

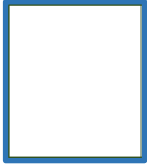
IMPERIALIS MILITIA



TRANSPORT CARDS

MKV

TRANSPORT CARD SYMBOLS



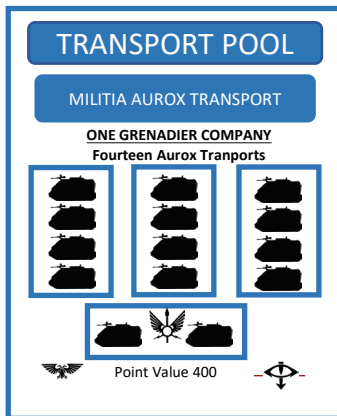
Transport Cards that are added to Company Cards will have their total number divided into as many formations (detachments/mobs/etc) as the Company Card possesses. To aid players in identifying how many elements and formations the transport card is divided into. They will be grouped into **boxes** signifying how many models serve as transport to one detachment on the company card. Each such group is given an order like any other formation.



This example shows that 4 Aurox Transports comprises one formation of transports that will transport one detachment in a Grenadier company. Each such box on a transport card means one formation that receives one order.



In the case of the transport attached to a command formation an additional symbol is added to let the player know that this box and grouping of models belongs specifically to the command formation.



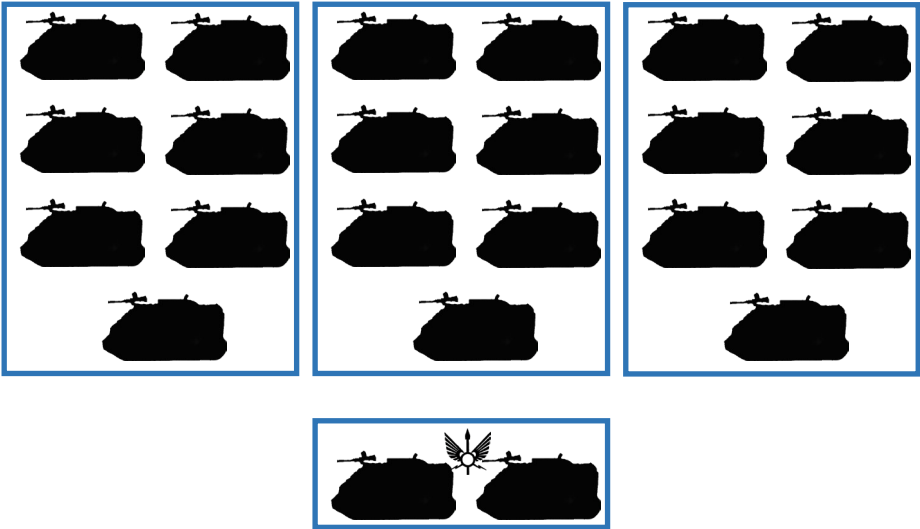
This Transport Card for a Grenadier that consists of FOUR boxes which means there are a total of 4 formations to be attached as transport. One of the boxes has a symbol which means that one belongs to the command formation. In total there are 3 formations of 4 element that are attached to 3 detachments of Grenadier infantry, and 1 formation attached to the command formation.

TRANSPORT CARDS
FOR USE WITH MILITIA AND
LEVY FORMATIONS
VEHICLES

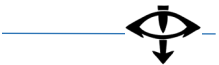
TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE MILITIA OR LEVY COMPANY
Twenty-Three Aurox Armored Transports



Point Value 750



MILITIA AUROX ARMORED
TRANSPORT

Break Point +9: The Aurox Armored Transports adds +9 to the break point of the formation it is added to.

Morale Value 7+: 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
Aurox Transport	25	5+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2]



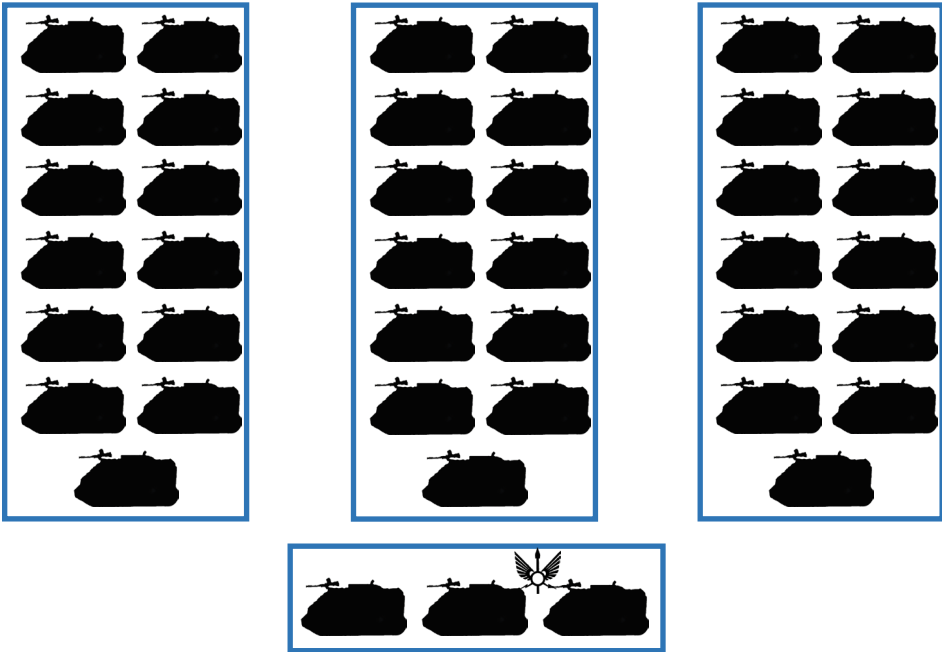
Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE MILITIA OR LEVY GRAND COMPANY
Forty-Two Aurox Armored Transports



