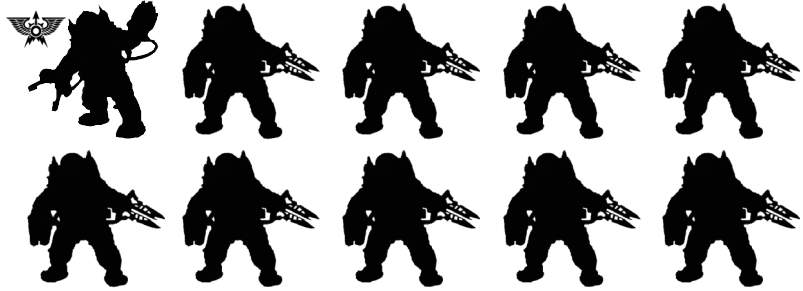
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Medicae	10	7+	2/-1	CC Weapons	-	-	-	[Apo]

Victory Points +2 VP

Your opponent gains +1 VPs when attached formation is broken

## AUXILIA OGRYN CHARONITE SECTION

The Auxilia Ogryn Charonite section consist of 5 Ogryn Charonite stands.



Point Value 250



## AUXILIA OGRYN CHARONITE SECTION

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

**Morale Value 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
Ogryn Charonites	15	6[8]+	3/-3	CC Weapons	-	-	-	[SU], Special*

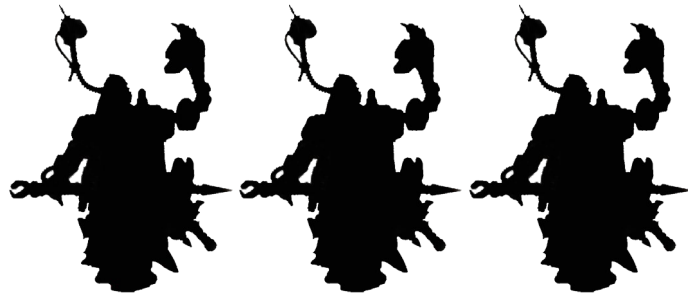
\* They have a close combat to hit of 6+. Must Charge enemy formations within 20cms and cannot hold objectives (no VP's for claiming objectives). Each turn this formation has the fallback condition it loses one element (stand), until the condition is removed.

**Victory Points 3**

Your opponent gains 2 VPs when this Detachment is broken

## ENGINESEER AUXILIA

The Enginseer Auxilia section consist of 3 Enginseer Auxilia stand



Point Value 200



## ENGINESEER AUXILIA

**Break Point +2:** The Enginseer Auxilia Section adds +2 to the formation it is attached 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.

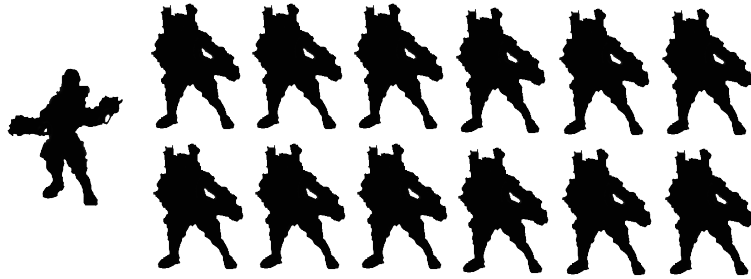
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Enginseer Auxilia	10	5[7]+	1/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]

**Victory Points +2 VP**

Your opponent gains +1 VPs when attached formation is broken

## AUXILIA VELETARIS STORM SECTION

The Auxilia Veletaris section consist of 1 Veletaris Prime and 12 Veletaris Storm stands.



Point Value 250



## AUXILIA VELETARIS STORM SECTION

**Break Point 7:** The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it 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
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 3

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA VELETARIS STORM ASSAULT SECTION

The Auxilia Veletaris Storm Assault section consist of 1 Veletaris Prime and 12 Veletaris Storm Assault stands.



Point Value 200



## AUXILIA VELETARIS STORM ASSAULT SECTION

**Break Point 7:** The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it 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.

