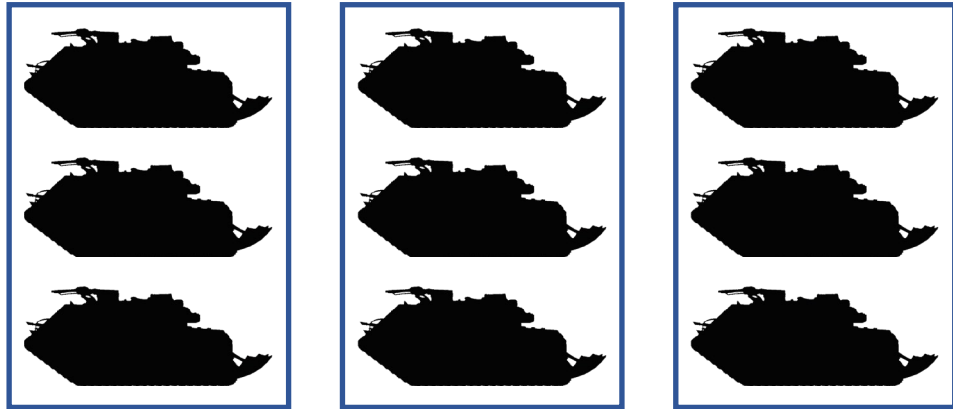# TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED TRANSPORT

ONE AUXILIA TERCIO
Ten Dracosan Armored Transports

Point Value 500

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.

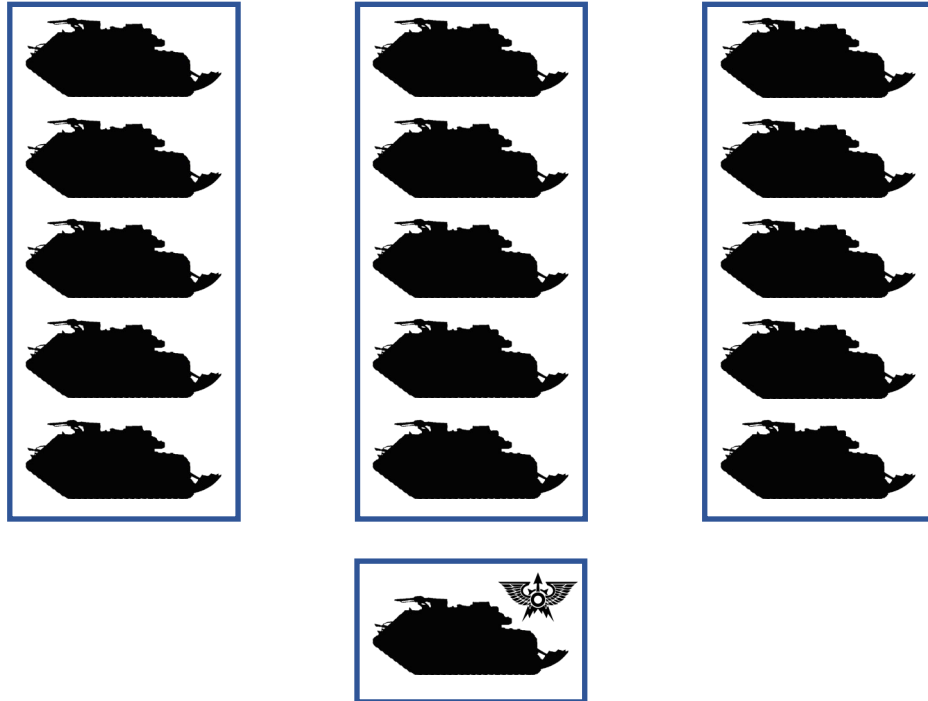| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL 1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	

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
Seven Dracosan Armored Transports

Point Value 350

AUXILIA DRACOSIAN ARMORED TRANSPORT

Break Point +4: The Dracosian Armored Transports 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.

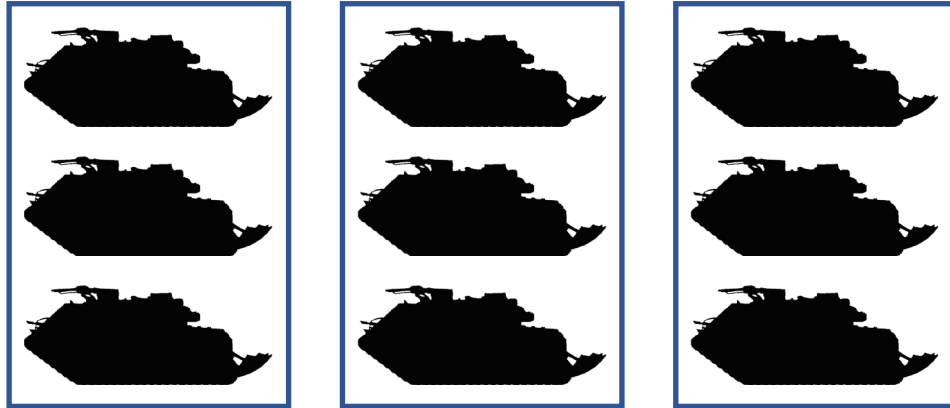| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	

Victory Points +4
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED TRANSPORT

ONE VELETARIS STORM GRAND TERCIO
Ten Dracosan Armored Transports

Point Value 500

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
Seventeen Arvus Lighter Orbital Shuttles

Point Value 700

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +9: The Arvus Lighter Orbital Shuttles adds +9 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], [RA]

Victory Points +7
Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE AUXILIA GRAND TERCIO
Twenty-Nine Arvus Lighter Orbital Shuttles

Point Value 1250

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +15: The Arvus Lighter Orbital Shuttles adds +15 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.

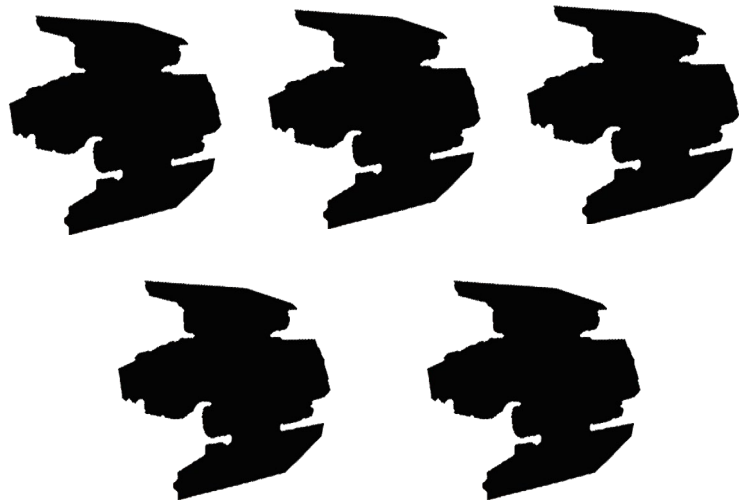| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defense	25	2	-1	[TR3], [RA]

Victory Points +13
Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE VELETARIS STORM TERCIO
Ten Arvus Lighter Orbital Shuttles

Point Value 450

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.

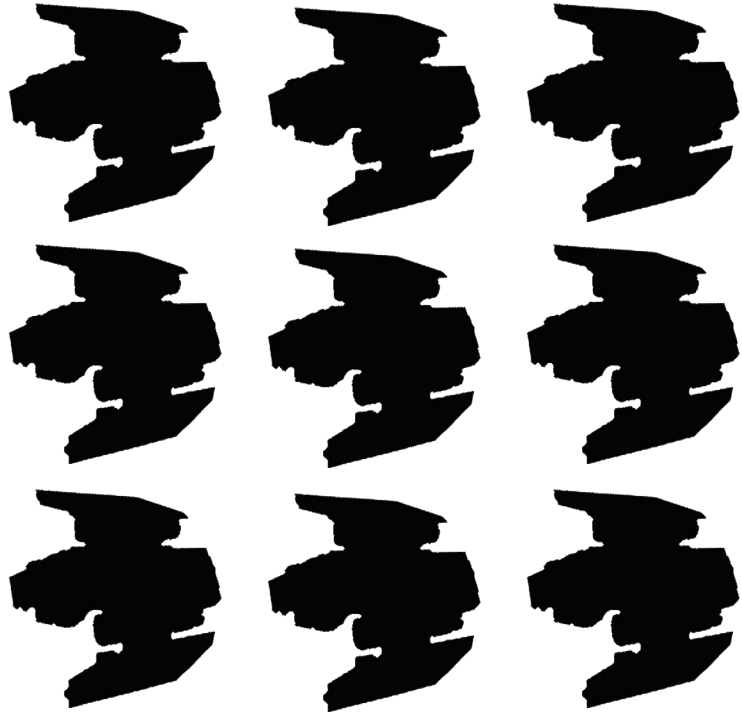| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RA]

Victory Points +5
Your opponent gains +3 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], [RA]

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], [RA]

Victory Points +4
Your opponent gains +2 VP when attached formation is broken

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.

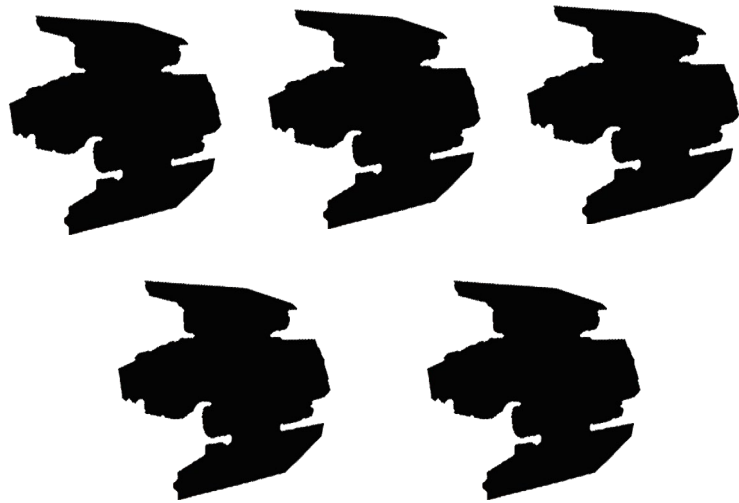| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RA]

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], [RA]

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
Seventeen Arvus Lighter Orbital Shuttles

Point Value 700

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +9: The Arvus Lighter Orbital Shuttles adds +9 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.

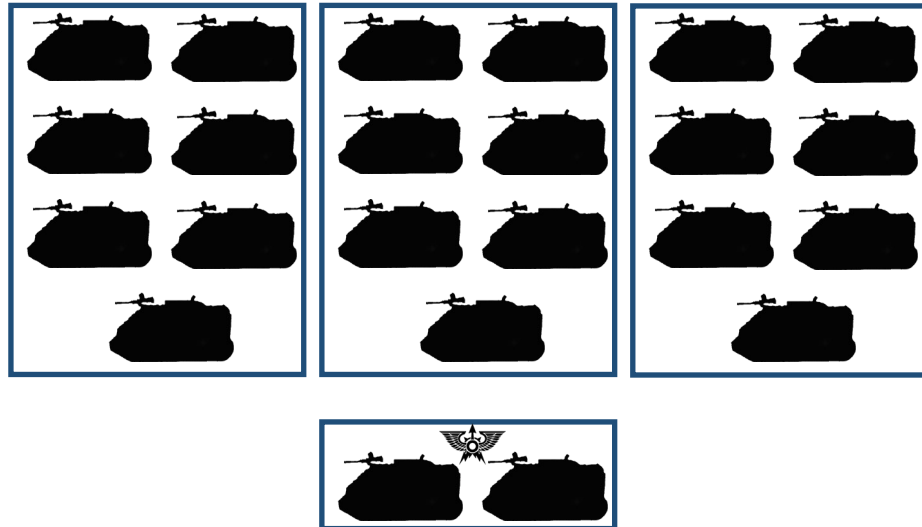| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Defence	25	2	-1	[TR3], [RA]

Victory Points +7
Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

AUXILIA AUROX ARMORED TRANSPORT

ONE AUXILIA TERCIO
Twenty-Three Aurox Armored Transports

Point Value 700

AUXILIA AUROX ARMORED TRANSPORT

Break Point +12: The Aurox Armored Transports adds +12 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 +7
Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

AUXILIA AUROX ARMORED TRANSPORT

ONE AUXILIA GRAND TERCIO
Fourty-Two Aurox Armored Transports
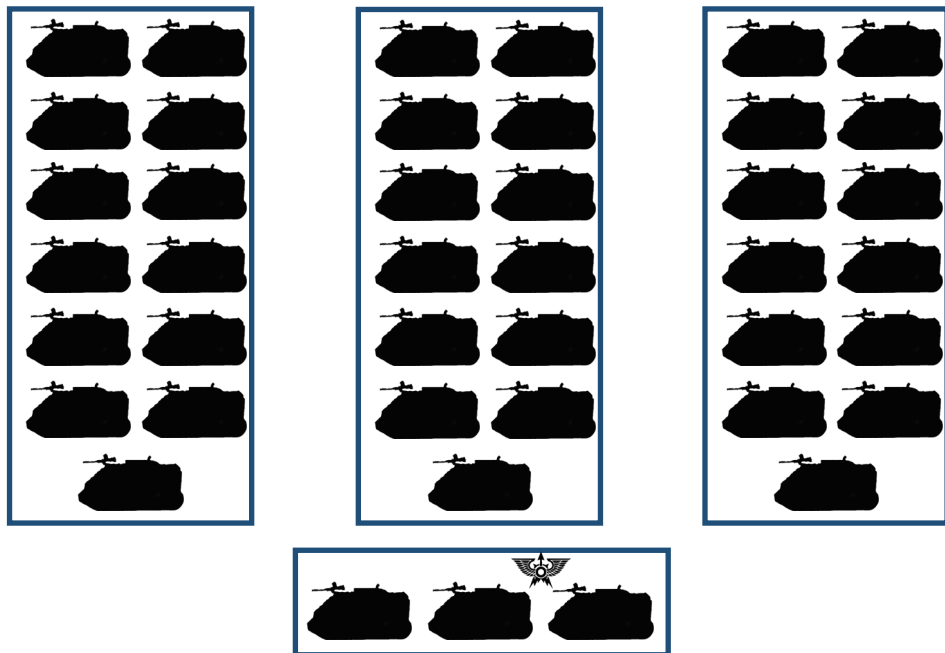
Point Value 1250

AUXILIA AUROX ARMORED TRANSPORT

Break Point +21: The Aurox Armored Transports adds +21 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.

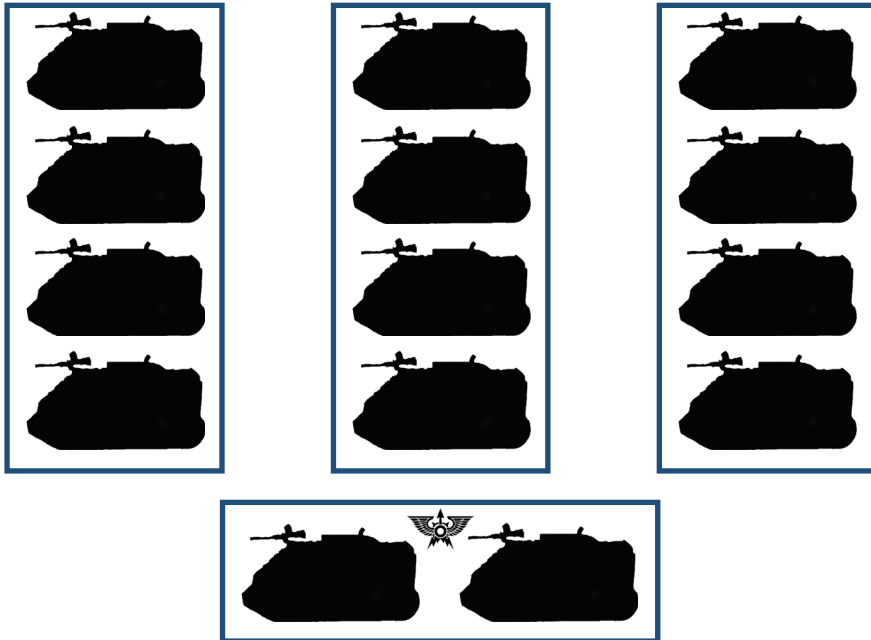| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]

Victory Points +13
Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

AUXILIA AUROX ARMORED TRANSPORT

ONE VELETARIS STORM TERCIO
Fourteen 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.

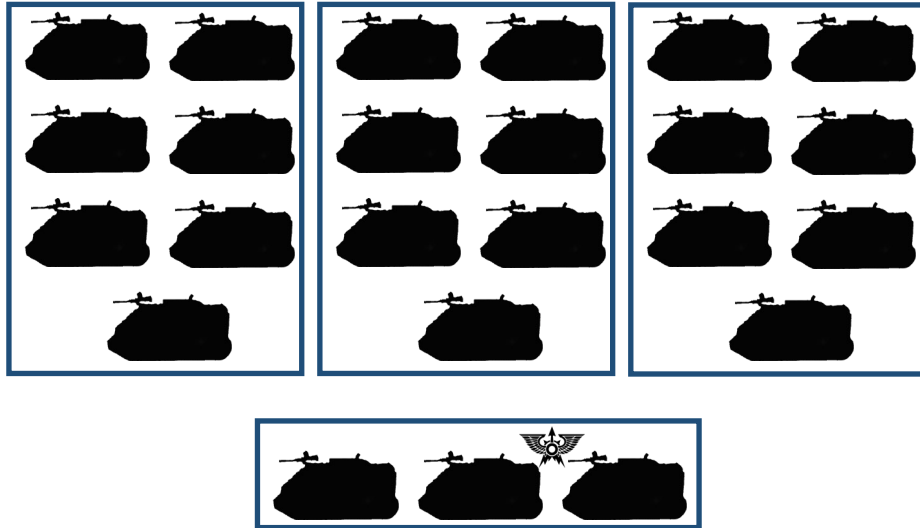| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]

Victory Points +4
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA AUROX ARMORED TRANSPORT

ONE VELETARIS STORM GRAND TERCIO
Twenty-Four Aurox Armored Transports

Point Value 700

AUXILIA AUROX ARMORED TRANSPORT

Break Point +12: The Aurox Armored Transports adds +12 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.

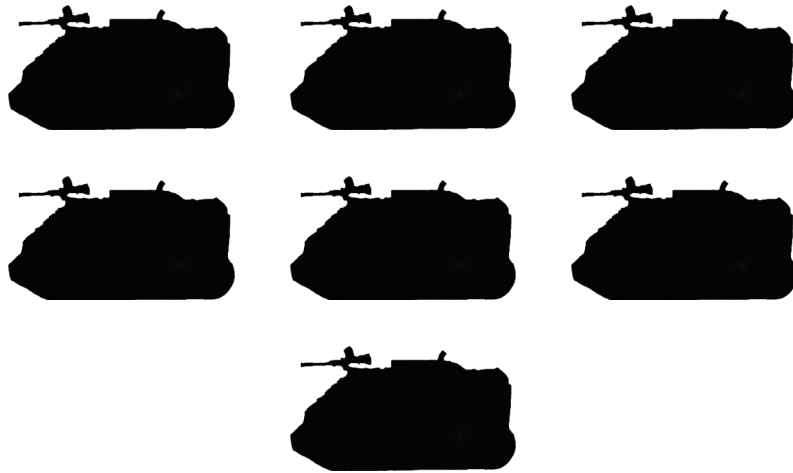| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]