Point Value 1350



MILITIA AUROX ARMORED
TRANSPORT

Break Point +17: The Aurox Armored Transports adds +17 to the break point of the formation it is added to.

Morale Value 7+: 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
Aurox Transport	25	5+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2]



Victory Points +14

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE MILITA OR LEVY PLATOON
Seven Aurox Armored Transports



Point Value 250



MILITIA AUROX ARMORED
TRANSPORT

Break Point +3: The Aurox Armored Transports adds +3 to the break point of the formation it is added to.

Morale Value 7+: 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
Aurox Transport	25	5+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2]



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE MILITA OR LEVY GRAND PLATOON
Thirteen Aurox Armored Transports



Point Value 400



MILITIA AUROX ARMORED
TRANSPORT

Break Point +5: The Aurox Armored Transports adds +5 to the break point of the formation it is added to.

Morale Value 7+: 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
Aurox Transport	25	5+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2]



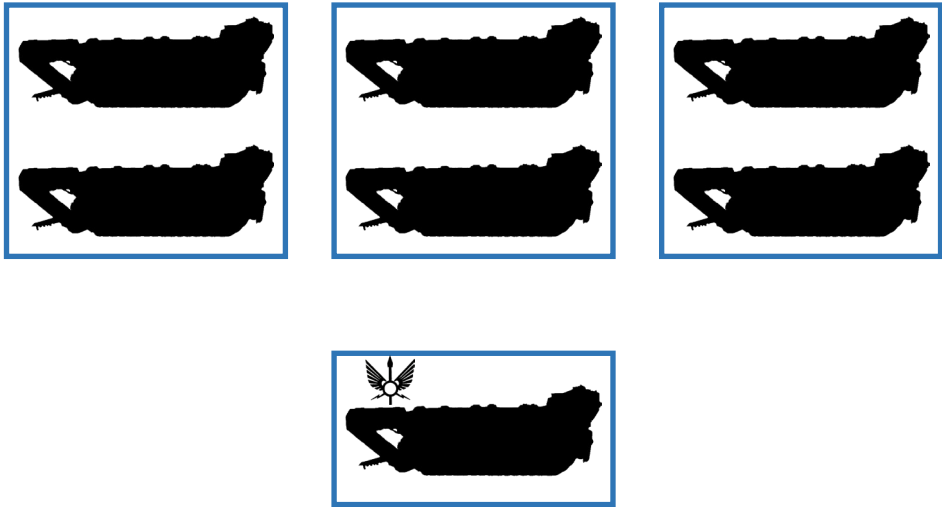
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE MILITIA OR LEVY COMPANY
Seven Gorgon Heavy Transports



Point Value 1100



MILITIA GORGON HEAVY
TRANSPORTERS

Break Point +3: The Gorgon Heavy Transports adds +3 to the break point of the formation it is added to.

Morale Value 7+: 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
Gorgon Heavy Transporter	15	2[4]+	4/-3	Autocannons [TL2]	25/50	4	-1	[DR3], [TR10]
				Gorgon Mortar Battery [AY,B]	25/50	2	0	
				Bolters [AP]	25	4	0	