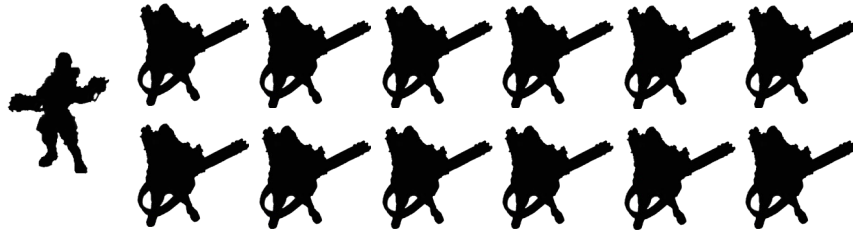
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm (Prime)	10	6+	3/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
Veletaris Storm Assault	10	6+	2/-1	CC Weapons	-	-	-	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

## AUXILIA VELETARIS STORM SUPPORT SECTION

The Auxilia Veletaris section consist of 1 Veletaris Prime and 12 Veletaris Storm Support stands.



Point Value 300



## AUXILIA VELETARIS STORM SUPPORT SECTION

**Break Point 7:** The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it 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
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 3

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA LEMAN RUSS ANNIHILATOR SQUADRON

The Auxilia Lemman Russ Annihilator Squadron consists of 6 Lemman Russ Annihilator Tanks.



Point Value 350



## AUXILIA LEMAN RUSS ANNIHILATOR SQUADRON

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

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

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA LEMAN RUSS BATTLE TANK SQUADRON

The Auxilia Lemman Russ Battle Tank Squadron consists of 6 Lemman Russ Battle Tanks.



Point Value 300



## AUXILIA LEMAN RUSS BATTLE TANK SQUADRON

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

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

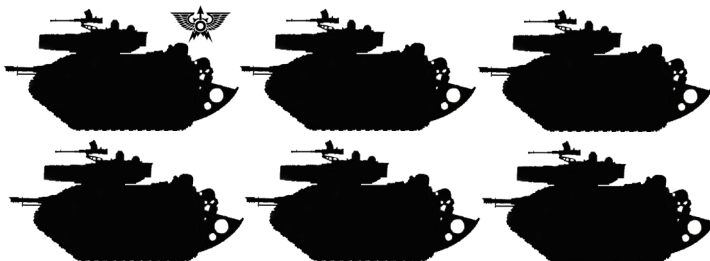
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lemman Russ Battle Tank	25	2+	2/-1	Battlecannon	35/70	B1	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA LEMAN RUSS DEMOLISHER SQUADRON

The Auxilia Lemman Russ Demolisher Squadron consists of 6 Lemman Russ Demolisher Tanks.



Point Value 350



## AUXILIA LEMAN RUSS DEMOLISHER SQUADRON

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

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

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA LEMAN RUSS EXECUTIONER SQUADRON

The Auxilia Lemman Russ Executioner Squadron consists of 6 Lemman Russ Executioner Tanks.



Point Value 350



## AUXILIA LEMAN RUSS EXECUTIONER SQUADRON

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

**Morale Value 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
Lemman 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 4

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA LEMAN RUSS EXTERMINATOR SQUADRON

The Auxilia Lemman Russ Exterminator Squadron consists of 6 Lemman Russ Exterminator Tanks.



Point Value 350



## AUXILIA LEMAN RUSS EXTERMINATOR SQUADRON

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

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

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken



## AUXILIA LEMAN RUSS INCINERATOR SQUADRON

The Auxilia Leman Russ Incinerator Squadron consists of 6 Leman Russ Incinerator Tanks.



Point Value 350



## AUXILIA LEMAN RUSS INCINERATOR SQUADRON

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

**Morale Value 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 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	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA LEMAN RUSS VANQUISHER SQUADRON

The Auxilia Leman Russ Vanquisher Squadron consists of 6 Leman Russ Vanquisher Tanks.



Point Value 300



## AUXILIA LEMAN RUSS VANQUISHER SQUADRON

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

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

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA CARNODON SQUADRON (TYPE 1)

The Auxilia Carnodon (Type 1) Squadron consists of 6 Carnodon (Type 1) Tanks.



Point Value 350



## AUXILIA CARNODON SQUADRON (TYPE 1)

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

**Morale Value 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 (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 4

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA CARNODON SQUADRON (TYPE 2)

The Auxilia Carnodon (Type 2) Squadron consists of 6 Carnodon (Type 2) Tanks.



