

IMPERIALIS MILITIA



COMPANY 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.

STANDARD COMPANY CARDS

INFANTRY [1]

MILITIA INFANTRY COMPANY

The Militia Infantry Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Militia and three detachments of 1 Militia Sergeant and 12 Militia Infantry stands.

Command

Militia
Detachment

Militia
Detachment

Militia
Detachment





Point Value 650



MILITIA INFANTRY COMPANY

Break Point 17: The Company is broken if it has lost 17 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Militia	10	9+	1/0	Auxilia Rifle [A]	20	1	0	

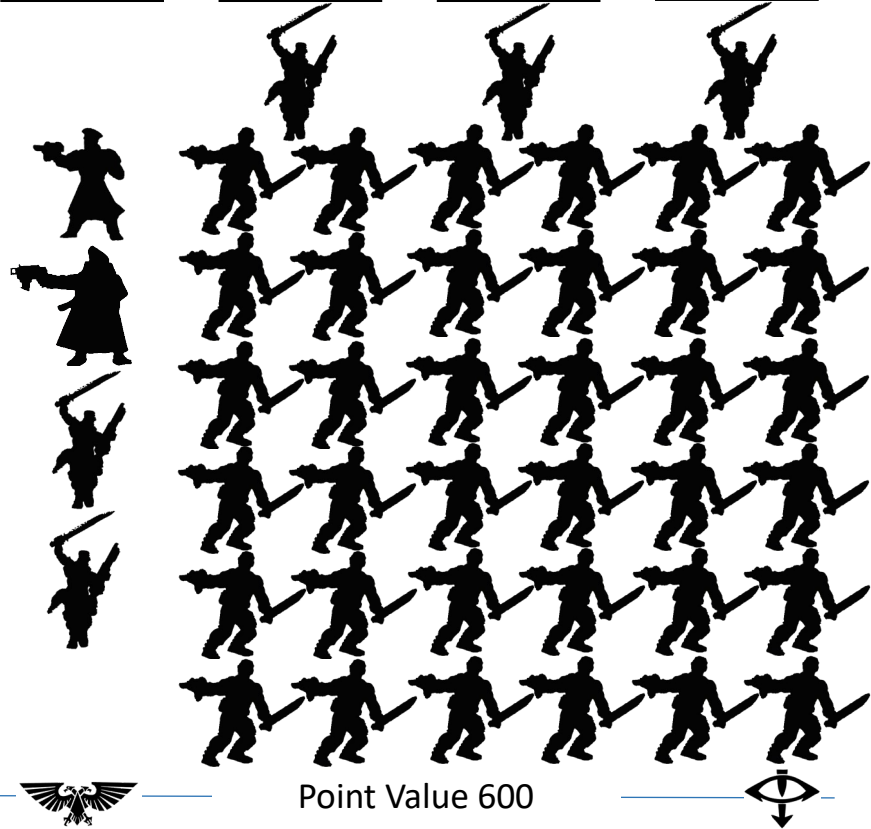
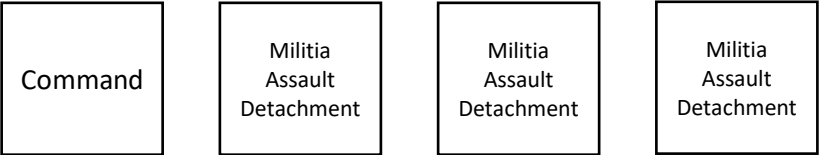


Victory Points 7

Your opponent gains 4 VPs when this Company is broken

MILITIA ASSAULT COMPANY

The Militia Infantry Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Assault Militia and three detachments of 1 Militia Sergeant and 12 Militia Assault stands.



 Point Value 600 

MILITIA ASSAULT COMPANY

Break Point 17: The Company is broken if it has lost 17 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special*
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Assault Infantry	10	9+	2/-1	CC Weapons	-	-	-	



Victory Points 6
Your opponent gains 3 VPs when this Company is broken

MILITIA GRENADIER COMPANY

The Militia Grenadier Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Grenadiers and three detachments of 1 Grenadier Sergeant and 6 Grenadier Infantry stands.

Command





Grenadier Detachment



Point Value 550

Grenadier Detachment



Grenadier Detachment





MILITIA GRENADIER COMPANY

Break Point 10: The Company is broken if it has lost 10 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special*
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Grenadiers	10	7+	1/-1	Lasrifles	15/30	2	0	



Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MILITIA GRENADIER ASSAULT COMPANY

The Militia Grenadier Assault Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Assault Grenadiers and three detachments of 1 Grenadier Sergeant and 6 Grenadier Assault stands.

Command





Grenadier Assault Detachment



Point Value 450

Grenadier Assault Detachment



Grenadier Assault Detachment





MILITIA GRENADIER ASSAULT COMPANY

Break Point 10: The Company is broken if it has lost 10 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	



Victory Points 5

Your opponent gains 3 VPs when this Company is broken

MILITIA GRENADIER STRIKE COMPANY

The Militia Grenadier Strike Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Grenadiers and three detachments of 1 Grenadier Sergeant and 6 Grenadier Infantry, Assault or Support stands.

Command





Grenadier Detachment



Point Value 550

Grenadier Assault Detachment



Grenadier Support Detachment





MILITIA GRENADIER STRIKE COMPANY

Break Point 10: The Company is broken if it has lost 10 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Grenadiers	10	7+	1/-1	Lasrifles	15/30	2	0	
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	



Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MILITIA GRENADIER SUPPORT COMPANY

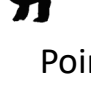
The Militia Grenadier Support Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Support Grenadiers and three detachments of 1 Grenadier Sergeant and 6 Grenadier Support stands.

Command



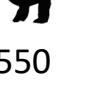


Grenadier Support Detachment



Point Value 550

Grenadier Support Detachment



Grenadier Support Detachment





MILITIA GRENADIER SUPPORT COMPANY

Break Point 10: The Company is broken if it has lost 10 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	

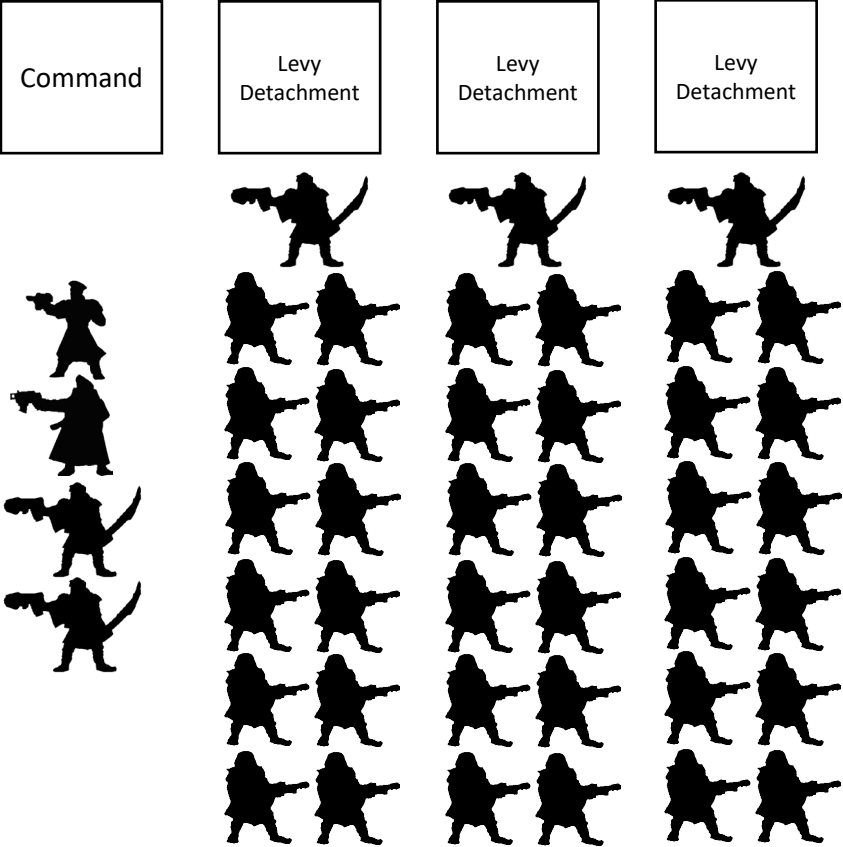


Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MILITIA INDUCTED LEVY COMPANY

The Militia Inducted Levy Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Inducted Levy and three detachments of 1 Militia Sergeant and 12 Militia Levy stands.