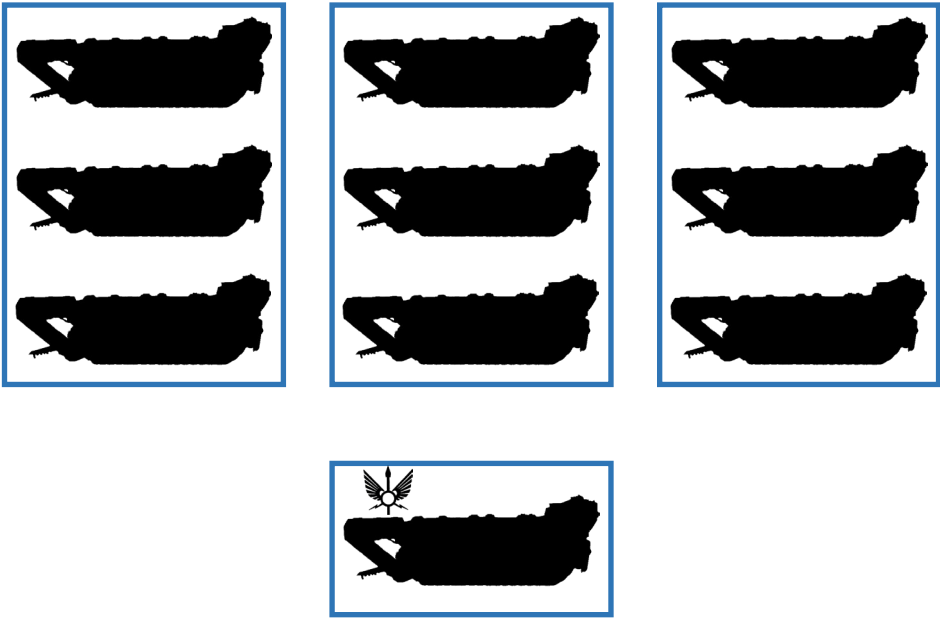
Victory Points +11

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE MILITIA OR LEVY GRAND COMPANY
Ten Gorgon Heavy Transports



Point Value 1550



MILITIA GORGON HEAVY
TRANSPORTERS

Break Point +4: The Gorgon Heavy Transports adds +4 to the break point of the formation it is added to.

Morale Value 7+: 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
Gorgon Heavy Transporter	15	2[4]+	4/-3	Autocannons [TL2] Gorgon Mortar Battery [AY,B] Bolters [AP]	25/50 25/50 25	4 2 4	-1 0 0	[DR3], [TR10]



Victory Points +16

Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE MILITIA OR LEVY PLATOON
Two Gorgon Heavy Transports



Point Value 300



MILITIA GORGON HEAVY
TRANSPORTERS

Break Point +1: The Gorgon Heavy Transports adds +1 to the break point of the formation it is added to.

Morale Value 7+: 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
Gorgon Heavy Transporter	15	2[4]+	4/-3	Autocannons [TL2]	25/50	4	-1	[DR3], [TR10]
				Gorgon Mortar Battery [AY,B]	25/50	2	0	
				Bolters [AP]	25	4	0	



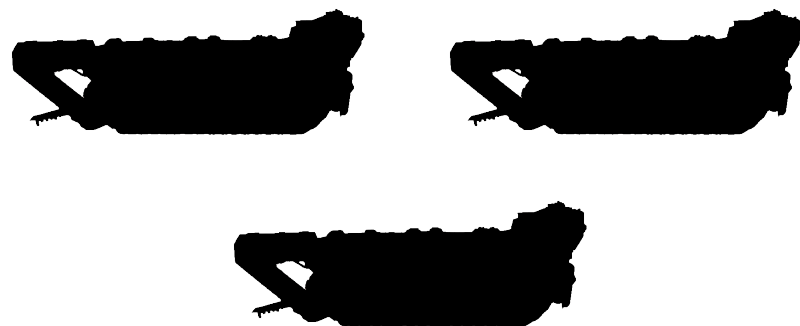
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE MILITIA OR LEVY GRAND PLATOON
Three Gorgon Heavy Transports



Point Value 450



MILITIA GORGON HEAVY
TRANSPORTERS

Break Point +1: The Gorgon Heavy Transports adds +1 to the break point of the formation it is added to.

Morale Value 7+: 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
Gorgon Heavy Transporter	15	2[4]+	4/-3	Autocannons [TL2]	25/50	4	-1	[DR3], [TR10]
				Gorgon Mortar Battery [AY,B]	25/50	2	0	
				Bolters [AP]	25	4	0	



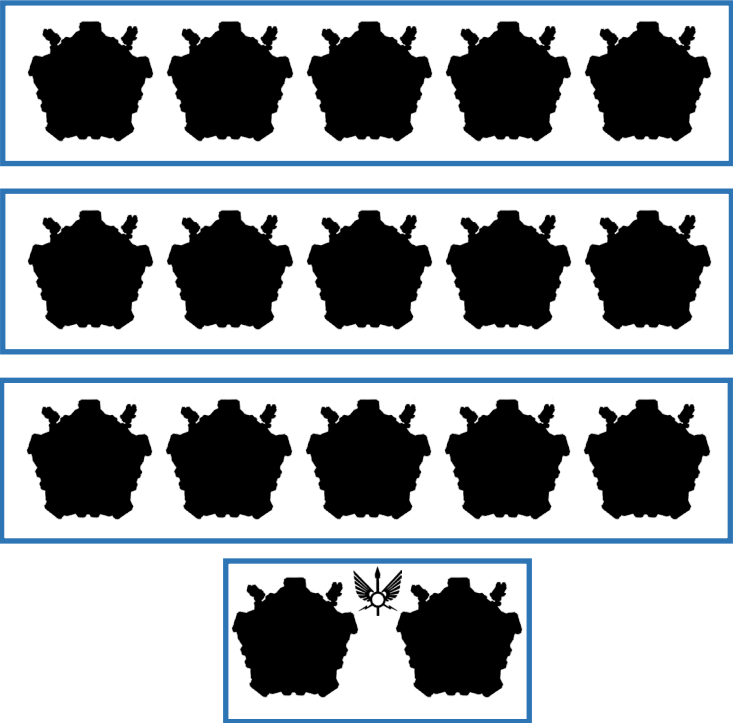
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE MILITIA OR LEVY COMPANY
Seventeen Termite Assault Drills



 Point Value 1300 

MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +7: The Termites add +7 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW]	10	4	0	[TR3], [DU]
				Melta Cutter [B2,W]	10	2	-4	

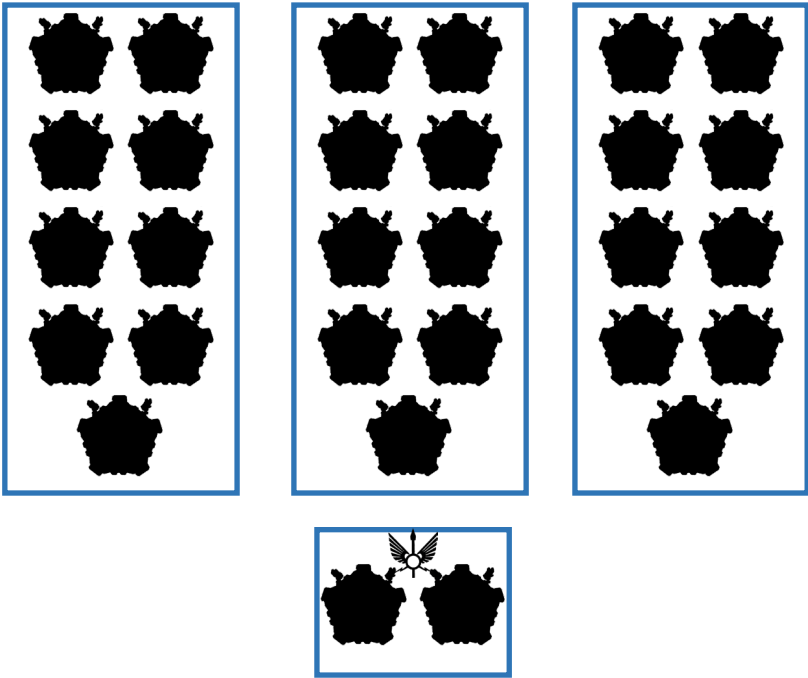


Victory Points +13
Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE MILITIA OR LEVY GRAND COMPANY
Twenty-Nine Termite Assault Drills



Point Value 2250



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +12: The Termites add +12 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



Victory Points +23

Your opponent gains +12 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE MILITIA OR LEVY PLATOON
Five Termite Assault Drills



Point Value 400



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +2: The Termites add +2 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW]	10	4	0	[TR3], [DU]
				Melta Cutter [B2,W]	10	2	-4	



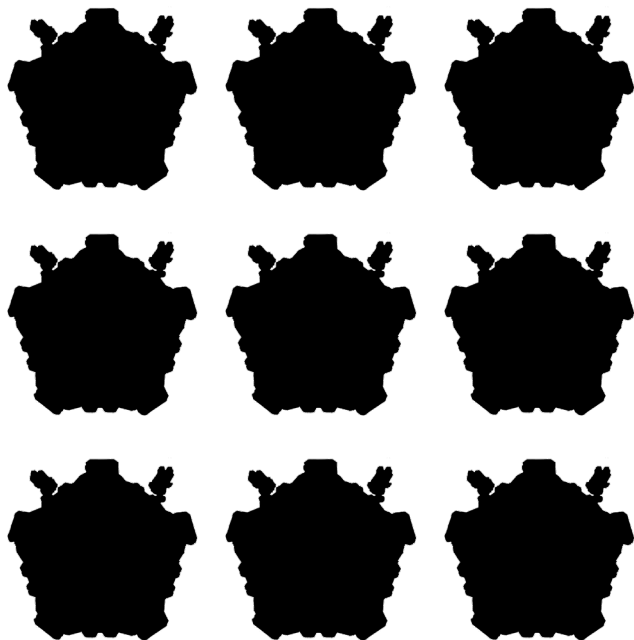
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE MILITIA OR LEVY GRAND PLATOON
Nine Termite Assault Drills



Point Value 700



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +4: The Termites add +4 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW]	10	4	0	[TR3], [DU]
				Melta Cutter [B2,W]	10	2	-4	