Point Value 400



## AUXILIA CARNODON SQUADRON (TYPE 2)

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

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

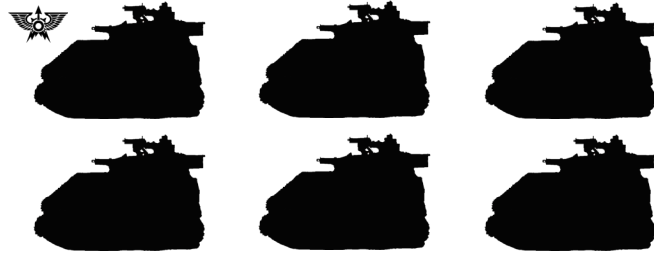
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Carnodon (Type 2)	25	3+	2/-1	Volkite Culverin [VK]	25/50	2TL1	-2	[AG], [RA]
				Anti-Personnel	25	6	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA CARNODON SQUADRON (TYPE 3)

The Auxilia Carnodon (Type 3) Squadron consists of 6 Carnodon (Type 3) Tanks.



Point Value 350



## AUXILIA CARNODON SQUADRON (TYPE 3)

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

**Morale Value 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 (Type 3)	25	3+	2/-1	Anti-Personnel	25	8	-1	[AG], [RA]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA CYCLOPS REMOTE DEMOLITIONS SQUADRON

The Auxilia Cyclops Remote Demolitions Squadron consists 10 Cyclops Demolition Tanks.



Point Value 150



## AUXILIA CYCLOPS REMOTE DEMOLITIONS SQUADRON

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

**Morale Value 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
Cyclops	15	5+	0/0	Demolition Charge*	-	B2	-3	Special*
				Incineration Charge [IC]*	-	B3	-1	
				Atomantic Imploder*	-	1	-4	

\* Choose one type of Charge for squadron. See Special in full description.

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

## AUXILIA MALCADOR HEAVY TANK SQUADRON (TYPE 1)

The Auxilia Malcador Heavy Tank Squadrons (Type 1) consists of two Squadrons of 3 Malcador Heavy Tanks (Type 1)



Point Value 450



## AUXILIA MALCADOR HEAVY TANK SQUADRON (TYPE 1)

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

**Morale Value 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 (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 5

Your opponent gains 3 VPs when this Detachment is broken

## AUXILIA MALCADOR HEAVY TANK SQUADRON (TYPE 2)

The Auxilia Malcador Heavy Tank Squadron (Type 2) consists of two Squadrons of 3 Malcador Heavy Tanks (Type 2)



Point Value 450



## AUXILIA MALCADOR HEAVY TANK SQUADRON (TYPE 2)

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

**Morale Value 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 (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 5 VP

Your opponent gains 3 VPs when this Detachment is broken

## AUXILIA MALCADOR INFERNUS TANK SQUADRON

The Auxilia Malcador Infernus Tank Squadron consists of two Squadrons of 3 Malcador Infernus Tank



Point Value 500



## AUXILIA MALCADOR INFERNUS TANK SQUADRON

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

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

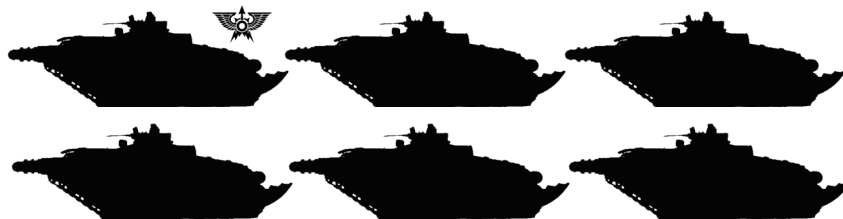
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Infernus	15	3+	3/-2	Inferno Gun [IC, Fire]	25	6	-2	[DR2], [AG]
				Sponson Autcannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-2	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

## AUXILIA VALDOR TANK HUNTER SQUADRON

The Auxilia Valdor Tank Hunter Squadron consists of two Squadrons 3 Valdor Tank Hunter Tank



Point Value 350



## AUXILIA VALDOR TANK HUNTER SQUADRON

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

**Morale Value 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
Valdor Tank Hunter	15	3+	3/-2	Neutron Beam Laser [M, Dmg+1]	35/70	1	-5	[DR2], [AG]
				Anti-Personnel	25	4	-1	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA BANEBLADE SUPER HEAVY TANK SQUADRON

The Auxilia Baneblade Super Heavy Tank Squadron consists of 3 Baneblade Super Heavy Tank



Point Value 400



## AUXILIA BANEBLADE SUPER HEAVY TANK SQUADRON

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

**Morale Value 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	15	2+	4/-3	Baneblade Cannon (T)	35/70	B3	-3	[DR3], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				Coaxial Autocannon (T)	25/50	2TL 1	-2	
				Sponson Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA SHADOWSWORD SUPER HEAVY TANK SQUADRON