Point Value 550



MILITIA INDUCTED LEVY COMPANY

Break Point 17: The Company is broken if it has lost 17 stands either the Command, Veteran or Levy stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Inducted Levy	10	10+	1/0	Auxilia Rifle [A]	20	1	0	Special

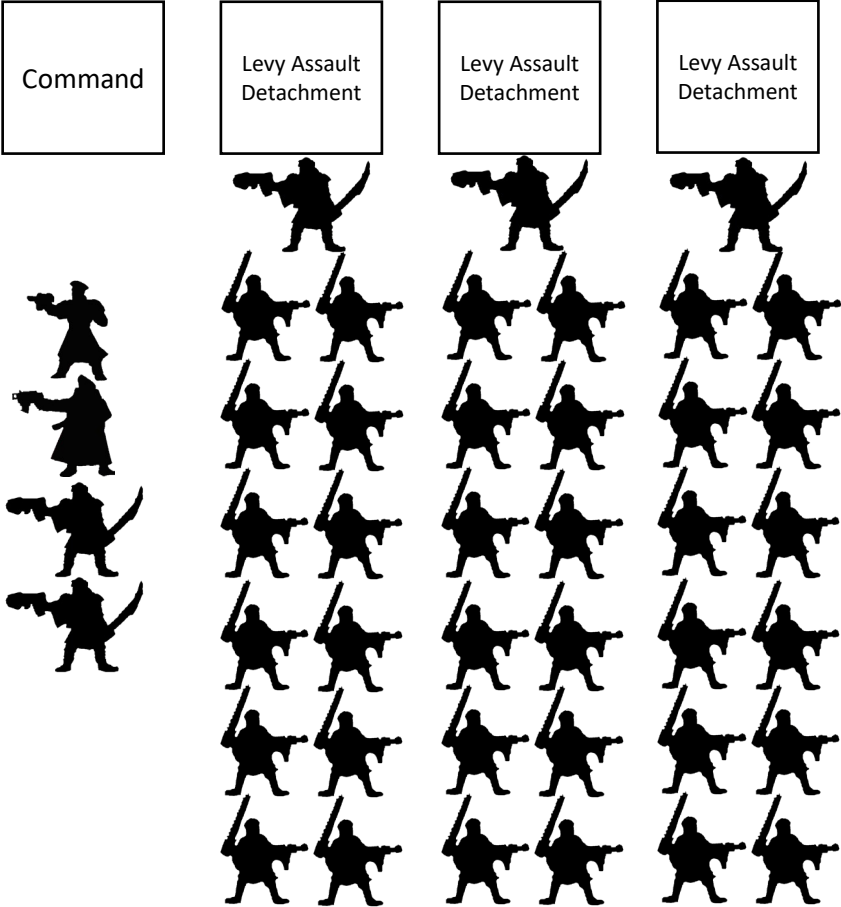


Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MILITIA INDUCTED LEVY ASSAULT COMPANY

The Militia Inducted Levy Assault Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 2 Veteran Inducted Levy Assault and three detachments of 1 Militia Sergeant and 12 Militia Levy Assault stands.



Point Value 500



MILITIA INDUCTED LEVY ASSAULT COMPANY

Break Point 17: The is broken if it has lost 17 stands either the Command, Veteran or Levy stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Inducted Assault Levy	10	10+	2/-1	CC Weapons	-	-	-	Special



Victory Points 5

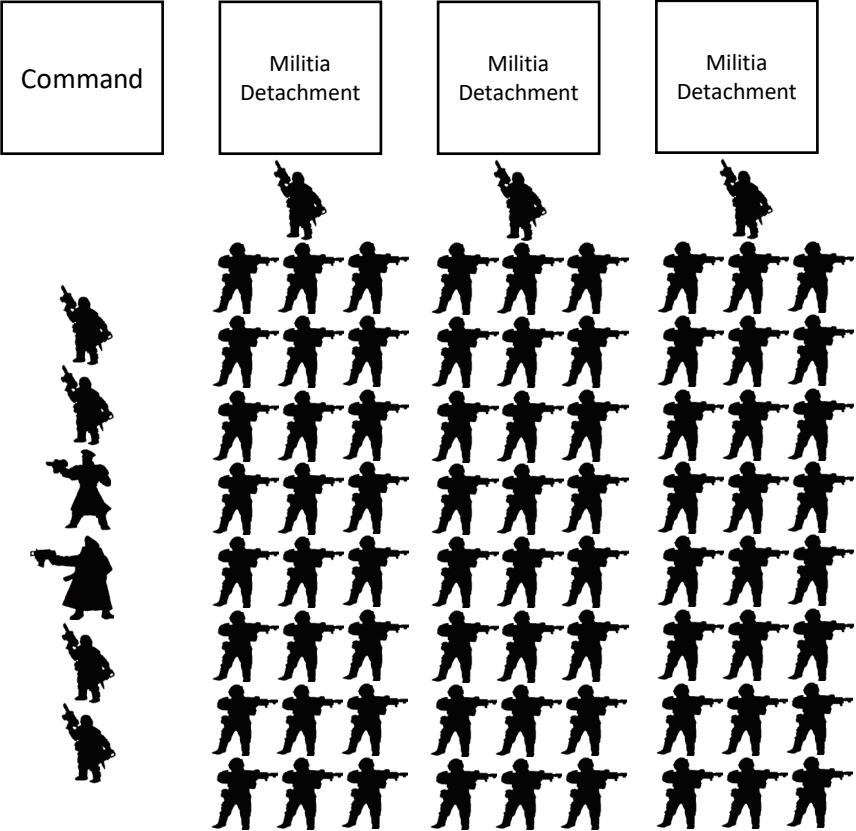
Your opponent gains 3 VPs when this Company is broken

GRAND COMPANY CARDS

INFANTRY [1]

MILITIA INFANTRY GRAND COMPANY

The Militia Infantry Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 4 Veteran Militia and three detachments of 1 Militia Sergeant and 24 Militia Infantry stands.



Point Value 1150



MILITIA INFANTRY GRAND COMPANY

Break Point 32: The Company is broken if it has lost 32 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Militia	10	9+	1/0	Auxilia Rifle [A]	20	1	0	

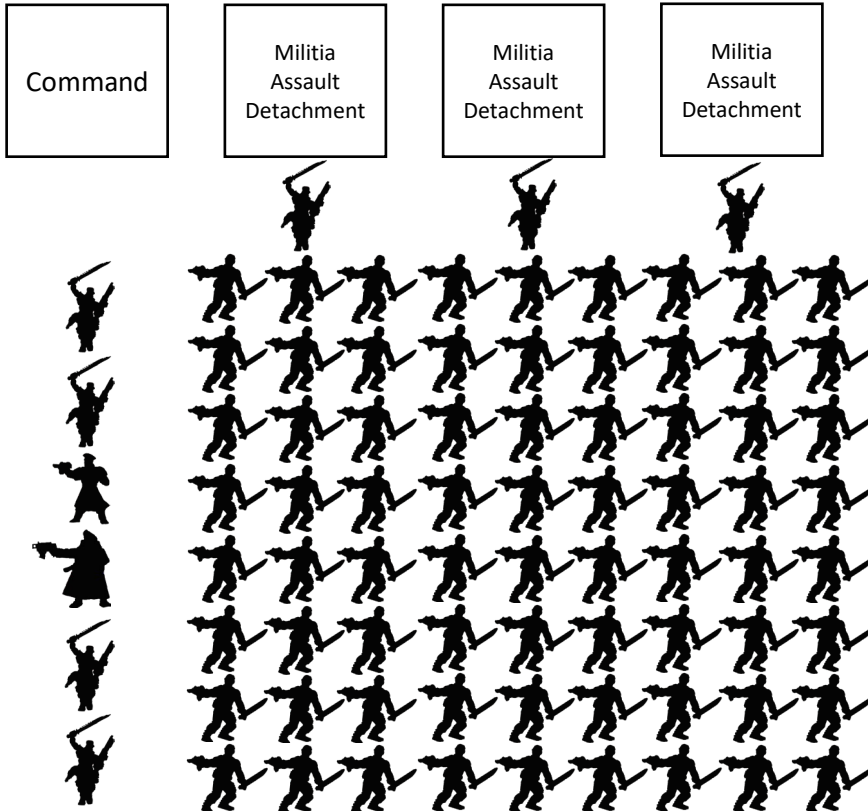


Victory Points 12

Your opponent gains 6 VPs when this Company is broken

MILITIA ASSAULT GRAND COMPANY

The Militia Infantry Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 4 Veteran Assault Militia and three detachments of 1 Militia Sergeant and 24 Militia Assault stands.



Point Value 1100



MILITIA ASSAULT GRAND COMPANY

Break Point 32: The Company is broken if it has lost 32 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special*
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Assault Infantry	10	9+	2/-1	CC Weapons	-	-	-	

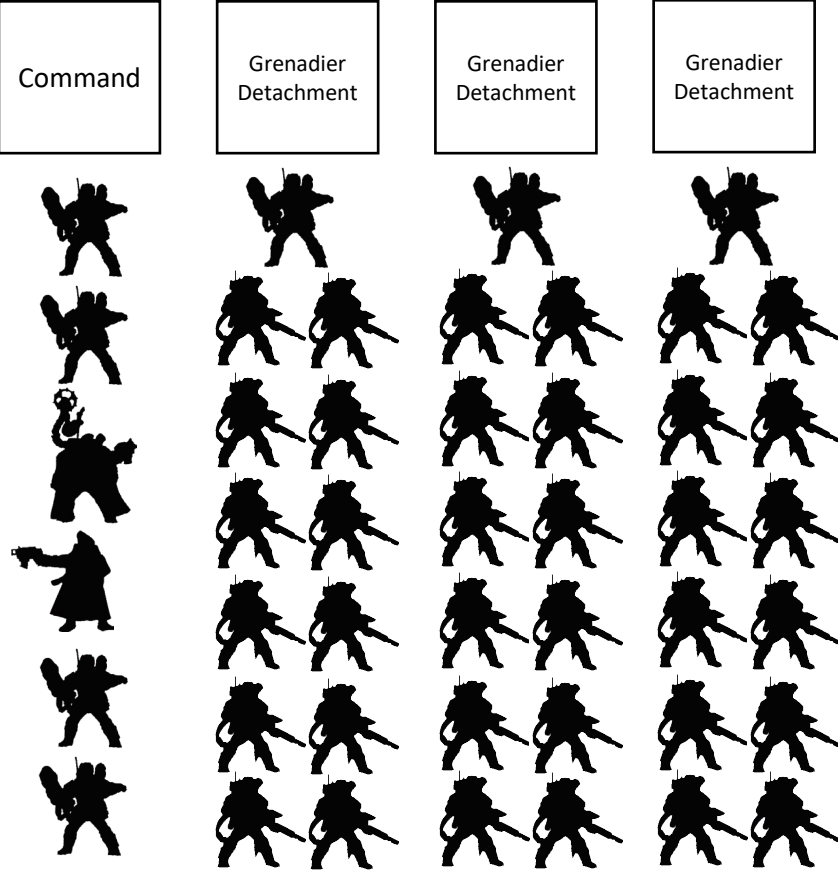


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

MILITIA GRENADIER GRAND COMPANY

The Militia Grenadier Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 4 Veteran Grenadiers and three detachments of 1 Grenadier Sergeant and 12 Grenadier Infantry stands.



 Point Value 1000 

MILITIA GRENADIER GRAND COMPANY

Break Point 18: The Company is broken if it has lost 18 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special*
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Grenadiers	10	7+	1/-1	Lasrifles	15/30	2	0	



Victory Points 10

Your opponent gains 5 VPs when this Company is broken

MILITIA GRENADIER ASSAULT GRAND COMPANY

The Militia Grenadier Assault Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 4 Veteran Assault Grenadiers and three detachments of 1 Grenadier Sergeant and 12 Grenadier Assault stands.

Command





Grenadier Assault Detachment



Point Value 800

Grenadier Assault Detachment



Grenadier Assault Detachment





MILITIA GRENADIER ASSAULT GRAND COMPANY

Break Point 18: The is broken if it has lost 18 stands. Once the Company is broken each Detachment must take a Morale check.

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

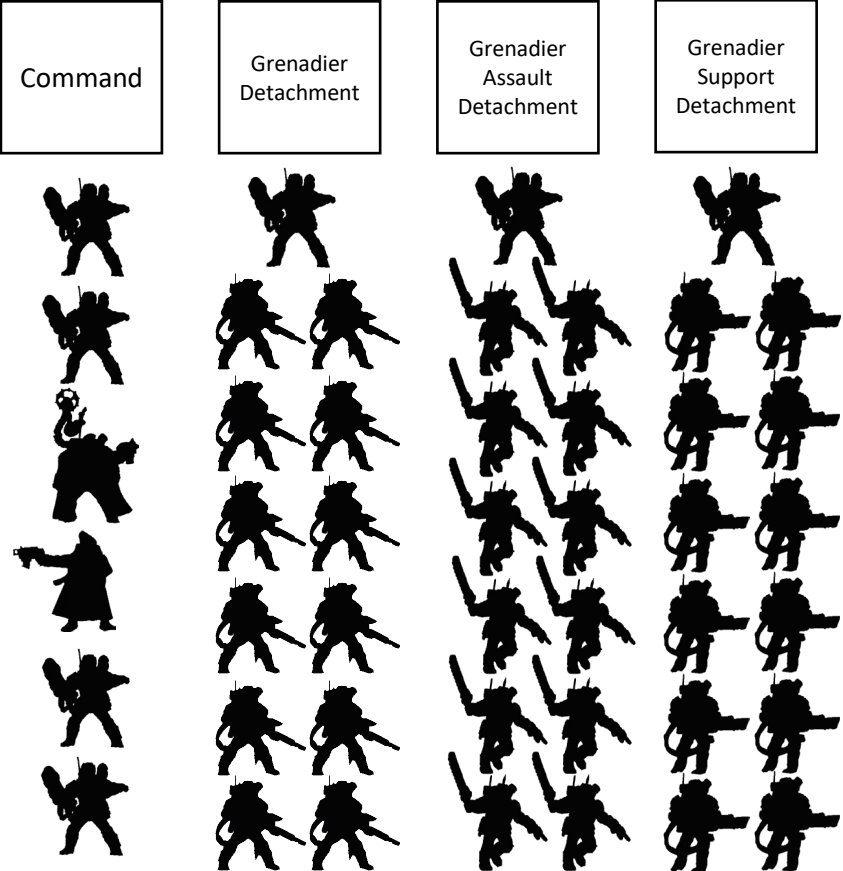
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	



Victory Points 8
Your opponent gains 4 VPs when this Company is broken

MILITIA GRENADIER STRIKE GRAND COMPANY

The Militia Grenadier Strike Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 4 Veteran Grenadiers and three detachments of 1 Grenadier Sergeant and 12 Grenadier Infantry, Assault or Support stands.



Point Value 950



MILITIA GRENADIER STRIKE GRAND COMPANY

Break Point 18: The Company is broken if it has lost 18 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Grenadiers	10	7+	1/-1	Lasrifles	15/30	2	0	
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	

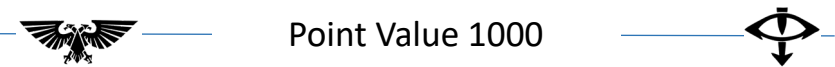
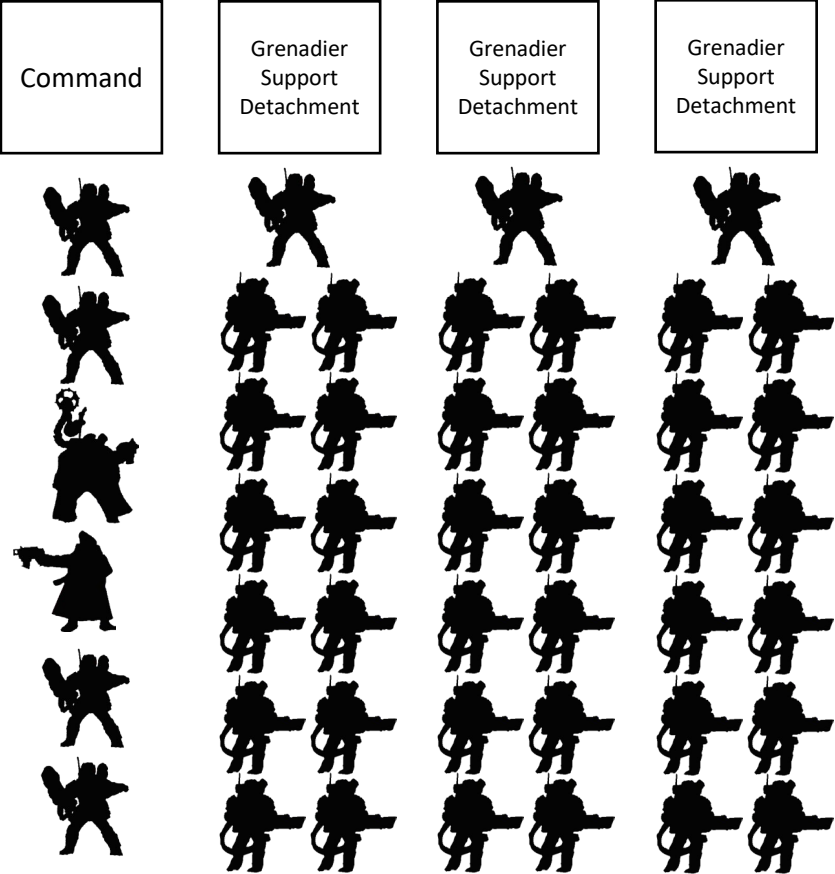


Victory Points 10

Your opponent gains 5 VPs when this Company is broken

MILITIA GRENADIER SUPPORT GRAND COMPANY

The Militia Grenadier Support Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 4 Veteran Support Grenadiers and three detachments of 1 Grenadier Sergeant and 12 Grenadier Support stands.



MILITIA GRENADIER SUPPORT GRAND COMPANY

Break Point 18: The Company is broken if it has lost 18 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	

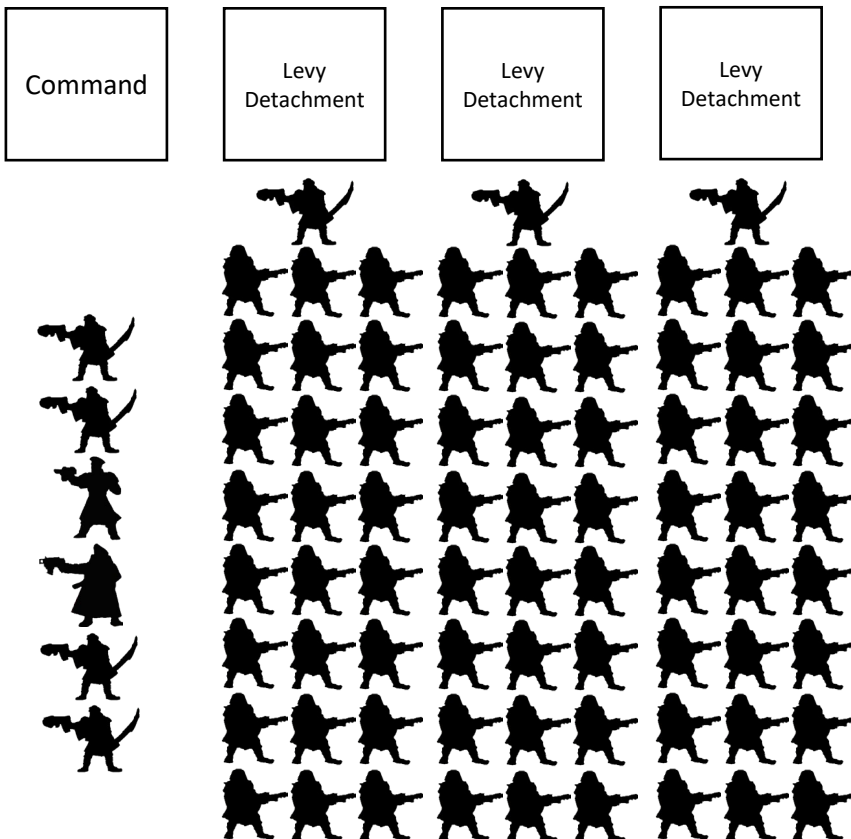


Victory Points 10

Your opponent gains 5 VPs when this Company is broken

MILITIA INDUCTED LEVY GRAND COMPANY

The Militia Inducted Levy Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 4 Veteran Inducted Levy and three detachments of 1 Militia Sergeant and 24 Militia Levy stands.



Point Value 950

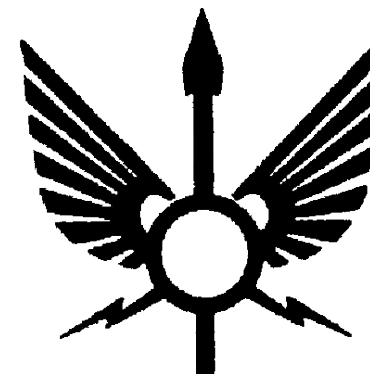


MILITIA INDUCTED LEVY GRAND COMPANY

Break Point 32: The Company is broken if it has lost 32 stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Inducted Levy	10	10+	1/0	Auxilia Rifle [A]	20	1	0	Special



Victory Points 10

Your opponent gains 5 VPs when this Company is broken

MILITIA INDUCTED LEVY ASSAULT GRAND COMPANY

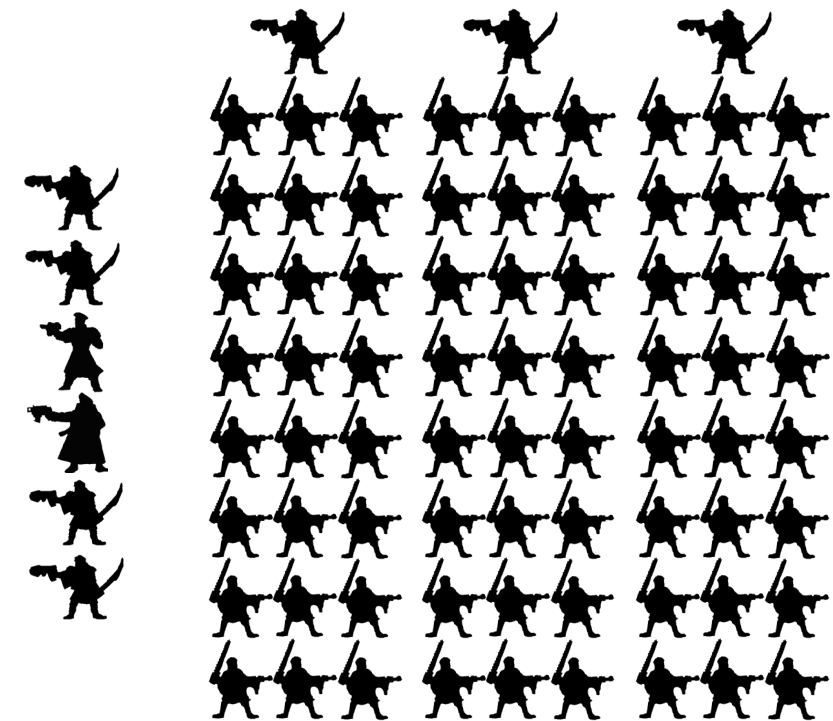
The Militia Inducted Levy Assault Company consists of one command detachment of 1 Company commander stand, 1 Discipline Master and 4 Veteran Inducted Levy Assault and three detachments of 1 Militia Sergeant and 24 Militia Levy Assault stands.

Command

Levy Assault
Detachment

Levy Assault
Detachment

Levy Assault
Detachment





Point Value 900



MILITIA INDUCTED LEVY ASSAULT GRAND COMPANY

Break Point 32: The Company is broken if it has lost 32 stands either the Command, Veteran or Levy stands. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Inducted Assault Levy	10	10+	2/-1	CC Weapons	-	-	-	Special



Victory Points 9

Your opponent gains 5 VPs when this Company is broken

STANDARD COMPANY CARDS

VEHICLES [3]

MILITIA LEMAN RUSS BATTLE TANK COMPANY

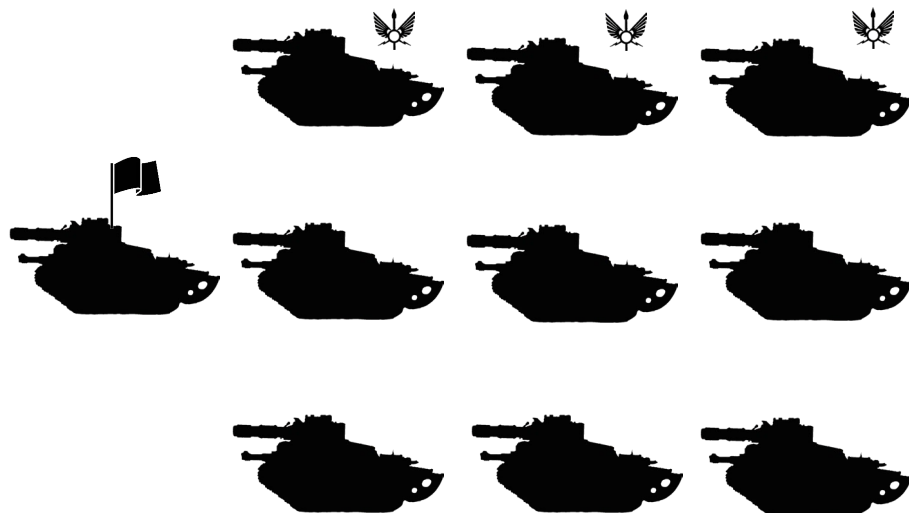
The Militia Leman Russ Battle Tank Company consists of one command detachment of 1 Leman Russ Battle Tank and three detachments of 3 Leman Russ Battle Tanks.

Command

Battle Tank
Detachment

Battle Tank
Detachment

Battle Tank
Detachment



Point Value 600



MILITIA LEMAN RUSS BATTLE TANK COMPANY

Break Point 4: The Militia Leman Russ Battle Tank Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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
Leman Russ Battle Tank	20	2+	2/-1	Battlecannon[B] Anti-Personnel	35/70 25	1 4	-2 0	



Victory Points 6

Your opponent gains 3 VPs when this Company is broken

MILITIA LEMAN RUSS STRIKE COMPANY

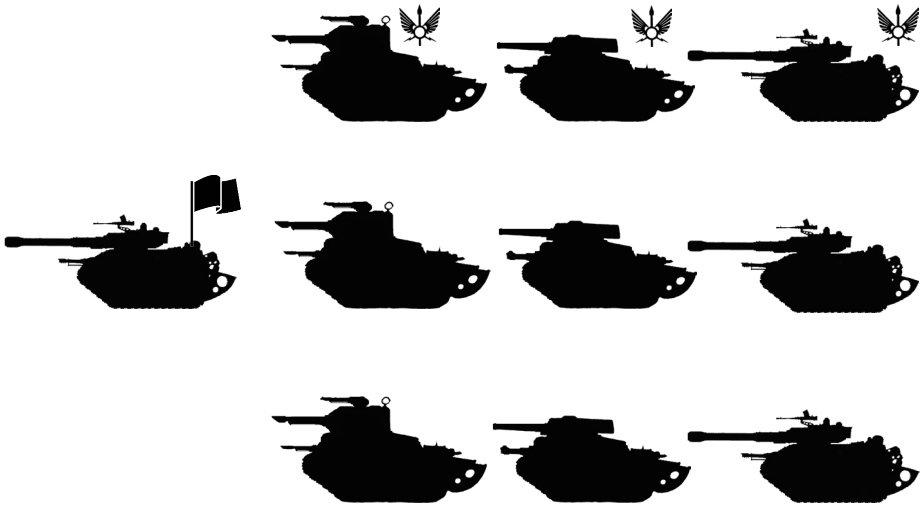
The Militia Leman Russ Strike Company consists of one command detachment of 1 Leman Russ Vanquisher and three detachments of 3 Leman Russ Annihilator, Exterminator or Vanquisher Tanks.

Command

Annihilator
Detachment

Exterminator
Detachment

Vanquisher
Detachment



Point Value 650



MILITIA LEMAN RUSS STRIKE COMPANY

Break Point 4: The Militia Leman Russ Strike Company is broken if it has lost 4 models. Once the Company is broken each Detachment must take a Morale check.

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
Leman Russ Annihilator	20	2+	2/-1	Lascannons [TL2]	25/50	1	-2	
				Lascannon	25/50	1	-2	
				Anti-Personnel	25	2	0	
Leman Russ Exterminator	20	2+	2/-1	TL Exterminator	25/50	3	-1	
				Autocannon [TL2]	25	4	0	
				Anti-Personnel	25	4	0	
Leman Russ Vanquisher	20	2+	2/-1	Vanquisher	35/70	1	-3	Special
				Battlecannon	25/50	1	-2	
				Lascannon	25	2	0	



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

GRAND COMPANY CARDS VEHICLES [3]

MILITIA LEMAN RUSS BATTLE TANK GRAND COMPANY

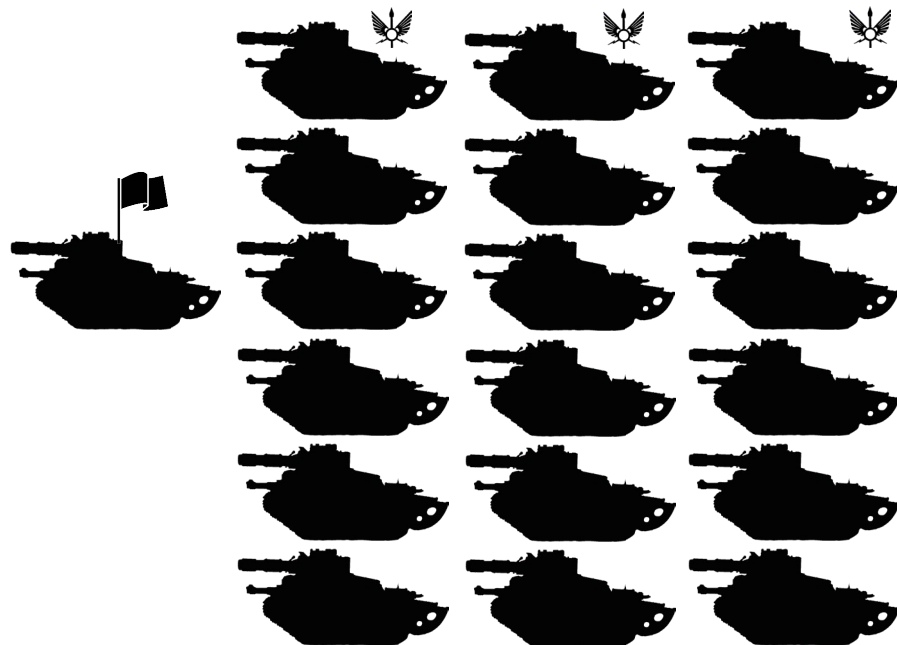
The Militia Leman Russ Battle Tank Company consists of one command detachment of 1 Leman Russ Battle Tank and three detachments of 6 Leman Russ Battle Tanks.