Victory Points +7

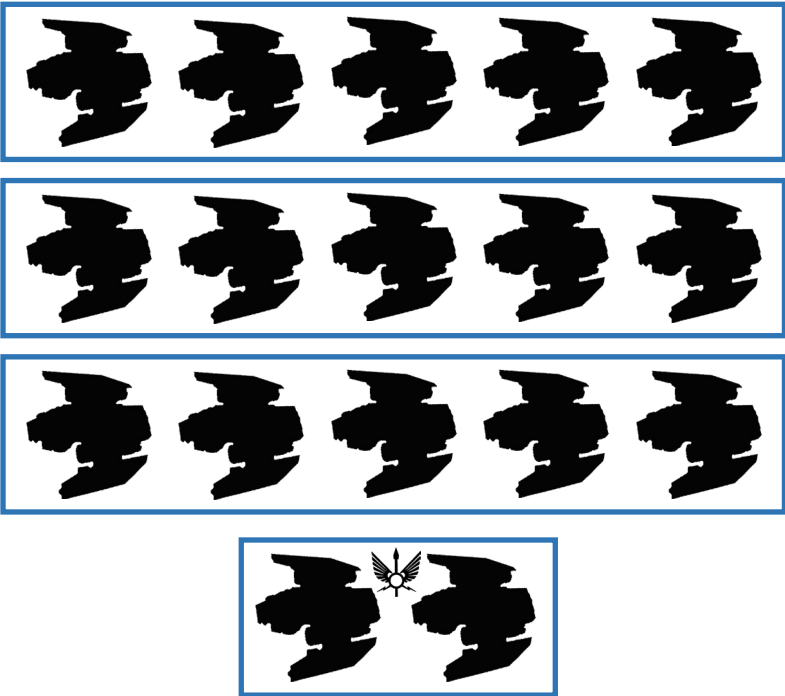
Your opponent gains +4 VP when attached formation is broken

TRANSPORT CARDS
FOR USE WITH MILITIA AND
LEVY FORMATIONS
FLIERS

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE MILITIA OR LEVY COMPANY
Seventeen Arvus Lighter Orbital Shuttles



Point Value 800



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +7: The Arvus Lighter Orbital Shuttles adds +7 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
Arvus Lighter Orbital Shuttle	50[F]	5[7]+	1/0					[TR3]



Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE MILITIA OR LEVY GRAND COMPANY
Twenty-Nine Arvus Lighter Orbital Shuttles



Point Value 1350



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +12: The Arvus Lighter Orbital Shuttles adds +12 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
Arvus Lighter Orbital Shuttle	50[F]	5[7]+	1/0					[TR3]



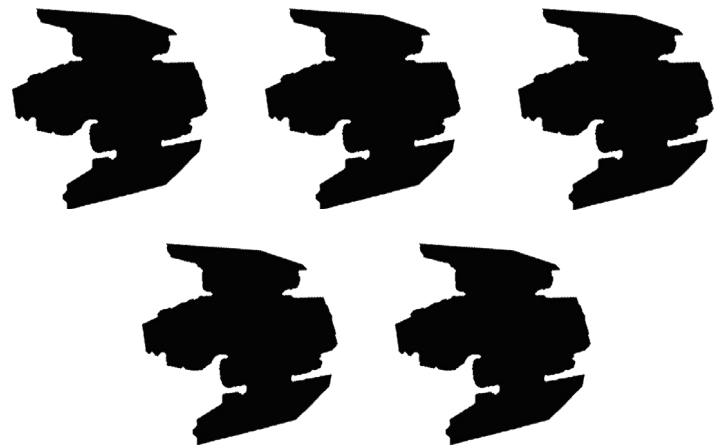
Victory Points +14

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE MILITIA OR LEVY PLATOON
Five Arvus Lighter Orbital Shuttles



Point Value 250



MILITIA 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 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
Arvus Lighter Orbital Shuttle	50[F]	5[7]+	1/0					[TR3]



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE MILITIA OR LEVY GRAND PLATOON
Nine Arvus Lighter Orbital Shuttles



Point Value 400



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +4: The Arvus Lighter Orbital Shuttles adds +4 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
Arvus Lighter Orbital Shuttle	50[F]	5[7]+	1/0					[TR3]



Victory Points +4

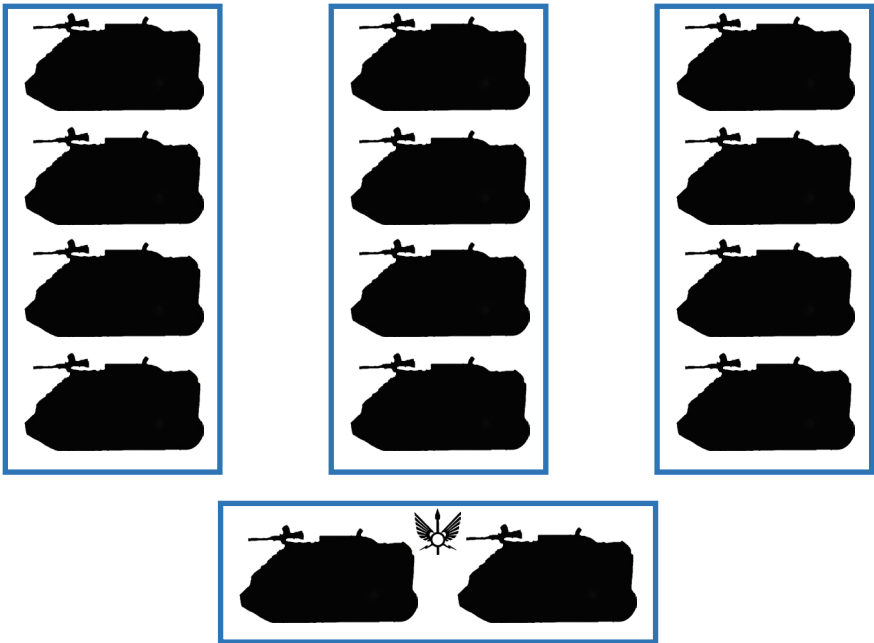
Your opponent gains +2 VP when attached formation is broken

TRANSPORT CARDS
FOR USE WITH GRENADIER
FORMATIONS
VEHICLES

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE GRENADIER COMPANY
Fourteen Aurox Armored Transports



Point Value 440



MILITIA AUROX ARMORED
TRANSPORT

Break Point +6: The Aurox Armored Transports adds +6 to the break point of the formation it is added to.

Morale Value 7+: 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
Aurox Transport	25	5+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2]



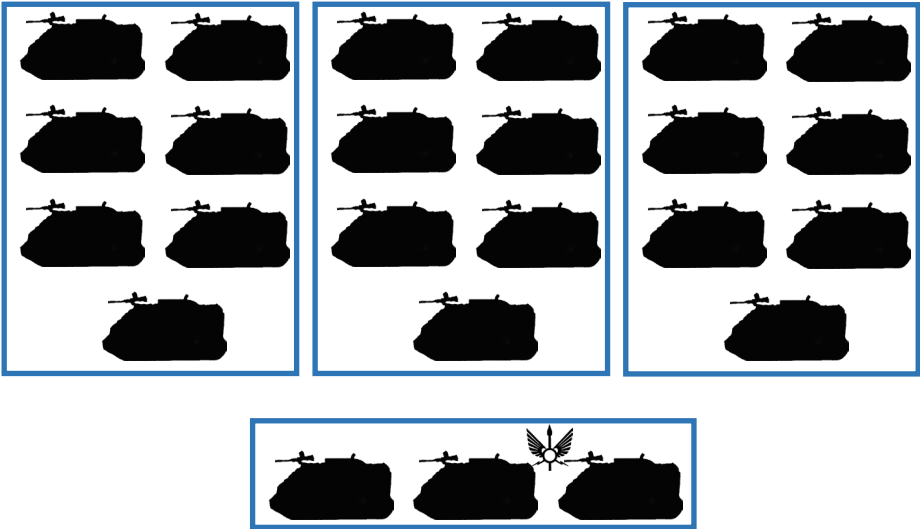
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE GRENADIER GRAND COMPANY
Twenty-Four Aurox Armored Transports



Point Value 800



MILITIA AUROX ARMORED
TRANSPORT

Break Point +10: The Aurox Armored Transports adds +10 to the break point of the formation it is added to.

Morale Value 7+: 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
Aurox Transport	25	5+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2]



Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE GRENADIER PLATOON
Four Aurox Armored Transports



Point Value 150



MILITIA 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 7+: 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
Aurox Transport	25	5+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE GRENADIER GRAND PLATOON
Seven Aurox Armored Transports



Point Value 250



MILITIA AUROX ARMORED
TRANSPORT

Break Point +3: The Aurox Armored Transports adds +3 to the break point of the formation it is added to.

Morale Value 7+: 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
Aurox Transport	25	5+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2]



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE GRENADIER COMPANY
Four Gorgon Heavy Transports



Point Value 600



MILITIA GORGON HEAVY
TRANSPORTERS

Break Point +2: The Gorgon Heavy Transports adds +2 to the break point of the formation it is added to.

Morale Value 7+: 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
Gorgon Heavy Transporter	15	2[4]+	4/-3	Autocannons [TL2]	25/50	4	-1	[DR3], [TR10]
				Gorgon Mortar Battery [AY,B]	25/50	2	0	
				Bolters [AP]	25	4	0	



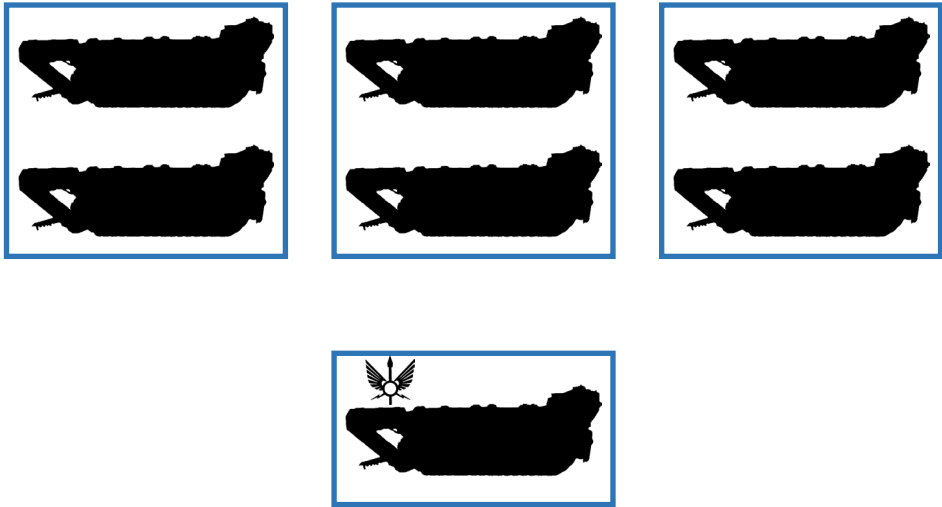
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE GRENADIER GRAND COMPANY
Seven Gorgon Heavy Transports



Point Value 1100



MILITIA GORGON HEAVY
TRANSPORTERS

Break Point +3: The Gorgon Heavy Transports adds +3 to the break point of the formation it is added to.

Morale Value 7+: 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
Gorgon Heavy Transporter	15	2[4]+	4/-3	Autocannons [TL2]	25/50	4	-1	[DR3], [TR10]
				Gorgon Mortar Battery [AY,B]	25/50	2	0	
				Bolters [AP]	25	4	0	



Victory Points +11

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE GRENADIER PLATOON
One Gorgon Heavy Transports



Point Value 150



MILITIA GORGON HEAVY
TRANSPORTERS

Break Point +1: The Gorgon Heavy Transports adds +1 to the break point of the formation it is added to.

Morale Value 7+: 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
Gorgon Heavy Transporter	15	2[4]+	4/-3	Autocannons [TL2] Gorgon Mortar Battery [AY,B] Bolters [AP]	25/50 25/50 25	4 2 4	-1 0 0	[DR3], [TR10]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

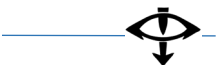
TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE GRENADIER GRAND PLATOON
Two Gorgon Heavy Transports



Point Value 300



MILITIA GORGON HEAVY
TRANSPORTERS

Break Point +1: The Gorgon Heavy Transports adds +1 to the break point of the formation it is added to.

Morale Value 7+: 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
Gorgon Heavy Transporter	15	2[4]+	4/-3	Autocannons [TL2]	25/50	4	-1	[DR3], [TR10]
				Gorgon Mortar Battery [AY,B]	25/50	2	0	
				Bolters [AP]	25	4	0	



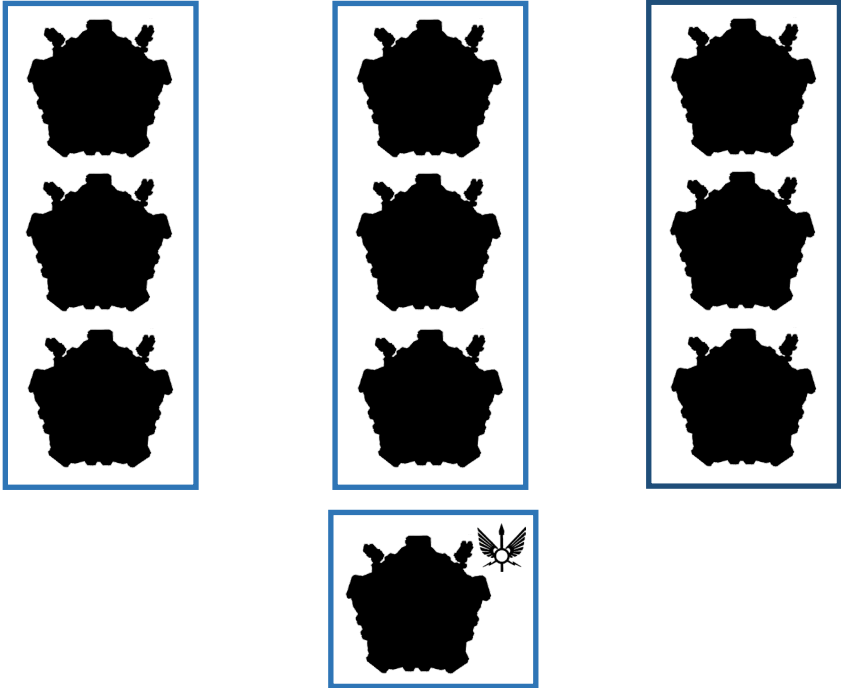
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE GRENADIER COMPANY
Ten Termite Assault Drills



Point Value 750



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +4: The Termites add +4 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW]	10	4	0	[TR3], [DU]
				Melta Cutter [B2,W]	10	2	-4	



Victory Points +8

Your opponent gains +4 VP when attached formation is broken

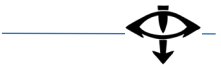
TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE GRENADIER GRAND COMPANY
Seventeen Termite Assault Drills



Point Value 1300



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +7: The Termites add +7 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



Victory Points +13

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE GRENADIER PLATOON
Three Termite Assault Drills



Point Value 250



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +1: The Termites add +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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE GRENADIER GRAND PLATOON
Five Termite Assault Drills



Point Value 400



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +2: The Termites add +2 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT CARDS
FOR USE WITH GRENADIER
FORMATIONS
FLIERS

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE GRENADIER COMPANY
Ten Arvus Lighter Orbital Shuttles



Point Value 450



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +4: The Arvus Lighter Orbital Shuttles adds +4 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
Arvus Lighter Orbital Shuttle	50[F]	5[7]+	1/0					[TR3]



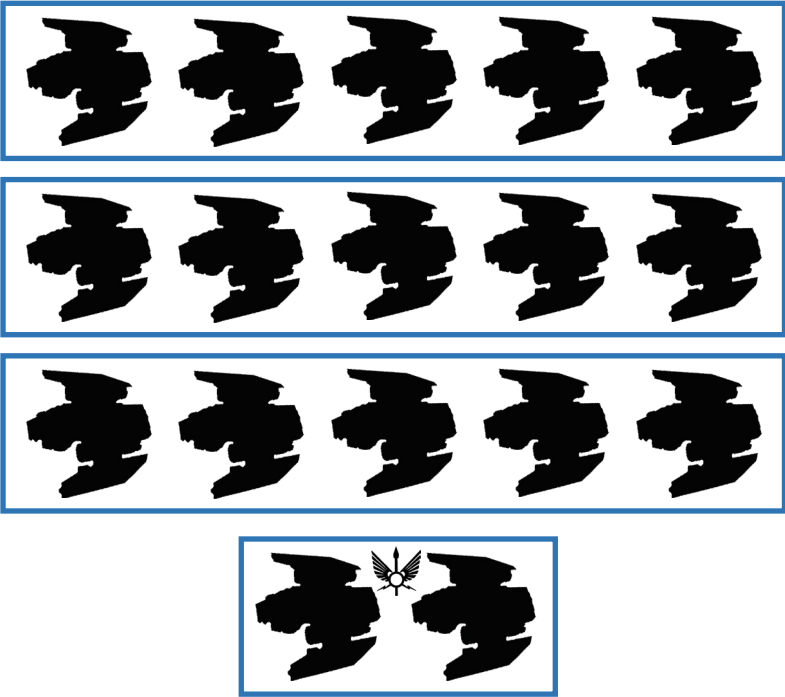
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE GRENADIER GRAND COMPANY
Seventeen Arvus Lighter Orbital Shuttles





Point Value 800



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +7: The Arvus Lighter Orbital Shuttles adds +7 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
Arvus Lighter Orbital Shuttle	50[F]	5[7]+	1/0					[TR3]



Victory Points +8
Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE GRENADIER PLATOON
Three Arvus Lighter Orbital Shuttles



Point Value 150



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +1: The Arvus Lighter Orbital Shuttles 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
Arvus Lighter Orbital Shuttle	50[F]	5[7]+	1/0					[TR3]



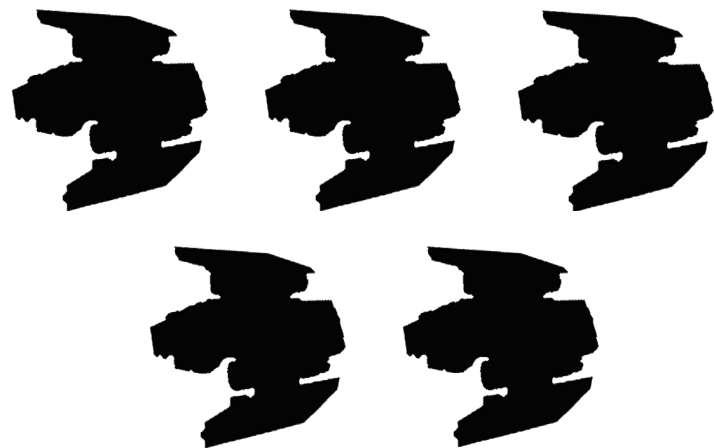
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE GRENADIER GRAND PLATOON
Five Arvus Lighter Orbital Shuttles



Point Value 250



MILITIA 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 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
Arvus Lighter Orbital Shuttle	50[F]	5[7]+	1/0					[TR3]



Victory Points +3

Your opponent gains +2 VP when attached formation is broken