The Auxilia Shadosword Super Heavy Tank Squadron consists of 3 Shadosword Super Heavy Tank



Point Value 350



## AUXILIA SHADOWSWORD SUPER HEAVY TANK SQUADRON

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

**Morale Value 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
Shadosword	15	2+	4/-3	Volcano Cannon [HM, Dmg+3]	60/120	B2	-6	[DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA STORMBLADE SUPER HEAVY TANK SQUADRON (TYPE 1)

The Auxilia Baneblade Super Heavy Tank (Type 1) Squadron consists of 3 Baneblade Super Heavy Tank (Type 1)



Point Value 350



## AUXILIA STORMBLADE SUPER HEAVY TANK SQUADRON (TYPE 1)

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

**Morale Value 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 (Type 1)	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB 2	-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 4 VP

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA STORMBLADE SUPER HEAVY TANK SQUADRON (TYPE 2)

The Auxilia Baneblade Super Heavy Tank (Type 2) Squadron consists of 3 Baneblade Super Heavy Tank (Type 2)



Point Value 350



## AUXILIA STORMBLADE SUPER HEAVY TANK SQUADRON (TYPE 2)

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

**Morale Value 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 (Type 2)	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB 2	-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 4 VP

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 1)

The Auxilia Stormhammer Super Heavy Tank (Type 1) Squadron consists of 3 Stormhammer Super Heavy Tank (Type 1)



Point Value 450



## AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 1)

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

**Morale Value 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 (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	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

## AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 2)

The Auxilia Stormhammer Super Heavy Tank (Type 2) Squadron consists of 3 Stormhammer Super Heavy Tank (Type 2)



Point Value 450



## AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 2)

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

**Morale Value 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 (Type 2)	15	2+	4/-3	Stormhammer Cannon (T)	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	

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken



## AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 3)

The Auxilia Stormhammer Super Heavy (Type 3) Tank Squadron consists of 3 Stormhammer Super Heavy Tank (Type 3)



Point Value 500



## AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 3)

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

**Morale Value 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 (Type 3)	15	2+	4/-3	Stormhammer Cannon	30/60	B2	-4	[DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1x B1	-2	
				7x Lascannons	25/50	7	-3	
				Anti-Personnel	25	4	-1	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

## AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 4)

The Auxilia Stormhammer Super Heavy Tank (Type 4) Squadron consists of 3 Stormhammer Super Heavy Tank (Type 4)



Point Value 500



## AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 4)

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

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

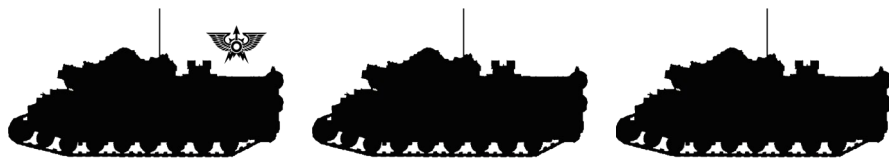
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer (Type 4)	15	2+	4/-3	Stormhammer Cannon	30/60	B2	-4	[DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1x B1	-2	
				7x Lascannons	25/50	7	-3	
				Heavy Flamer [FW]	10	4	-1	

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

## AUXILIA STORMLORD SUPER HEAVY TANK SQUADRON (TYPE 1)

The Auxilia Stormlord Super Heavy Tank (Type 1) Squadron consists of 3 Stormlord Super Heavy Tank (Type 1)



Point Value 400



## AUXILIA STORMLORD SUPER HEAVY TANK SQUADRON (TYPE 1)

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

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

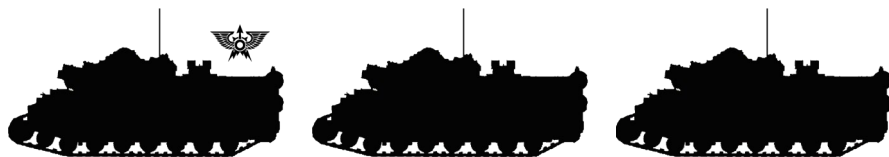
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormlord (Type 1)	15	2+	4/-3	Vulcan Mega-Bolter	30/60	8	-1	[DR3], [AG], [TR8], Special*
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA STORMLORD SUPER HEAVY TANK SQUADRON (TYPE 2)