Victory Points +7
Your opponent gains +4 VP when attached formation is broken

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.

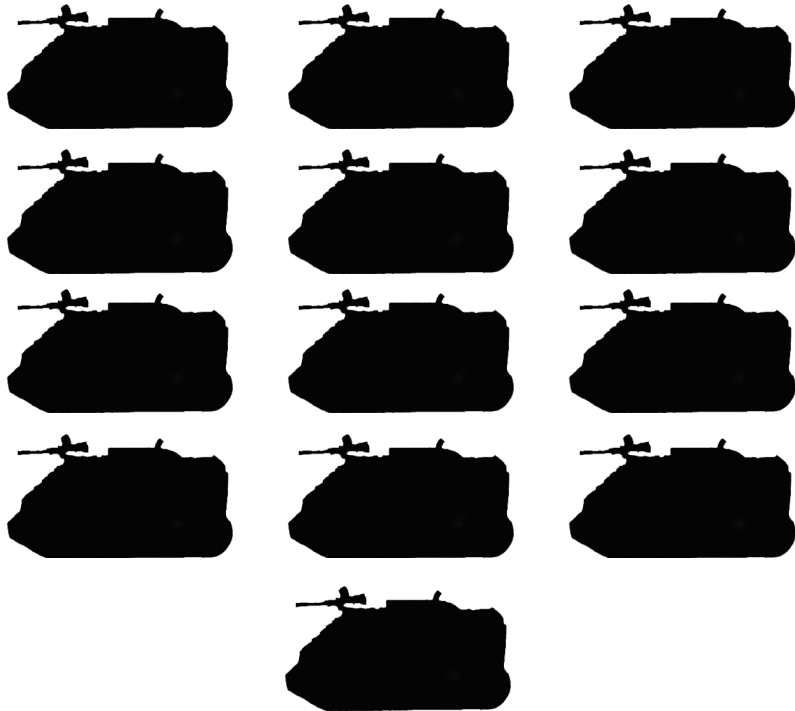| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]

Victory Points +2
Your opponent gains +1 VP when attached formation is broken

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.

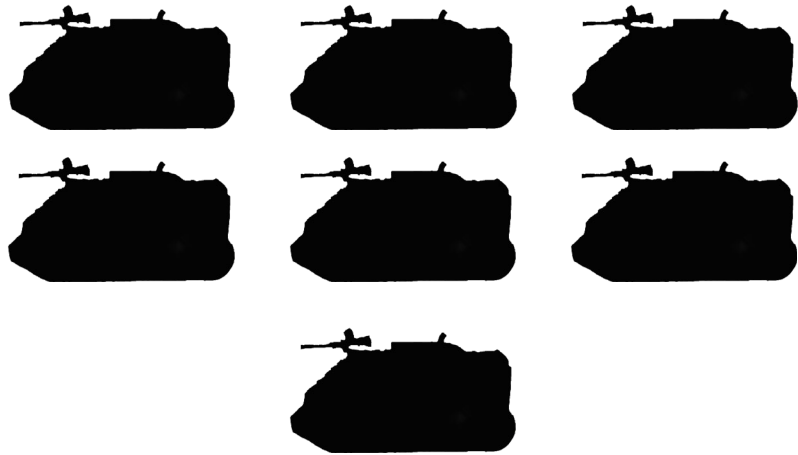| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]