Command

Battle Tank
Detachment

Battle Tank
Detachment

Battle Tank
Detachment



Point Value 1150

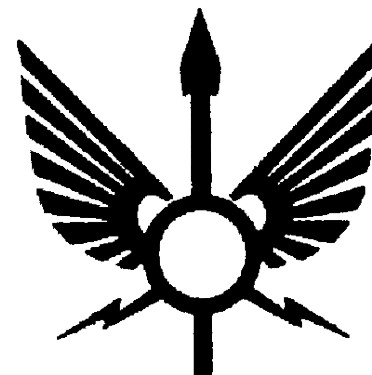


MILITIA LEMAN RUSS BATTLE TANK GRAND COMPANY

Break Point 8: The Militia Leman Russ Battle Tank Company is broken if it has lost 8 models. Once the Company is broken each Detachment must take a Morale check.

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
Leman Russ Battle Tank	20	2+	2/-1	Battlecannon[B] Anti-Personnel	35/70 25	1 4	-2 0	



Victory Points 12

Your opponent gains 6 VPs when this Company is broken

MILITIA LEMAN RUSS STRIKE GRAND COMPANY

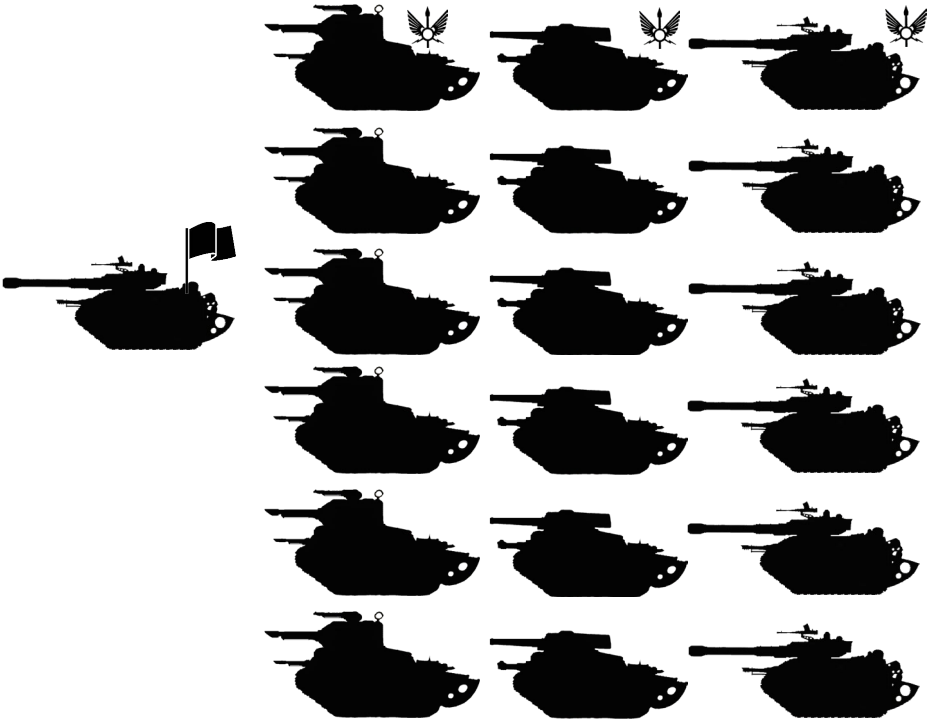
The Militia Leman Russ Strike Company consists of one command detachment of 1 Leman Russ Vanquisher and three detachments of 6 Leman Russ Annihilator, Exterminator or Vanquisher Tanks.

Command

Annihilator
Detachment

Exterminator
Detachment

Vanquisher
Detachment



Point Value 1200



MILITIA LEMAN RUSS STRIKE GRAND COMPANY

Break Point 8: The Militia Leman Russ Strike Company is broken if it has lost 8 models. Once the Company is broken each Detachment must take a Morale check.

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
Leman Russ Annihilator	20	2+	2/-1	Lascannons [TL2]	25/50	1	-2	
				Lascannon	25/50	1	-2	
				Anti-Personnel	25	2	0	
Leman Russ Exterminator	20	2+	2/-1	TL Exterminator	25/50	3	-1	
				Autocannon [TL2]	25	4	0	
				Anti-Personnel	25	2	0	
Leman Russ Vanquisher	20	2+	2/-1	Vanquisher	35/70	1	-3	Special
				Battlecannon	25/50	1	-2	
				Lascannon	25	2	0	



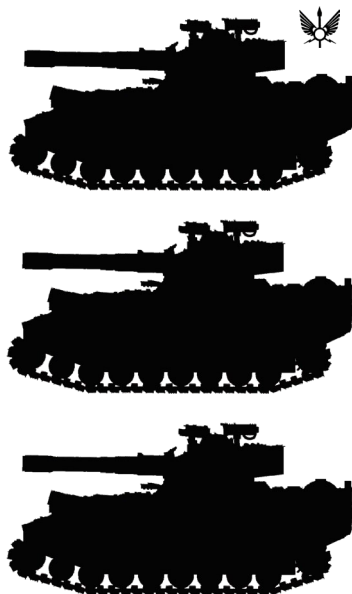
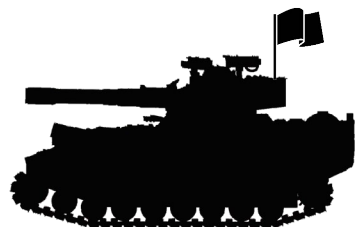
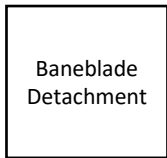
Victory Points 12

Your opponent gains 6 VPs when this Company is broken

STANDARD COMPANY CARDS
SUPER HEAVY VEHICLES [4]

MILITIA BANEBLADE SUPER HEAVY BATTLE TANK COMPANY

The Militia Baneblade Super Heavy Battle Tank Company consists of one command detachment of 1 Baneblade Super Heavy Tank and one detachment of 3 Baneblade Super Heavy Battle Tanks.



Point Value 800



MILITIA BANEBLADE SUPER HEAVY BATTLE TANK COMPANY

Break Point 2: The Militia Baneblade Super Heavy Battle Tank Company is broken if it has lost 2 models. Once the Company is broken each Detachment must take a Morale check.

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
Baneblade Battle Tank	15	2+	4/-3	Baneblade Cannon [B]	35/70	4	-2	[DR3]
				Demolisher Cannon [M,B2,W]	25/50	1	-3	
				Coaxial Autocannon [TL2]	25/50	1	-1	
				Sponson Lascannons	25/50	2	-2	
				Anti-Personnel	25	12	0	



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

MILITIA MALCADOR HEAVY TANK TYPE 1 COMPANY

The Militia Malcador Heavy Tank Type 1 Company consists of one command detachment of 1 Malcador Heavy Type 1 Tank and two detachments of 3 Malcador Heavy Type 1 Tanks.