The Auxilia Stormlord Super Heavy Tank (Type 2) Squadron consists of 3 Stormlord Super Heavy Tank (Type 2)



Point Value 400



## AUXILIA STORMLORD SUPER HEAVY TANK SQUADRON (TYPE 2)

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

**Morale Value 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 (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 4 VP

Your opponent gains 2 VPs when this Detachment is broken

# AUXILIA STORMSWORD SUPER HEAVY TANK SQUADRON

The Auxilia Stormlord Super Heavy Tank (Type 1) Squadron consists of 3 Stormlord Super Heavy Tank (Type 1)



Point Value 400



# AUXILIA STORMSWORD SUPER HEAVY TANK SQUADRON

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

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

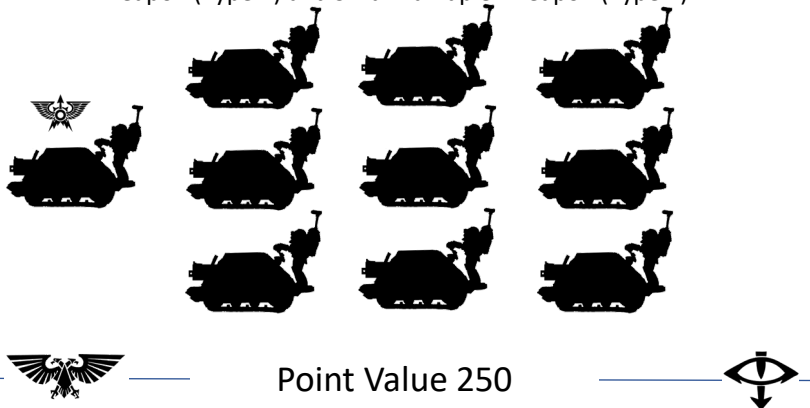
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormsword	15	2+	4/-3	Stormsword Cannon [IC, M, Str+4]	35/70	B6	-4	[DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

**Victory Points 4**

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA RAPIER WEAPONS BATTERY (TYPE 1)

Auxilia Rapier Weapons Battery consists of 1 Command Auxilia Rapier weapon (Type 1) and 9 Auxilia Rapier weapon (Type 1)



## AUXILIA RAPIER WEAPONS BATTERY (TYPE 1)

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

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

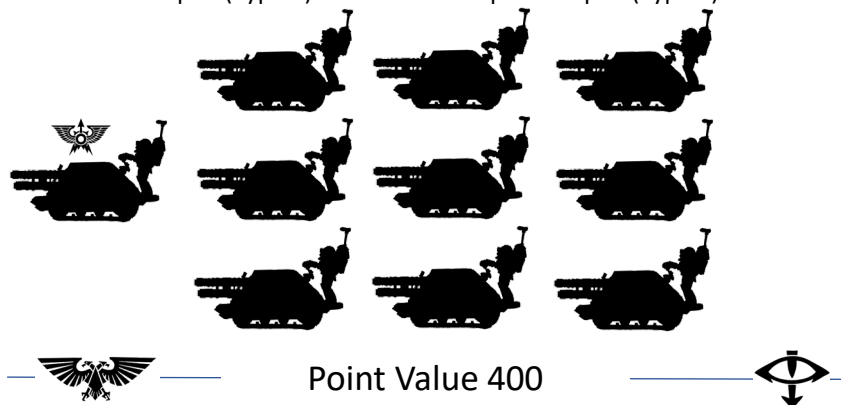
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Rapier	5	5+	1/0	Antipersonnel	35cm	4	-1	[HQ1]
Rapier (Type 1)	5	5+	1/0	Antipersonnel	35cm	4	-1	Cannot charge move

**Victory Points 3**

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA RAPIER WEAPONS BATTERY (TYPE 2)

Auxilia Rapier Weapons Battery consists of 1 Command Auxilia Rapier weapon (Type 2) and 9 Auxilia Rapier weapon (Type 2)