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

AUXILIA PATTERN TERMITE ASSAULT DRILL

ONE AUXILIA TERCIO
Sixteen Termite Assault Drills

Point Value 950

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. It the building makes its armor save the termite cannot move any further that game turn but may surface.
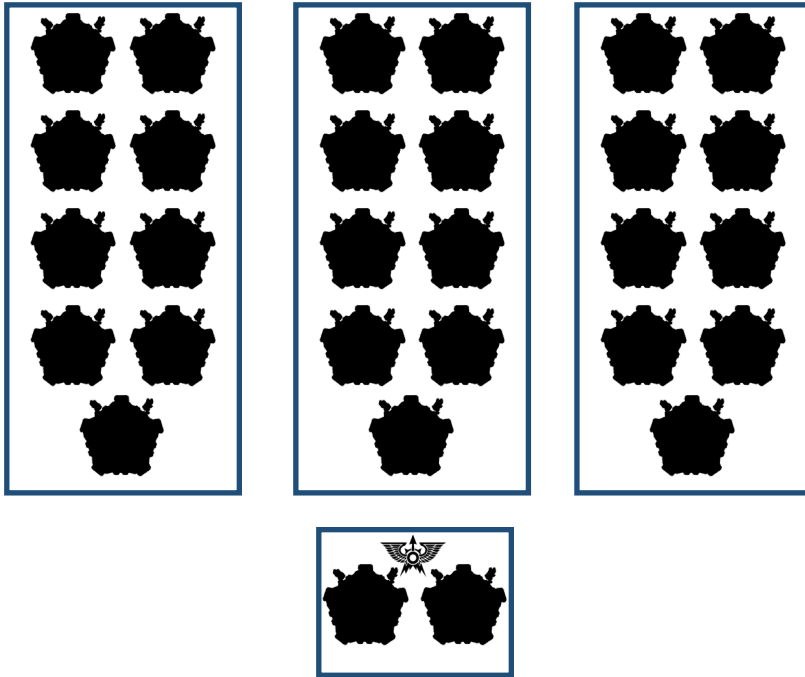
Victory Points +10
Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT DRILL

ONE AUXILIA GRAND TERCIO
Twenty-Nine Termite Assault Drills

Point Value 1750

AUXILIA PATTERN TERMITE ASSAULT DRILL

Break Point +15: The Termites add +15 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. It the building makes its armor save the termite cannot move any further that game turn but may surface.
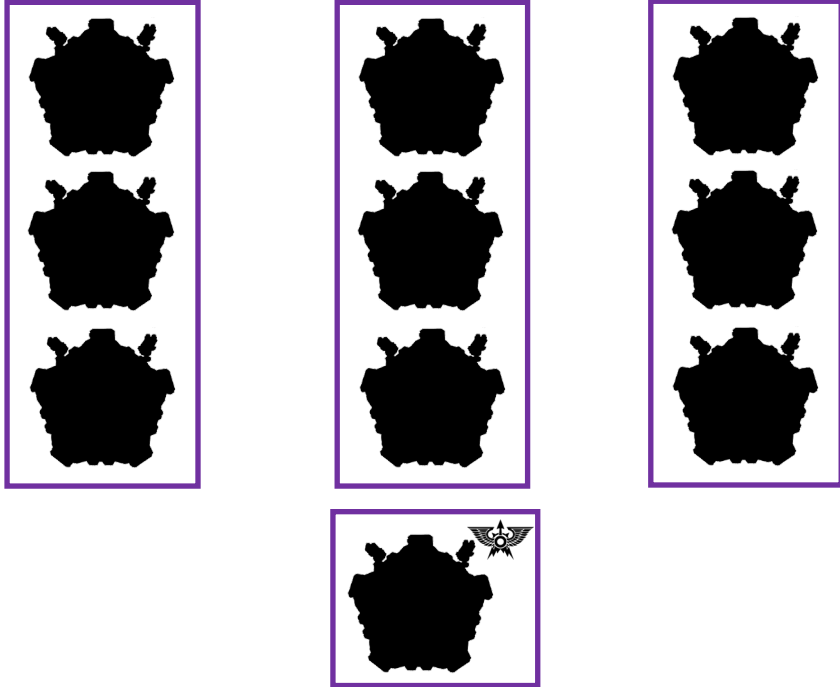
Victory Points +18
Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT DRILL

ONE VELETARIS STORM TERCIO
Ten Termite Assault Drills

Point Value 600

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. It 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 GRAND TERCIO
Seventeen Termite Assault Drills

Point Value 1050

AUXILIA PATTERN TERMITE ASSAULT DRILL

Break Point +9: The Termites add +9 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. It the building makes its armor save the termite cannot move any further that game turn but may surface.
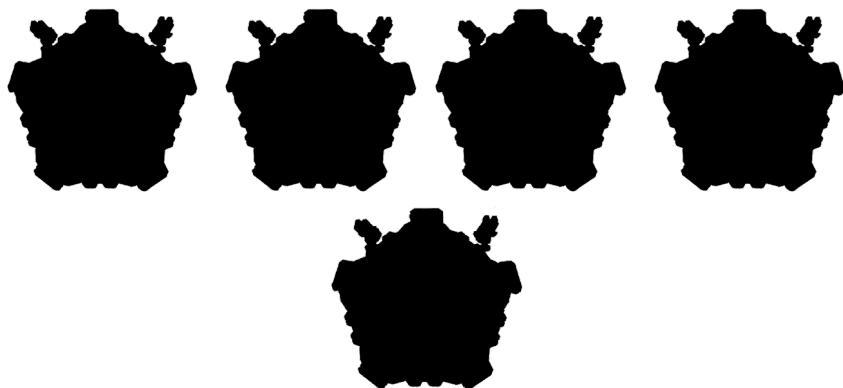
Victory Points +11
Your opponent gains +6 VP when attached formation is broken

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. It the building makes its armor save the termite cannot move any further that game turn but may surface.
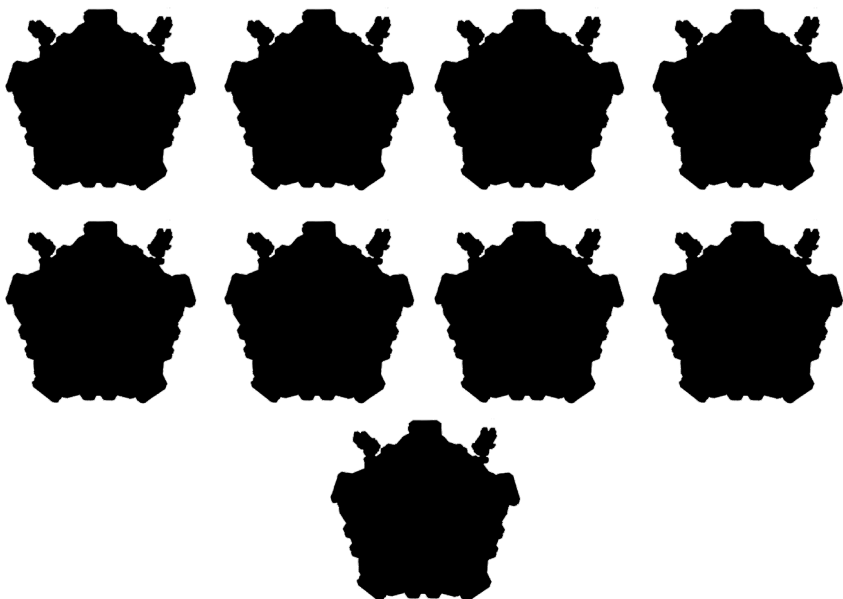
Victory Points +3
Your opponent gains +2 VP when attached formation is broken

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. It 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. It 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

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. It 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