



SOLAR AUXILIA

Warfare in the Age of Horus

MKV

Heresy Edition VI.0

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Solar Auxilia

The vast backbone of the Emperor's Crusade. This section deals with the rules regarding Solar Auxilia.

Solar Auxilia Traits

This section contains all traits available to the Solar Auxilia.

General Traits

The Solar Auxilia possesses the following traits:

1. The Faction Value is 400.
2. To-hit value for Solar Auxilia is 7+ for ranged and close combat attacks.

Specific Traits

The Solar Auxilia have the following Specific Traits:

1. **Disciplined Fire.** Infantry Elements gain +1 to-hit bonus on first fire orders.
2. **Close Formation Fighting.** Infantry elements gain +1 bonus to hit in close combat if they are defending terrain (stationary on ff orders)
3. **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.
4. **Super Heavy Command Tank.** Elements within 25cms of a super heavy command tank gain +1 bonus to morale checks
5. **Artillery Tactics.** +1 bonus to hit structures. Additionally, ARTILLERY elements targeting STRUCTURES gain ONE additional attack die on a natural roll of 9 or 10. If the player continues to roll natural 9 or 10s on bonus dice, the player will accrue bonus dice until no more natural 9's or 10s are rolled.
6. **Leadership Tactics.** Solar Auxilia player gains +1 bonus to the leader replacement table.

Solar Auxilia Elements

This section covers all general elements that any Solar Auxilia force may use as part of their army composition.

Number in [x] means the pinning class of those listed elements. Any element that differs from the main number for that section is listed in the heading of that element in the same manner.

Command [I]

All command elements available are listed in this section.

Auxilia Medicae

Combat medics of the Solar Auxilia.

The Auxilia Medicae has the following Special Abilities:

1. This element **MUST** be attached to any infantry formation.
2. This element is assigned to one infantry formation and if the formation has transport assigned to it, it is assigned to one of its transport elements and uses its movement rate.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Auxilia Medicae	10	7+	2/0	CC Weapons	-	-	-	[Apo]

Engineer

Represent Mechanicum support for the mechanized aspects of the Solar Auxilia.

The Engineer Auxilia has the following Special Abilities:

1. This element **MUST** be attached to any non-infantry formation.
2. This element is assigned to one vehicle element within the formation it is attached to and uses the vehicle movement rate for movement.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Engineer Auxilia	10	5[7]+	2/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]

Legate Commander

The company level leader of Solar Auxilia force. One step below the Lord Marshal.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]

Lord Marshal

Lord and Master of the Solar Auxilia, the overall commander of the Solar Auxilia Hosts.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lord Marshal	10	4[6]+	5/-2	CC Weapons	-	-	-	[HQ3], [MB], [N]

Troop Master

Tercio commanders that form the lowest level of command.



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

Veletaris Storm Prime

Seasoned warriors that command the elite Veletaris formations.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm Prime	10	6+	3/-1	Volkite Charger [A,VK]	20	2	0	[HQ1]

Infantry [I]

All infantry elements available are listed in this section.

Auxilia

Skilled men-at-arms that form the backbone of the Solar Auxilia.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	

Charonite Ogryn

Biochemically altered Abhumans, obedient, brutally effective, living weapons.

Charonite Ogryns have the following Special Abilities:

1. **Rash** - Charonite Ogryn formations **MUST** charge enemy formations within 20cms.
2. **Simple Minds** – Charonite Ogryn formations cannot claim or hold objectives.
3. **To the Last Ogryn** – Charonite Ogryn formations that fail morale do **NOT** retreat or fallback. Instead, they lose **ONE** formation for every game turn the fallback condition is in effect.



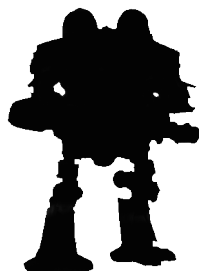
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ogryn Charonites	15	5[7]+	5/-3	CC Weapons	-	-	-	[SU], Special

Thallax

Augmented cyborg shock troops of the Ordo Reductor.

Thallax have the following Special Abilities:

1. **Target Array** – All attacks from the Thallax elements reduce opposing cover by one step (Light cover becomes no cover).
2. **Sensors** – Thallax formations ignore the Stealth [SH] ability from opposing formations.
3. **Support** – Command elements equipped with cortex controllers may add Thallax formations as support cards directly to the command formation. This does **NOT** count towards the support card limit.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Ferrox	15[J]	4+	2/-2	Lightning Gun [IC]	20	1	-3	[SU], [MB], [RC], [R], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Destructor	15[J]	4+	1/0	Photon Thruster	25/50	2	-2	[SU], [MB], [RC], [R], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Icarian	15[J]	4+	2/-1	Multi Laser AA	20/35	3	-1	[SU], [MB], [RC], [R], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Empyrite	15[T,J]	4+	2/-1	I-rad Cleanser [A,RAD]	10cm	4	0	[SU], [MB], [RC], [R], Special

Veletaris Storm

The elite infantry of the Solar Auxilia.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm	10	6+	1/0	Volkite Charger [A,VK]	20	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm Assault	10	6+	2/-1	CC Weapons	-	-	-	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm Support	10	6+	1/0	Rotor Cannon	20/30	4	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Vanguard	10	6+	1/-1	Flamer [FW]	10	4	0	

Walkers [2]

All walker elements available are listed in this section.

Aethon Heavy Sentinel

A heavy support walker for the Solar Auxilia forces.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aethon Heavy Sentinel A	15	4+	1/-1	Missile Battery[B] Multi-laser	20/30 20/35	2 2	0 -1	[AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aethon Heavy Sentinel B	15	4+	1/-1	Missile Battery[B] Lascannon	20/30 25/50	2 1	0 -2	[AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aethon Heavy Sentinel C	15	4+	1/-1	Hunter Killer Missile[B]	25/50	1	-3	[AG]
				Heavy Incinerator [FW,A]	15	3	-1	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aethon Heavy Sentinel D	15	4+	1/-1	Missile Battery[B]	20/30	2	0	[AG]
				Volkite Culverin (VK,TL2)	25/50	2	-1	

Castellax Class Battle Automata

The most common class of battle automata was used during the Great Crusade.

The Castellax has the following Special Abilities:

- I. **Overriding Protocols** – When an opposing formation or element is within 15cms of the Castellax formation, the Castellax formation **MUST** charge the opposing formation as if on Charge Orders. This overrides the formations current order if it has not acted during the game turn. If the formation has already acted that game turn, it does not gain another turn via this ability.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type I	10	4+	3/-3	Mauler Bolt Cannon [AP]	25	3	-1	[RC], [N], [RA], Special
				Flamers [FW]	10	2	0	
				Siege Wrecker [B,W]	-	-	-	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type 2	10	4+	3/-2	Darkfire Cannon Anti-Personnel	30/60 25	2 2	-3 0	[RC], [N], [RA], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type 3	10	4+	4/-2	Multi Melta Anti-Personnel [AP] Power blades	25 25 -	1 2 -	-3 0 -	[RC], [N], [RA], Special

Hermes Light/Veletaris Sentinel

Light combat support walkers of the elite infantry as well as line Auxilia.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hermes Light/Veletaris Sentinel A	25	6+	1/-1	Multi-Laser	20/35	2	-1	[R][AG][H]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hermes Light/Veletaris Sentinel B	25	6+	1/-1	Hermes Grenade Launcher [AY,A]	20	2	-1	[R][AG][H]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hermes Light/Veletaris Sentinel C	20	5+	1/-1	Volkite Caliver [VK]	20/30	2	-1	[R][AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hermes Light/Veletaris Sentinel D	20	5+	1/-1	Heavy Flamer	10	2	0	[R][AG]

Vehicles [3]

All vehicle elements available are listed in this section.

Cyclops Remote Demolition Vehicle

Remote controlled disposable vehicles used to breach heavy fortifications.

The Cyclops Remote Demolition Vehicle has the following Special Abilities:

1. **Remote Control** – This formation is not issued an order like other formations. On a player's activation a company command formation within 35cms of this formation may move this formation up to 35cms.
2. **Explosive Charge** – Once the formation is in contact with a target, the player may select ONE of the three different charges mentioned in its Statline and execute that attack.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cyclops Remote Demolition Vehicle	15	5+	0/0	Demolition Charge[B] Incineration Charge [IC] Atomantic Imploder [B,W]	-	3 4 1	-2 0 -4	Special

Dracosan Armored Transport

Exclusive main transport of the forces of the Solar Auxilia.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Dracosan Armored Transport A	20	3+	3/-2	Lascannon [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[TR5], [DR2], [AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Dracosan Armored Transport B	20	3+	3/-2	Demolisher Cannon[B2,W,M] Bolters [AP]	25/50 25	1 2	-3 0	[TR5], [DR2], [AG]

Leman Russ Battle Tank

A proven battle tank that remains in service in the modern Imperium.

The Leman Russ Vanquisher Has the following Special Abilities:

- I. **Long Range Accuracy** – There is no short-ranged band for the main Vanquisher Cannon weapon. It does not receive the long-range fire penalty when firing up to its maximum range.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Battle Tank Type 1	20	2+	2/-1	Battlecannon[B] Anti-Personnel	35/70 25	1 4	-2 0	[AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Battle Tank Type 2	20	2+	2/-1	Battlecannon[B] Lascannon Anti-Personnel	35/70 25/50 25	1 1 2	-2 -2 0	[AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Annihilator	20	2+	2/-1	Lascannons [TL2] Lascannon Anti-Personnel	25/50 25/50 25	1 1 2	-2 -2 0	[AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Demolisher	20	2+	2/-1	Demolisher Cannon [B2,W,M] Heavy Flamer Anti-Personnel	25/50 10 25	1 2 2	-3 0 0	[AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Executioner	20	2+	2/-1	Executioner Plasma Cannon [Fire] Multi laser Anti-Personnel	20/35 20/35 25	3 2 2	-2 -1 0	[AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Exterminator	20	2+	2/-1	TL Exterminator Autocannon [TL2] Anti-Personnel	25/50 25	3 4	-1 0	[AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Incinerator	20	2+	2/-1	Volkite Demi-Culverin [VK][TL2] Multi laser Anti-Personnel	25/50 20/35 25	2 2 2	-2 -1 0	[AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Vanquisher	20	2+	2/-1	Vanquisher Battlecannon Lascannon Anti-Personnel	35/70 25/50 25	1 1 2	-3 -2 0	[AG], Special

Saturyne Aurox Transport

The analogous vehicle to the astartes rhino. In wide use through the Solar Auxilia.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Saturyne Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2], [AG]

Saturyne Carnodon

The premiere support assault fighting vehicle of the Solar Auxilia.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Saturyne Carnodon Type 1	25	3+	2/-1	Lascannons [TL2] Lascannons Anti-Personnel	25/50 25/50 25	1 2 2	-2 -2 0	[AG], [RA]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Saturyne Carnodon Type 2	25	3+	2/-1	Volkite Culverin (VK,TL2) Anti-Personnel	25/50 25	2 4	-1 0	[AG], [RA]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Saturyne Carnodon Type 3	25	3+	2/-1	Anti-Personnel	25	8	0	[AG], [RA]

Termite Assault Drill

Standard underground assault drill of the Imperium.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]

Super Heavy Vehicles [4]

All Super Heavy Vehicle elements available are listed in this section.

The abbreviation CoA used below means “co-axial”.

Baneblade

A common super heavy vehicle, pushed aside by astartes, but a mainstay in the Solar Auxilia.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Baneblade Battle Tank	15	2+	4/-3	Baneblade Cannon [B] Demolisher Cannon [M,B2,W] Coaxial Autocannon [TL2] Sponson Lascannons Anti-Personnel	35/70 25/50 25/50 25/50 25	4 1 1 2 12	-2 -3 -1 -2 0	[DR3]

Malcador Heavy Tank

An ancient design dating from the Age of Strife is mostly used as a reserve heavy tank.

The Malcador Infernus Type 2 has the following Special Ability:

- I. **Chem Inferno Gun** – Hits from this gun cause suppression as if it were artillery.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Heavy Tank Type 1	15	2+	3/-2	Battlecannon[B]	35/70	1	-2	[DR2], [AG]
				Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Sponson Autocannons [TL2]	25/50	2	-1	
				Bolters [AP]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Heavy Tank Type 2	15	2+	3/-2	TL Lascannons (TL2)	25/50	1	-2	[DR2]
				Lascannons	25/50	3	-2	
				Bolters [AP]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Heavy Tank Type 3	15	2+	3/-2	Battlecannon[B]	35/70	1	-2	[DR2]
				Multi laser	20/35	6	-1	
				Bolters [AP]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Infernus Tank Type 1	15	3+	3/-2	Inferno Gun [IC, Fire]	25	6	-1	[DR2]
				Sponson Autocannons [TL2]	25/50	2	-1	
				Anti-Personnel	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Infernus Tank Type 2	15	3+	3/-2	Chem Inferno Gun [IC, VK]	25	6	0	[DR2]
				Sponson Autocannons [TL2]	25/50	2	-1	
				Anti-Personnel	25	2	0	

Shadowsword

A potent armored response to the mighty God-Engines.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shadowsword	15	2+	4/-3	Volcano Cannon [HM,D2,B]	60/120	1	-6	[DR3]
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	14	0	

Stormblade

A specialized tank with Ryza pattern plasma weapon.

Stormblade has the following Special abilities:

1. The Plasma Blastgun may use 1 of the two fire modes per turn.
2. The Plasma Blastgun may cause 1 Fire on a structure that fails its armor save versus this ranged attack.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormblade	15	2+	4/-3	Plasma Blastgun [M]				[DR3], Special
				Rapid Fire	35/70	4	-2	
				Overload Fire [B]	50/100	4	-3	
				Lascannon	25/50	2	-2	
				Bolters [AP]	25	12	0	

Stormhammer

A massive assault tank armed for close defense and attack.

The Stormhammer has the following Special Abilities:

1. The Stormhammer Cannon causes suppression as having the artillery [AY] ability.
2. The Stormhammer Cannon gains a +1 bonus to hit.
3. The Stormhammer ignores the TSM penalty from incoming fire in its rear arc.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer Type 1	15	2+	5/-3	Stormhammer Cannon [B2]	30/60	2	-3	[DR4], Special
				Battlecannons [TL2,B]	35/70	1	-2	
				Lascannon	25/50	1	-2	
				CoA Multi-laser [AP]	20/35	2	-1	
				Bolters [AP]	25	12	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer Type 2	15	2+	5/-3	Stormhammer Cannon [B2]	30/60	2	-3	[DR4], Special
				Battlecannons [TL2,B]	35/70	1	-2	
				Lascannon	25/50	1	-2	
				CoA Multi-laser [AP]	20/35	2	-1	
				Heavy Flamers [FW]	10	12	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer Type 3	15	2+	5/-3	Stormhammer Cannon [B2]	30/60	2	-3	[DR4], Special
				Battlecannons [TL2,B]	35/70	1	-2	
				Lascannon	25/50	1	-2	
				CoA Multi-laser [AP]	20/35	2	-1	
				Multi-lasers	20/35	12	-1	

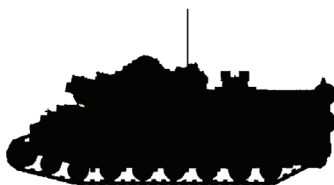
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer Type 4	15	2+	5/-3	Stormhammer Cannon [B]	30/60	2	-4	[DR4], Special
				Battlecannons [TL2,B]	35/70	1	-2	
				Lascannon	25/50	7	-2	
				CoA Multi-laser [AP]	20/35	2	-1	

Stormlord

Mobile fortress with enormous anti-personnel firepower.

The Stormlord has the following Special Ability:

- I. When this element is on FIRST FIRE ORDERS, the Vulcan Mega-bolter gains FOUR bonus attack dice (total of 12).



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormlord	15	2+	4/-3	Vulcan Mega-Bolter	30/60	8	-1	[DR3], [TR8]
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	6	0	
				Heavy Flamers [FW]	10	8	0	

Stormsword

Super heavy built for urban assault roles.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormsword	15	2+	4/-3	Stormsword Cannon [IC,M,B3,W,TL4]	35/70	1	-4	[DR3]
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	14	0	

Valdor Tank Hunter

A newer variant entering Solar Auxilia service named after the chief custodian.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Valdor Tank Hunter	15	3+	3/-2	Neutron Beam Laser [M,D]	35/70	1	-4	[DR2]
				Sponson Autocannon [TL2]	25/50	1	-1	
				Anti-Personnel	25	2	0	

Light Weapons Platform [I]

All Light Weapon Platform elements available are listed in this section.

Rapier

Heavy support weapons on tracks for attack and defense.

The Rapier has the following Special Abilities:

1. **Slow:** The rapier may NOT use charge movement (no double move).
2. **Rapier Type 5:** The Mole Mortar ignores shields of any type; however, it is inaccurate and receives a -1 to-hit penalty.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 1	5	5+	1/0	Quad Launcher				Special
				Frag-Shatter [AY]	50	1	-1	
				Incendiary/phosphex [Fire, IC]	50	1	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 2	5	5+	1/0	TL Laser Destroyer Array [TL3]	20/35	1	-3	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 3	5	5+	1/0	Quad multi laser	20/35	4	-1	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 4	5	5+	1/0	Graviton Cannon [B,HY]	20/35	2	-1	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 5	5	5+	1/0	Mole Mortar [AY,W]	25/50	1	-1	Special

Tarantula Sentry Gun

Robotic automated support guns.

The Tarantula has the following Special Abilities:

1. **Slow:** The rapier may NOT use charge movement (no double move).
2. **Stealth:** All tarantula types are considered to have the stealth [SH] ability until they fire for the first time.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Sentry Gun Type 1	5[T]	5+	1/0	Anti-Personnel	20/35	4	0	[RC], [IF], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Sentry Gun Type 2	5[T]	5+	1/0	Lascannons [TL2]	25/50	1	-2	[RC], [IF], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Sentry Gun Type 3	5[T]	5+	1/0	Multi melta	25	1	-3	[RC], [IF], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Sentry Gun Type 4	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Sentry Gun Type 5	5[T]	5+	1/0	Heavy Flamers [FW]	10	4	0	[RC], [IF], Special

Heavy Artillery [3]

All Heavy Artillery elements available are listed in this section.

Basilisk

Mainstay self-propelled artillery gun of the Solar Auxilia.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Basilisk	15	3+	2/0	Earthshaker Cannon [HM,AY]	120/240	2	-2	[AG]
				Anti-Personnel	25	2	0	

Bombard

Specialized artillery against entrenched and fortified opponents.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Bombard	15	3+	2/0	Colossus Mortar [IC,M,AY] Anti-Personnel	30/60 25	2 2	-1 0	[AG]

Medusa

Artillery with steep angles to hit vehicles on vulnerable top armor or structures.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Medusa	15	3+	2/0	Medusa Siege Gun [HM,AY,W] Anti-Personnel	60/120 25	2 2	-3 0	[AG]

Fliers [F]

All Flier elements available are listed in this section.

Arvus Lighter Shuttle

Light transport flier.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Shuttle	50F	5[7+]	1/0					[TR3]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Support Shuttle	50F	5[7+]	1/0	Air Defense [TL2]	20/35	2	-1	[TR3]

Avenger Strike Fighter

A high-speed ground attack fighter.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter Type 1	60F	4[6+]	3/-2	Bolt Cannon Lascannons [TL2] Skystrike Missiles [AA] Air Defense	20/35 25/50 25/50 25	4 1 1 2	-1 -2 -1 0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Avenger Strike Fighter Type 2	60F	4[6+]	3/-2	Bolt Cannon Autocannons [TL2] Hellstrike Missiles [B] Air Defense	20/35 25/50 35/75 25	4 2 1 2	-1 -1 -2 0	

Marauder

Common bomber with several loadout variants.

The Marauder has the following Special Abilities:

1. **Flares:** Defensive flares that grant all Marauders with an INVULNERABLE SAVE of [6]+ from any MISSILE attack.
2. **Massive Size:** Marauders are considered SUPER HEAVY fliers (analogous to super heavy vehicles).
3. **Marauder Bomber:** This Marauder has FOUR, one use bombs. Each Bomb has SIX attack die and may be dropped at any point of the flier's movement route.
4. **Marauder Colossus:** This Marauder has ONE, one use bombs. Each Bomb has TEN attack die and may be dropped at any point of the flier's movement route.

5. **Marauder Destroyer:** This Marauder has TWO, one use bombs. Each Bomb has SIX attack die and may be dropped at any point of the flier's movement route.
6. **Marauder Pathfinder:** This Marauder has ONE, one use bombs. Each Bomb has SIX attack die and may be dropped at any point of the flier's movement route.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Marauder Bomber	40F	4+	4/-1	Lascannons [TL2] 4 Heavy Bomb [B2] Air Defense	25/50 0 25	1 6 8	-2 -1 0	[DR3], [N], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Marauder Colossus	40F	4+	4/-1	1 Colossus Bomb [B4,W,D2] Air Defense Hellstrike Missiles [B]	0 25 35/75	10 8 2	-4 0 -2	[DR3], [N], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Marauder Destroyer	40F	4+	4/-2	Autocannons [TL4] Air Defense [TL2] 2 Heavy Bomb [B2] Hellstrike Missile [B] Air Defense	25/50 25 0 35/75 25	3 3 6 2 4	-1 -1 -1 -2 0	[DR3], [N], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Marauder Pathfinder	40F	4+	4/-1	Hellstrike Missiles [B] 1 Heavy Bomb [B2] Air Defense	35/70 0 25	1 6 8	-2 -1 0	[DR3], [N], Special

Primaris Lightning Strike Fighter

Specialized interception fighter.

The Primaris Lightning Strike Fighter has the following Special Abilities:

- I. The Ground Attack variant gains a bonus -ITSM to attacks versus ground elements.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Primaris Lightning Strike Fighter Interceptor	60F	5[7+]	3/-2	Lascannons [TL2] Air Defense	25/50 25	1 2	-2 0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Primaris Lightning Strike Ground Attack Fighter	60F	5[7+]	2/-2	Lascannons [TL2] Phosphex bombs [IC,Fire,B2] Air Defense	25/50 0 25	1 1 2	-2 -1 0	Special

Thunderbolt

Heavy armed fighter.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thunderbolt	50F	5[7+]	3/-2	Quad Autocannons [TL2] Lascannons [TL2] Skystrike Missile [AA] Air Defense	25/50 25/50 25/50 25	4 1 1 2	-1 -2 -1 0	

Special Characters

All available Special Characters listed here.

Lord Marshal Ireton MaSade

Starting as a common soldier to a living legend. The rare, unaugmented human to command an entire Expeditionary Crusade Fleet.

Lord Marshal Ireton MaSade has the following Special Ability:

- I. **Beyond the Machine:** Once per game, ONE destroyed tank can be returned to the battle with 1 DR point.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lord Marshal Ireton MaSade	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3], [IWD], Special

Fortifications

The following fortifications are available to all Solar Auxilia forces.

Fortifications have the following Special Ability:

1. **Elements within fortifications gain** the Indomitable [ID] ability while they are within these structures.

Legion players can choose any of these fortifications as part of their force:

1. **Aegis Defense Line**
2. **Bastion**
3. **Defense Line**
4. **Defense Emplacement**
5. **Bunker**
6. **Firestorm Redoubt**
7. **Vengeance Weapon Battery**
8. **Macro Cannon Aquila Strongpoint**
9. **Vortex Missile Aquila Strongpoint**
10. **Imperial Primus Redoubt**
11. **Imperial Castellum Stronghold**

Detail stats and descriptions are available on the appropriate fortification cards. Please see Fortification Cards MKV file.

Allies

This section covers all potential allies the Solar Auxilia has in play.

Crusade Era

During this era Solar Auxilia may ally with any Imperial force (includes Legiones Astartes, Solar Auxilia, Mechanicum, Militia Imperialis, Questoris Knight Houses and Titan Legions).

Heresy Era

Once the Heresy begins the Solar Auxilia can ally with either traitor or loyal forces.

Army Cards

The Solar Auxilia has access to the following Army Card files:

Solar Auxilia Army Cards

1. Solar Auxilia MKV Company Cards – includes standard and grand companies.
2. Solar Auxilia MKV Support Cards – includes standard and grand support formations.
3. Solar Auxilia MKV Special Cards
4. Solar Auxilia MKV Upgrade Cards
5. Solar Auxilia MKV Transport Cards – includes ground and flier transports.

Army cards are available for download at:

Facebook Group: <https://www.facebook.com/groups/389010114859638>

Website: <https://imperiusdominatus.org/>

Appendix

This section contains Statline summaries for use as play aids.

Solar Auxilia

Appendix for all Solar Auxilia elements.

Command Elements [I]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Auxilia Medicae	10	7+	2/0	CC Weapons	-	-	-	[Apo]
Enginseer Auxilia	10	5[7]+	2/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Lord Marshal	10	4[6]+	5/-2	CC Weapons	-	-	-	[HQ3], [MB], [N]
Troop Master	10	7+	3/-1	CC Weapons	-	-	-	[HQ1], [MB]
Veletaris Storm Prime	10	6+	3/-1	Volkite Charger [A,VK]	20	2	0	[HQ1]

Infantry [1]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	
Ogryn Charonites	15	5[7]+	5/-3	CC Weapons	-	-	-	[SU], Special
Thallax Ferrox	15[J]	4+	2/-2	Lightning Gun [IC]	20	1	-3	[SU], [MB], [RC], [R], Special
Thallax Destructor	15[J]	4+	1/0	Photon Thruster	25/50	2	-2	[SU], [MB], [RC], [R], Special
Thallax Icarian	15[J]	4+	2/-1	Multi Laser AA	20/35	3	-1	[SU], [MB], [RC], [R], Special
Thallax Empyrite	15[T,J]	4+	2/-1	I-rad Cleanser [A,RAD]	10cm	4	0	[SU], [MB], [RC], [R], Special
Veletaris Storm	10	6+	1/0	Volkite Charger [A,VK]	20	2	0	
Veletaris Storm Assault	10	6+	2/-1	CC Weapons	-	-	-	
Veletaris Storm Support	10	6+	1/0	Rotor Cannon	20/30	4	0	
Veletaris Vanguard Section	10	6+	1/-1	Flamer [FW]	10	4	0	

Walkers [2]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Aethon Heavy Sentinel A	15	4+	1/-1	Missile Battery[B] Multi-laser	20/30 20/35	2 2	0 -1	[AG]
Aethon Heavy Sentinel B	15	4+	1/-1	Missile Battery[B] Lascannon	20/30 25/50	2 1	0 -2	[AG]
Aethon Heavy Sentinel C	15	4+	1/-1	Hunter Killer Missile[B] Heavy Incinerator [FW,A]	25/50 15	1 3	-3 -1	[AG]
Aethon Heavy Sentinel D	15	4+	1/-1	Missile Battery[B] Volkite Culverin (VK,TL2)	20/30 25/50	2 2	0 -1	[AG]
Castellax Battle Automata Type I	10	4+	3/-3	Mauler Bolt Cannon [AP] Flamers [FW]	25 10 -	3 2 -	-1 0 -	[RC], [N], [RA], Special

				Siege Wrecker [B,W]				
Castellax Battle Automata Type 2	10	4+	3/-2	Darkfire Cannon Anti-Personnel	30/60 25	2 2	-3 0	[RC], [N], [RA], Special
Castellax Battle Automata Type 3	10	4+	4/-2	Multi Melta Anti-Personnel [AP] Power blades	25 25 -	1 2 -	-3 0 -	[RC], [N], [RA], Special
Hermes Light/Veletaris Sentinel A	25	6+	1/-1	Multi-Laser	20/35	2	-1	[R][AG][H]
Hermes Light/Veletaris Sentinel B	25	6+	1/-1	Hermes Grenade Launcher [AY,A]	20	2	-1	[R][AG][H]
Hermes Light/Veletaris Sentinel C	20	5+	1/-1	Volkite Caliver [VK]	20/30	2	-1	[R][AG]
Hermes Light/Veletaris Sentinel D	20	5+	1/-1	Heavy Flamer	10	2	0	[R][AG]

Vehicles [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Cyclops Remote Demolition Vehicle	15	5+	0/0	Demolition Charge[B] Incineration Charge [IC] Atomantic Imploder[B,W]	-	3 4 1	-2 0 -4	Special
Leman Russ Battle Tank Type 1	20	2+	2/-1	Battlecannon[B] Anti-Personnel	35/70 25	1 4	-2 0	[AG]
Leman Russ Battle Tank Type 2	20	2+	2/-1	Battlecannon[B] Lascannon Anti-Personnel	35/70 25/50 25	1 1 2	-2 -2 0	[AG]
Leman Russ Annihilator	20	2+	2/-1	Lascannons [TL2] Lascannon Anti-Personnel	25/50 25/50 25	1 1 2	-2 -2 0	[AG]
Leman Russ Demolisher	20	2+	2/-1	Demolisher Cannon [B2,W,M] Heavy Flamer Anti-Personnel	25/50 10 25	1 2 2	-3 0 0	[AG]
Leman Russ Executioner	20	2+	2/-1	Executioner Plasma Cannon [Fire]	20/35 20/35 25	3 2 2	-2 -1 0	[AG]

				Multi laser Anti-Personnel				
Leman Russ Exterminator	20	2+	2/-1	TL Exterminator Autocannon[TL2] Anti-Personnel	25/50 25	3 4	-1 0	[AG]
Leman Russ Incinerator	20	2+	2/-1	Volkite Demi- Culverin [VK][TL2] Multi laser Anti-Personnel	25/50 20/35 25	2 2 2	-2 -1 0	[AG]
Leman Russ Vanquisher	20	2+	2/-1	Vanquisher Battlecannon Lascannon Anti-Personnel	35/70 25/50 25	1 1 2	-3 -2 0	[AG], Special
Saturyne Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2], [AG]
Saturyne Carnodon Type 1	25	3+	2/-1	Lascannons [TL2] Lascannons Anti-Personnel	25/50 25/50 25	1 2 2	-2 -2 0	[AG], [RA]
Saturyne Carnodon Type 2	25	3+	2/-1	Volkite Culverin (VK,TL2) Anti-Personnel	25/50 25	2 4	-1 0	[AG], [RA]
Saturyne Carnodon Type 3	25	3+	2/-1	Anti-Personnel	25	8	0	[AG], [RA]
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]

Super Heavy Vehicles [4]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Baneblade Battle Tank	15	2+	4/-3	Baneblade Cannon [B] Demolisher Cannon [M,B2,W] Coaxial Autocannon [TL2] Sponson Lascannons Anti-Personnel	35/70 25/50 25/50 25/50 25	4 1 1 2 12	-2 -3 -1 -2 0	[DR3]
Malcador Heavy Tank Type 1	15	2+	3/-2	Battlecannon[B] Demolisher Cannon [B2,W,M] Sponson Autocannons [TL2] Bolters [AP]	35/70 25/50 25/50 25	1 1 2 2	-2 -3 -1 0	[DR2]
Malcador Heavy Tank Type 2	15	2+	3/-2	TL Lascannons (TL2) Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[DR2]

Malcador Heavy Tank Type 3	15	2+	3/-2	Battlecannon[B] Multi laser Bolters [AP]	35/70 20/35 25	1 6 2	-2 -1 0	[DR2]
Malcador Infernus Tank Type 1	15	3+	3/-2	Inferno Gun [IC, Fire] Sponson Autocannons [TL2] Anti-Personnel	25 25/50 25	6 2 2	-1 -1 0	[DR2]
Malcador Infernus Tank Type 2	15	3+	3/-2	Chem Inferno Gun [IC, VK] Sponson Autocannons [TL2] Anti-Personnel	25 25/50 25	6 2 2	0 -1 0	[DR2]
Shadowsword	15	2+	4/-3	Volcano Cannon [HM,D2,B] Lascannons Bolters [AP]	60/120 25/50 25	1 2 14	-6 -2 0	[DR3]
Stormblade	15	2+	4/-3	Plasma Blastgun [M] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	35/70 50/100 25/50 25	4 4 2 12	-2 -3 -2 0	[DR3], Special
Stormhammer Type 1	15	2+	5/-3	Stormhammer Cannon [B2] Battlecannons [TL2,B] Lascannon CoA Multi-laser [AP] Bolters [AP]	30/60 35/70 25/50 20/35 25	2 1 1 2 12	-3 -2 -2 -1 0	[DR4], Special
Stormhammer Type 2	15	2+	5/-3	Stormhammer Cannon [B2] Battlecannons [TL2,B] Lascannon CoA Multi-laser [AP] Heavy Flamers [FW]	30/60 35/70 25/50 20/35 10	2 1 1 2 12	-3 -2 -2 -1 0	[DR4], Special
Stormhammer Type 3	15	2+	5/-3	Stormhammer Cannon [B2] Battlecannons [TL2,B] Lascannon CoA Multi-laser [AP] Multi-lasers	30/60 35/70 25/50 20/35 20/35	2 1 1 2 12	-3 -2 -2 -1 -1	[DR4], Special
Stormhammer Type 4	15	2+	5/-3	Stormhammer Cannon [B] Battlecannons [TL2,B] Lascannon CoA Multi-laser [AP]	30/60 35/70 25/50 20/35	2 1 7 2	-4 -2 -2 -1	[DR4], Special
Stormlord	15	2+	4/-3	Vulcan Mega-Bolter Lascannons Bolters [AP] Heavy Flamers [FW]	30/60 25/50 25 10	8 2 6 8	-1 -2 0 0	[DR3], [TR8]
Stormsword	15	2+	4/-3	Stormsword Cannon [IC,M,B3,W,TL4] Lascannons Bolters [AP]	35/70 25/50 25	1 2 14	-4 -2 0	[DR3]

Valdor Tank Hunter	15	3+	3/-2	Neutron Beam Laser [M,D]	35/70	1	-4	[DR2]
				Sponson Autocannon [TL2]	25/50	1	-1	
				Anti-Personnel	25	2	0	

Light Weapons Platform [1]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Rapier Type 1	5	5+	1/0	Quad Launcher				Special
				Frag-Shatter [AY]	50	1	-1	
				Incendiary/phosphex [Fire, IC]	50	1	0	
Rapier Type 2	5	5+	1/0	TL Laser Destroyer Array [TL3]	20/35	1	-3	Special
Rapier Type 3	5	5+	1/0	Quad multi laser	20/35	4	-1	Special
Rapier Type 4	5	5+	1/0	Graviton Cannon [B,HY]	20/35	2	-1	Special
Rapier Type 5	5	5+	1/0	Mole Mortar [AY,W]	25/50	1	-1	Special
Tarantula Sentry Gun Type 1	5[T]	5+	1/0	Anti-Personnel	20/35	4	0	[RC], [IF], Special
Tarantula Sentry Gun Type 2	5[T]	5+	1/0	Lascannons [TL2]	25/50	1	-2	[RC], [IF], Special
Tarantula Sentry Gun Type 3	5[T]	5+	1/0	Multi melta	25	1	-3	[RC], [IF], Special
Tarantula Sentry Gun Type 4	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF], Special
Tarantula Sentry Gun Type 5	5[T]	5+	1/0	Heavy Flamers [FW]	10	4	0	[RC], [IF], Special

Heavy Artillery [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Basilisk	15	3+	2/0	Earthshaker Cannon [HM,AY]	120/240	2	-2	[AG]
				Anti-Personnel	25	2	0	
Bombard	15	3+	2/0	Colossus Mortar [IC,M,AY]	30/60	2	-1	[AG]
				Anti-Personnel	25	2	0	
Medusa	15	3+	2/0	Medusa Siege Gun [HM,AY,W]	60/120	2	-3	[AG]
				Anti-Personnel	25	2	0	

Fliers [F]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Arvus Lighter Shuttle	50F	5[7+]	1/0					[TR3]
Arvus Lighter Support Shuttle	50F	5[7+]	1/0	Air Defense [TL2]	20/35	2	-1	[TR3]
Avenger Strike Fighter Type 1	60F	4[6+]	3/-2	Bolt Cannon Lascannons [TL2] Skystrike Missiles [AA] Air Defense	20/35 25/50 25/50 25	4 1 1 2	-1 -2 -1 0	
Avenger Strike Fighter Type 2	60F	4[6+]	3/-2	Bolt Cannon Autocannons [TL2] Hellstrike Missiles [B] Air Defense	20/35 25/50 35/75 25	4 2 1 2	-1 -1 -2 0	
Marauder Bomber	40F	4+	4/-1	Lascannons [TL2] 4 Heavy Bomb [B2] Air Defense	25/50 0 25	1 6 8	-2 -1 0	[DR3], [N], Special
Marauder Colossus	40F	4+	4/-1	1 Colossus Bomb [B4,W,D2] Air Defense Hellstrike Missiles [B]	0 25 35/75	10 8 2	-4 0 -2	[DR3], [N], Special
Marauder Destroyer	40F	4+	4/-2	Autocannons [TL4] Air Defense [TL2] 2 Heavy Bomb [B2] Hellstrike Missile [B] Air Defense	25/50 25 0 35/75 25	3 3 6 2 4	-1 -1 -1 -2 0	[DR3], [N], Special
Marauder Pathfinder	40F	4+	4/-1	Hellstrike Missiles [B] 1 Heavy Bomb [B2] Air Defense	35/70 0 25	1 6 8	-2 -1 0	[DR3], [N], Special
Primaris Lightning Strike Fighter Interceptor	60F	5[7+]	3/-2	Lascannons [TL2] Air Defense	25/50 25	1 2	-2 0	
Primaris Lightning Strike Ground Attack Fighter	60F	5[7+]	2/-2	Lascannons [TL2] Phosphex bombs [IC,Fire,B2] Air Defense	25/50 0 25	1 1 2	-2 -1 0	Special
Thunderbolt	50F	5[7+]	3/-2	Quad Autocannons [TL2] Lascannons [TL2] Skystrike Missile [AA] Air Defense	 25/50 25/50 25/50 25	 4 1 1 2	 -1 -2 -1 0	

Special Characters

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Lord Marshal Ireton MaSade	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3], [IWD], Special