## AUXILIA RAPIER WEAPONS BATTERY (TYPE 2)

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

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

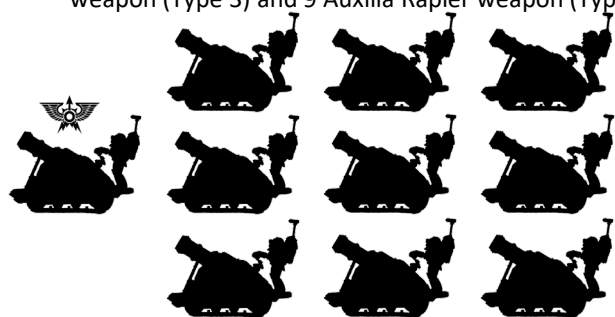
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Rapier	5	5+	1/0	Quad Laser Destroyer [Dmg+1]	20/35	4	-3	[HQ1]
Rapier (Type 2)	5	5+	1/0	Quad Laser Destroyer [Dmg+1]	20/35	4	-3	Cannot charge move

**Victory Points 4 VP**

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA RAPIER WEAPONS BATTERY (TYPE 3)

Auxilia Rapier Weapons Battery consists of 1 Command Auxilia Rapier weapon (Type 3) and 9 Auxilia Rapier weapon (Type 3)



Point Value 300



## AUXILIA RAPIER WEAPONS BATTERY (TYPE 3)

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

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

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 1)

Auxilia Tarantula Sentry Gun Battery consists of 10 Auxilia Tarantula sentry guns (Type 1)



Point Value 350



## AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 1)

**Break Point 7:** The Detachment is broken if it has lost 7 stands.

**Morale Value -:** Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 1)	5[T]	5+	1/0	Anti-personnel OR	35	2	-1	[RC], [IF], Cannot charge move, Special
				Heavy Flamer [FW]	10	4	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 2)

Auxilia Tarantula Sentry Gun Battery consists of 10 Auxilia Tarantula sentry guns (Type 2)



Point Value 300



## AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 2)

**Break Point 7:** The Detachment is broken if it has lost 7 stands.

**Morale Value -:** Sentry Guns never test for morale.

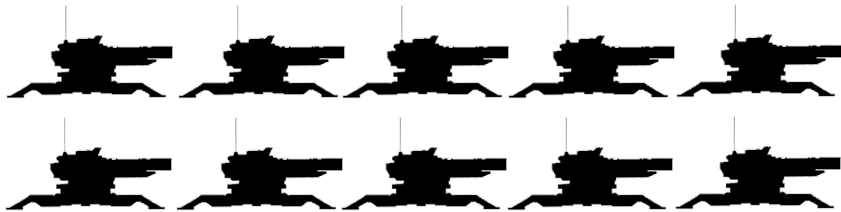
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 2)	5[T]	5+	1/0	TL Lascannon	25/50	2TL1	-3	[RC], [IF], Cannot charge move, Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 3)

Auxilia Tarantula Sentry Gun Battery consists of 10 Auxilia Tarantula sentry guns (Type 3)



Point Value 350



## AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 3)

**Break Point 7:** The Detachment is broken if it has lost 7 stands.

**Morale Value -:** Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 3)	5[T]	5+	1/0	TL Rotor Cannon	15/30	8TL4	0	[RC], [IF], Cannot charge move, Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 4)

The Auxilia Tarantula Sentry Gun Battery consists of 10 Auxilia Tarantula sentry guns (Type 4)



Point Value 300



## AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 4)

**Break Point 7:** The Detachment is broken if it has lost 7 stands.

**Morale Value -:** Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 4)	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF], Cannot charge move, Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA BASILISK BATTERY

The Auxilia Basilisk Gun Battery consists of 6 Auxilia Basilisk Guns



Point Value 500



## AUXILIA BASILISK BATTERY

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

**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
Basilisk	10	3+	2/0	Earthshaker Cannon	25-	B2	-3	[AG]
				[M, Dmg+1]	240			
				Anti-Personnel	25	2	-1	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

## AUXILIA BOMBARD BATTERY

The Auxilia Bombard Gun Battery consists of 6 Auxilia Bombard Guns



Point Value 350



## AUXILIA BOMBARD BATTERY

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

**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
Bombard	10	3+	2/0	Colossus Mortar [IC, M, Str+2]	25-100	B1	-2	[AG]
				Anti-Personnel	25	2	-1	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

## AUXILIA MEDUSA BATTERY

The Auxilia Medusa Gun Battery consists of 6 Auxilia Medusa Guns



Point Value 450



## AUXILIA MEDUSA BATTERY

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

**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
Medusa	10	3+	2/0	Medusa Siege Gun [HM, Str+1]	35-125	B2	-4	[AG]
				Anti-Personnel	25	2	-1	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken