

IMPERIALIS MILITIA



SPECIAL CARDS
MKV

IMPERIALIS MILITIA TRAITS

GENERAL TRAITS



The Imperialis Militia Possesses the following traits:

1. Faction Value is 150
2. To-hit value for Imperialis Militia is 7+ for ranged and close combat attacks.
3. To-hit value for Imperialis Militia Levy is 8+ for ranged and 7+ close combat.



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



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

SPECIFIC TRAITS



The Imperialis Militia have the following Specific Traits:

The player may pick ONE trait from the following list:

1. **Warrior Elite** – Infantry elements gain a +1 bonus to morale rolls.
2. **Feral Warriors** – Infantry elements gain a +1 bonus to-hit in close combat.
3. **Alchemical Jackers** – Infantry elements gain the STUBBORN [SU] ability.
4. **Dark Age Survivor** – Infantry elements gain a +1 bonus to the ARMOR VALUE [AV] or a +1 bonus to the invulnerable save (if present).
5. **Cult Horde (Traitor Faction Only)** – Infantry elements gain the INDOMITABLE [ID] ability, a +1 bonus to-hit in close combat and a +1 bonus to close combat outcome rolls. However, formations with this trait **MUST** charge opposing formation within 20cms, may NOT use grenadier squads NOR use the first fire order.

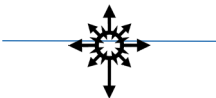
SPECIAL CARDS

INFANTRY [1]

SPECIAL FORMATION

MILITIA ROGUE PSYKER (PSY 1)

The Rogue Psyker (Level 1) consists of 1 Rogue Psyker (Level 1) stand.



Point Value 50

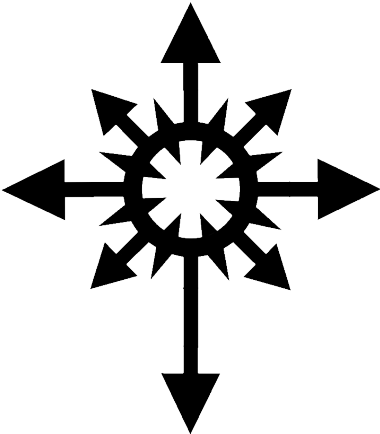


MILITIA ROGUE PSYKER (PSY 1)

Break Point +1: The Rogue Psyker (Level 1) adds +1 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rogue Psyker	10	8[8]+	3/-2	CC Weapons	-	-	-	[P1], [FR], [HQ1], [R]
Rogue Psyker (possessed)	10	6[6]+	4/-3	CC Weapons	-	-	-	[TR], [DE], [P2] Special*



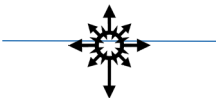
Victory Points +1

Your opponent gains +1 VP when attached Company is broken

SPECIAL FORMATION

MILITIA ROGUE PSYKER (PSY 2)

The Rogue Psyker (Level 1) consists of 1 Rogue Psyker (Level 1) stand.



Point Value 100

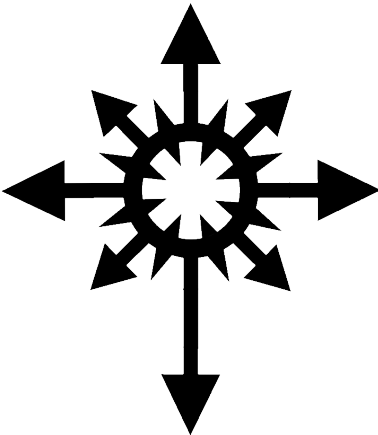


MILITIA ROGUE PSYKER (PSY 2)

Break Point +1: The Rogue Psyker (Level 1) adds +1 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rogue Psyker	10	8[8]+	4/-3	CC Weapons	-	-	-	[P2], [FR], [HQ2], [R]
Rogue Psyker (possessed)	10	6[6]+	4/-3	CC Weapons	-	-	-	[TR], [DE], [P2] Special

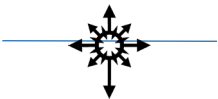


Victory Points +1
Your opponent gains +1 VP when attached Company is broken

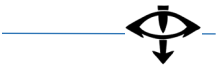
SPECIAL FORMATION

MILITIA MUTANT SPAWN

The Mutant Spawn consists of 5 Mutant Spawn stands.



Point Value 150

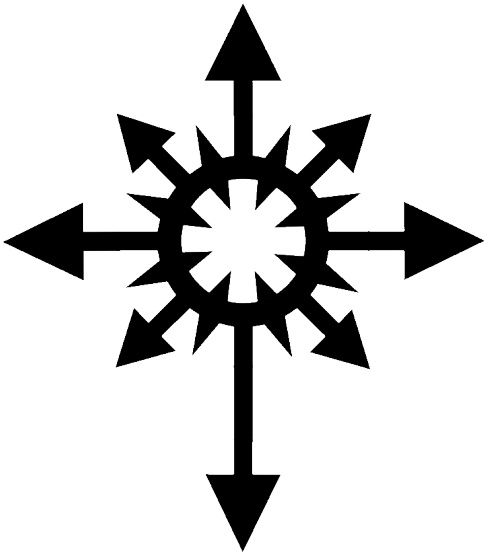


MILITIA MUTANT SPAWN

Break Point 4: The Mutant Spawn is broken when it has lost 4 models.

Morale Value -: The Mutant Spawn have no Morale value and pass any morale test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mutant Spawn	15	7+	3/-2	-	-	-	-	[FR], [IWD], Special



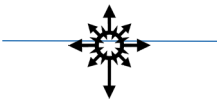
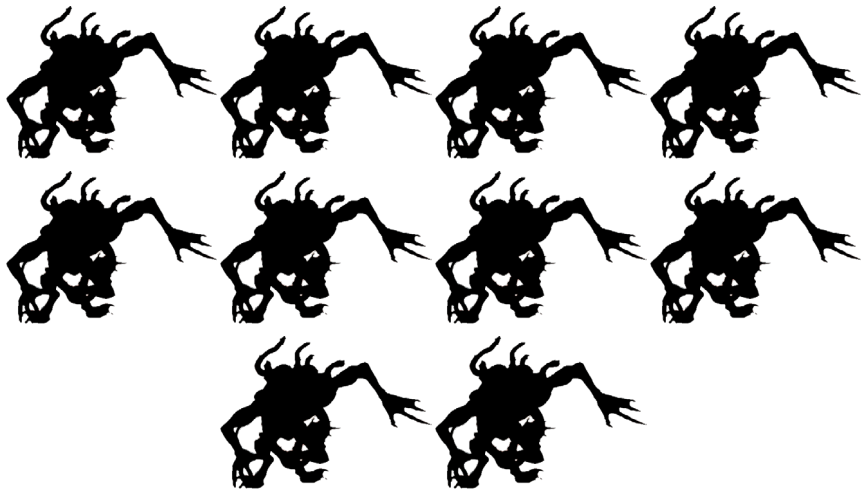
Victory Points 2

Your opponent gains 1 VP when the formation is broken

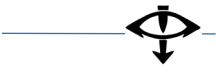
SPECIAL FORMATION

MILITIA MUTANT SPAWN

The Mutant Spawn consists of 10 Mutant Spawn stands.



Point Value 350

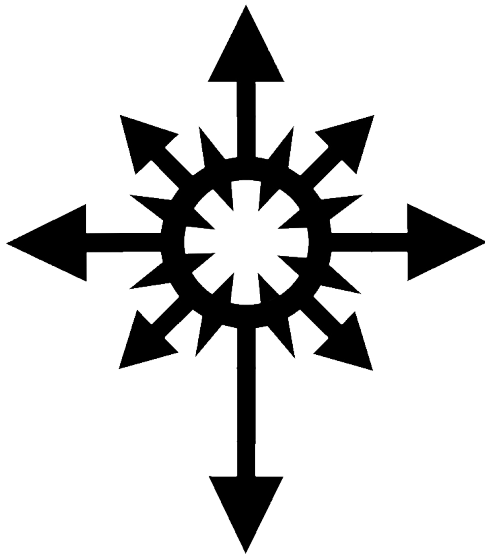


MILITIA MUTANT SPAWN

Break Point 7: The Mutant Spawn is broken when it has lost 7 models.

Morale Value -: The Mutant Spawn have no Morale value and pass any morale test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mutant Spawn	15	7+	3/-2	-	-	-	-	[FR], [IWD], Special



Victory Points 4

Your opponent gains 2 VP when the formation is broken

SPECIAL CARDS

FLIERS [F]

SPECIAL FORMATION

MILITIA THUNDERBOLT HEAVY FIGHTER SQUADRON

The Thunderbolt Heavy Fighter Squadron consists of 3 Thunderbolt Heavy Fighters.



Point Value 350



MILITIA THUNDERBOLT HEAVY FIGHTER SQUADRON

Break Point 1: The Thunderbolt Heavy Fighter Squadron is broken when it has lost 1 models.

Morale Value 7+: Auxilia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

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



Victory Points 4

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

MILITIA THUNDERBOLT HEAVY FIGHTER WING

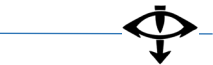
The Thunderbolt Heavy Fighter Wing consists of 2 Squadrons of 3 Thunderbolt Heavy Fighters.

Thunderbolt Squadron



Point Value 700

Thunderbolt Squadron



MILITIA THUNDERBOLT HEAVY FIGHTER WING

Break Point 2: The Thunderbolt Heavy Fighter Wing is broken when it has lost 2 models.

Morale Value 7+: The Auxilia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

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



Victory Points 7

Your opponent gains 4 VP when this Wing is broken

SPECIAL FORMATION

MILITIA THUNDERBOLT HEAVY FIGHTER AIR FORCE

The Thunderbolt Heavy Fighter Air Force consists 3 Squadrons of 3 Thunderbolt Heavy Fighters.

Thunderbolt Squadron

Thunderbolt Squadron

Thunderbolt Squadron



Point Value 1050



MILITIA THUNDERBOLT HEAVY FIGHTER AIR FORCE

Break Point 5: The Thunderbolt Heavy Fighter Air Force is broken when it has lost 5 models.

Morale Value 6+: The Auxilia have a Morale value of 6+ and must roll 5 or more on a D10 to pass their Morale check.

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



Victory Points 11

Your opponent gains 6 VP when this Air Force is broken

SPECIAL CARDS CHARACTERS

SPECIAL FORMATION

MILITIA FORCE COMMANDER

The Force Commander consists of 1 Force Commander stand.



Point Value Free



MILITIA FORCE COMMANDER

Break Point +1: The Force Commander adds +1 to the break point of the formation it is added to.

Morale Value 6+: The Force Commander 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
Force Commander	10	5[6]+	4/-3	CC Weapons	-	-	-	[HQ2], [MB], [R]



Victory Points +1

Your opponent gains +1 VP when attached Company is broken