Command

Malcador
Type 1
Detachment

Malcador
Type 1
Detachment



Point Value 700

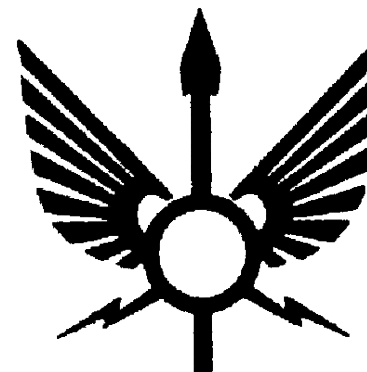


MILITIA MALCADOR HEAVY TANK TYPE 1 COMPANY

Break Point 3: The Militia Malcador Heavy Tank Type 1 Company is broken if it has lost 3 models. Once the Company is broken each Detachment must take a Morale check.

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
Malcador Heavy Tank Type 1	15	2+	3/-2	Battlecannon[B]	35/70	1	-2	[DR2]
				Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Sponson Autocannons [TL2]	25/50	2	-1	
				Bolters [AP]	25	2	0	



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

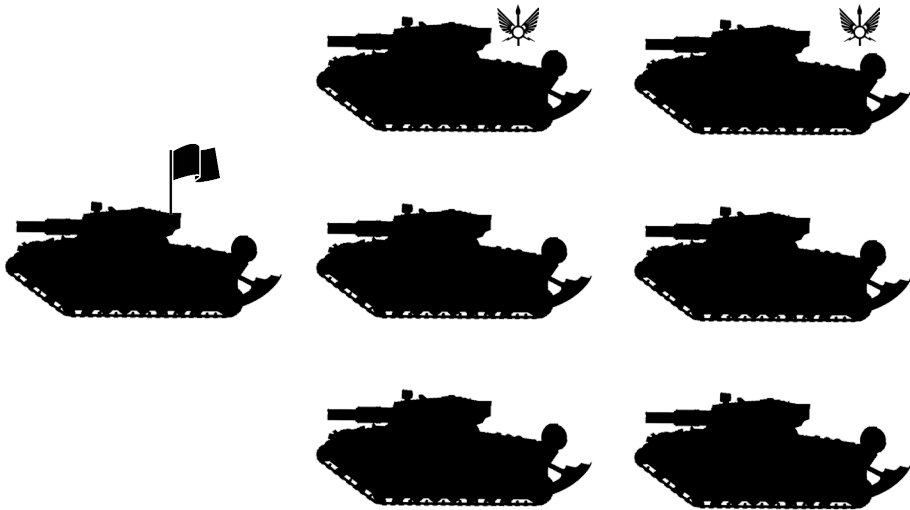
MILITIA MALCADOR HEAVY TANK TYPE 2 COMPANY

The Militia Malcador Heavy Tank Type 2 Company consists of one command detachment of 1 Malcador Heavy Type 2 Tank and two detachments of 3 Malcador Heavy Type 1 Tanks.

Command

Malcador
Type 2
Detachment

Malcador
Type 2
Detachment



Point Value 550



MILITIA MALCADOR HEAVY TANK TYPE 2 COMPANY

Break Point 3: The Militia Malcador Heavy Tank Type 2 Company is broken if it has lost 3 models. Once the Company is broken each Detachment must take a Morale check.

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
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	



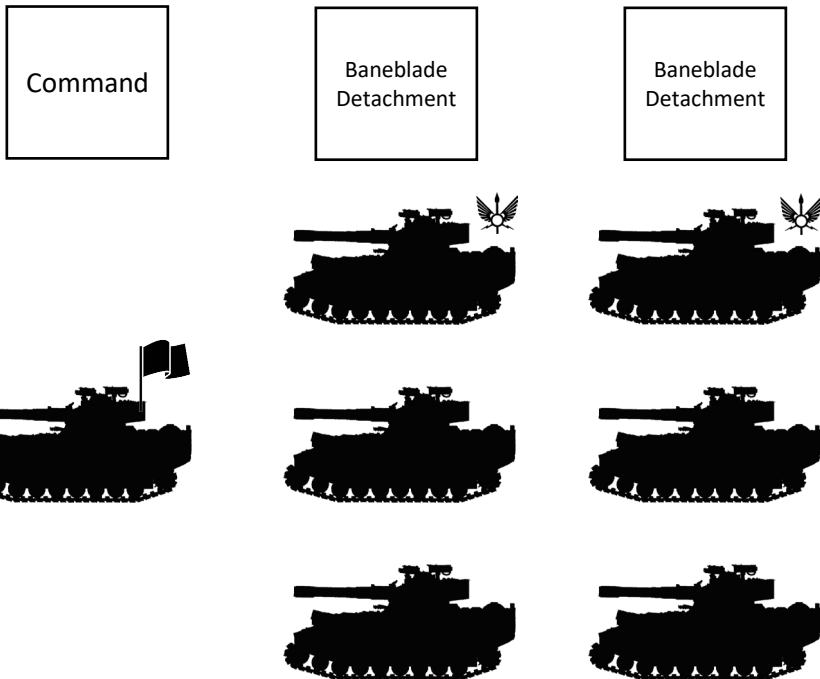
Victory Points 6

Your opponent gains 3 VPs when this Company is broken

GRAND COMPANY CARDS
SUPER HEAVY VEHICLES [4]

MILITIA BANEBLADE SUPER HEAVY BATTLE TANK GRAND COMPANY

The Militia Baneblade Super Heavy Battle Tank Company consists of one command detachment of 1 Baneblade Super Heavy Tank and two detachment of 3 Baneblade Super Heavy Battle Tanks.



Point Value 1350



MILITIA BANEBLADE SUPER HEAVY BATTLE TANK GRAND COMPANY

Break Point 3: The Militia Baneblade Super Heavy Battle Tank Company is broken if it has lost 3 models. Once the Company is broken each Detachment must take a Morale check.

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
Baneblade Battle Tank	15	2+	4/-3	Baneblade Cannon [B]	35/70	4	-2	[DR3]
				Demolisher Cannon [M,B2,W]	25/50	1	-3	
				Coaxial Autocannon [TL2]	25/50	1	-1	
				Sponson Lascannons	25/50	2	-2	
				Anti-Personnel	25	12	0	



Victory Points 14

Your opponent gains 7 VPs when this Company is broken

MILITIA MALCADOR HEAVY TANK TYPE 1 GRAND COMPANY

The Militia Malcador Heavy Tank Type 1 Company consists of one command detachment of 1 Malcador Heavy Type 1 Tank and three detachments of 3 Malcador Heavy Type 1 Tanks.

Command

Malcador
Type 1
Detachment

Malcador
Type 1
Detachment

Malcador
Type 1
Detachment



Point Value 950



MILITIA MALCADOR HEAVY TANK TYPE 1 GRAND COMPANY

Break Point 8: The Militia Malcador Heavy Tank Type 1 Company is broken if it has lost 8 models. Once the Company is broken each Detachment must take a Morale check.

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
Malcador Heavy Tank Type 1	15	2+	3/-2	Battlecannon[B]	35/70	1	-2	[DR2]
				Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Sponson Autocannons [TL2]	25/50	2	-1	
				Bolters [AP]	25	2	0	



Victory Points 10

Your opponent gains 5 VPs when this Company is broken

MILITIA MALCADOR HEAVY TANK TYPE 2 GRAND COMPANY

The Militia Malcador Heavy Tank Type 2 Company consists of one command detachment of 1 Malcador Heavy Type 2 Tank and three detachments of 3 Malcador Heavy Type 2 Tanks.

Command

Malcador
Type 2
Detachment

Malcador
Type 2
Detachment

Malcador
Type 2
Detachment



Point Value 800



MILITIA MALCADOR HEAVY TANK TYPE 2 GRAND COMPANY

Break Point 8: The Militia Malcador Heavy Tank Type 2 Company is broken if it has lost 8 models. Once the Company is broken each Detachment must take a Morale check.

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
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	



Victory Points 8

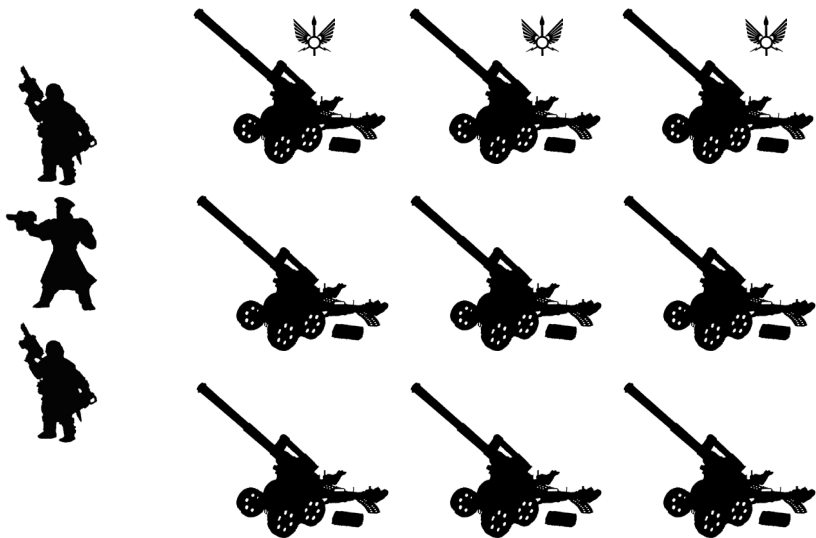
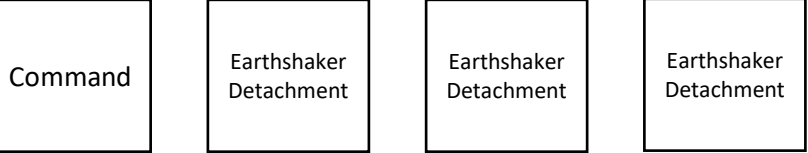
Your opponent gains 4 VPs when this Company is broken

STANDARD COMPANY CARDS

ARTILLERY [3]

MILITIA EARTHSHAKER CANNON COMPANY

The Militia Earthshaker Cannon Company consists of one command detachment of 1 Company Command, 2 Militia Infantry Veterans and three detachments of 3 Earthshaker Cannons.



Point Value 1050



MILITIA EARTHSHAKER CANNON COMPANY

Break Point 5: The Militia Earthshaker Cannon Company is broken if it has lost 5 models. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Militia	10	9+	1/0	Auxilia Rifle [A]	20	1	0	
Earthshaker Cannon	-	5+	1/0	Earthshaker Cannon [HM,AY]	120-240	2	-2	Special



Victory Points 11

Your opponent gains 6 VPs when this Company is broken

MILITIA MEDUSA SIEGE GUN COMPANY

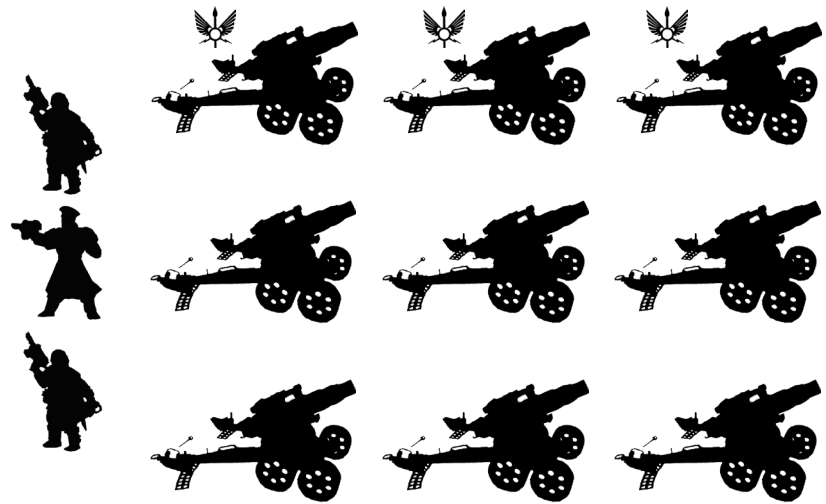
The Militia Medusa Siege Gun Company consists of one command detachment of 1 Company Command, 2 Militia Infantry Veterans and three detachments of 3 Medusa Siege Guns.

Command

Medusa
Detachment

Medusa
Detachment

Medusa
Detachment



Point Value 800

MILITIA MEDUSA SIEGE GUN COMPANY

Break Point 5: The Militia Medusa Siege Gun Company is broken if it has lost 5 models. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Militia	10	9+	1/0	Auxilia Rifle [A]	20	1	0	
Medusa Siege Gun	-	5+	1/0	Medusa Siege Gun [HM,AY,W]	60-120	2	-3	Special



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

GRAND COMPANY CARDS ARTILLERY [3]

MILITIA EARTHSHAKER CANNON COMPANY

The Militia Earthshaker Cannon Company consists of one command detachment of 1 Company Command, 4 Militia Infantry Veterans and three detachments of 6 Earthshaker Cannons.

Command



Earthshaker Detachment



Earthshaker Detachment



Earthshaker Detachment





Point Value 2050

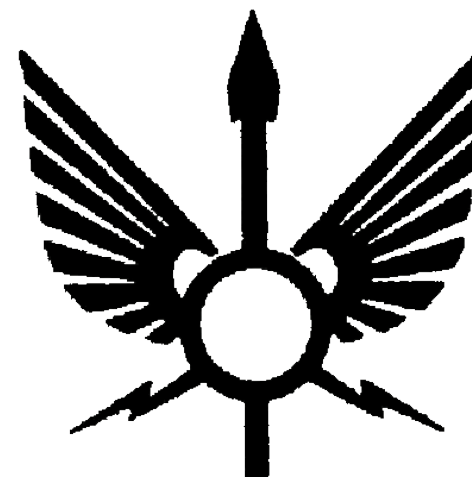


MILITIA EARTHSHAKER CANNON COMPANY

Break Point 9: The Militia Earthshaker Cannon Company is broken if it has lost 9 models. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Militia	10	9+	1/0	Auxilia Rifle [A]	20	1	0	
Earthshaker Cannon	-	5+	1/0	Earthshaker Cannon [HM,AY]	120-240	2	-2	Special



Victory Points 21

Your opponent gains 11 VPs when this Company is broken

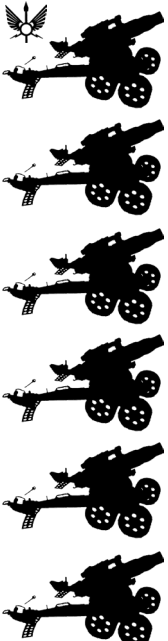
MILITIA MEDUSA SIEGE GUN COMPANY

The Militia Medusa Siege Gun Company consists of one command detachment of 1 Company Command, 4 Militia Infantry Veterans and three detachments of 6 Medusa Siege Guns.

Command



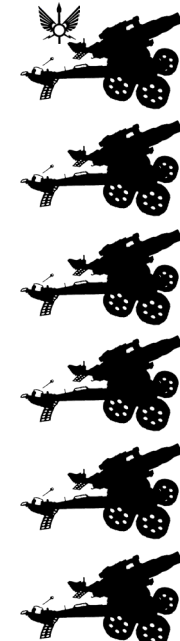
Medusa Detachment



Medusa Detachment



Medusa Detachment



MILITIA MEDUSA SIEGE GUN COMPANY

Break Point 9: The Militia Medusa Siege Gun Company is broken if it has lost 9 models. Once the Company is broken each Detachment must take a Morale check.

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
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Militia	10	9+	1/0	Auxilia Rifle [A]	20	1	0	
Medusa Siege Gun	-	5+	1/0	Medusa Siege Gun [HM,AY,W]	60-120	2	-3	Special



Victory Points 16

Your opponent gains 8 VPs when this Company is broken