

IMPERIALIS MILITIA



SUPPORT 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 SUPPORT CARDS

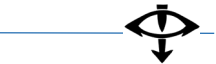
INFANTRY [1]

MILITIA ENGINEER

The Militia Engineer consist of 1 Militia Engineer stand.



Point Value 50



MILITIA ENGINEER

Break Point +1: The Militia Engineer adds +1 to the break point of the formation it is attached 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
Engineer Auxilia	10	5[7]+	2/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

MILITIA MEDICAE

The Militia Medicae consist of 1 Militia Medicae Stand.



Point Value 50



MILITIA MEDICAE

Break Point +1: The Militia Medicae adds +1 to the break point of the formation it is attached 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
Medicae	10	9+	2/0	CC Weapons	-	-	-	[Apo]

Victory Points +1 VP

Your opponent gains +1 VPs when attached formation is broken

MILITIA GRENADIER ASSAULT PLATOON

The Militia Grenadier Platoon consist of 1 Militia Grenadier Sergeant and 6 Grenadier Stands.



Point Value 100



MILITIA GRENADIER ASSAULT PLATOON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it 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
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA GRENADIER PLATOON

The Militia Grenadier Platoon consist of 1 Militia Grenadier Sergeant and 6 Grenadier Stands.



Point Value 150



MILITIA GRENADIER PLATOON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it 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.

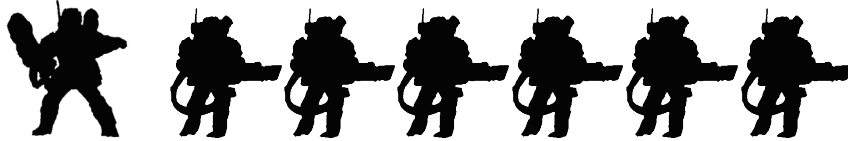
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Grenadiers	10	7+	1/-1	Lasrifles	15/30	2	0	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA GRENADIER SUPPORT PLATOON

The Militia Grenadier Support Platoon consist of 1 Militia Grenadier Sergeant and 6 Grenadier Support Stands.



Point Value 150



MILITIA GRENADIER SUPPORT PLATOON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it 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.

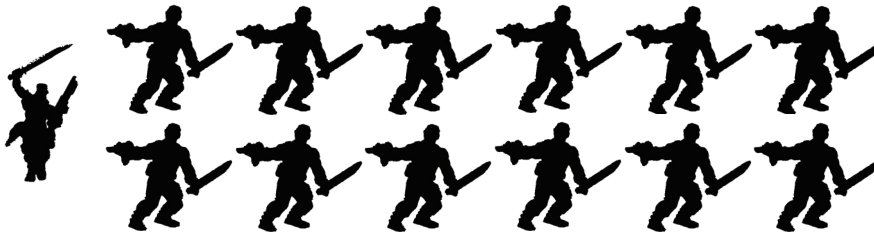
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	1	0	Special
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

MILITIA ASSAULT PLATOON

The Militia Assault Platoon consist of 1 Militia Sergeant and 12 Militia Assault Stands.



Point Value 150



MILITIA ASSAULT PLATOON

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it 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
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Assault Infantry	10	9+	2/-1	CC Weapons	-	-	-	

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

MILITIA FIRE SUPPORT PLATOON

The Militia Fire Support Platoon consist of 1 Militia Sergeant and 4 Militia Fire Support Stands.



Point Value 100



MILITIA FIRE SUPPORT PLATOON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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.

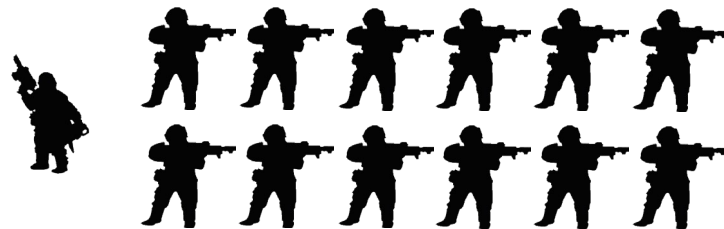
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Fire Support	5	9+	1/0	Heavy Weapons	25/50	2	-2	Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA PLATOON

The Militia Platoon consist of 1 Militia Sergeant and 12 Militia Stands.



Point Value 200



MILITIA PLATOON

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it 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.

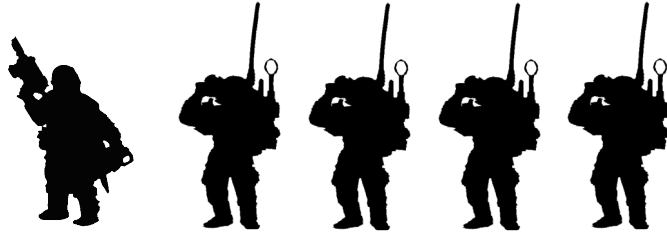
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Infantry Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Militia	10	9+	1/0	Auxilia Rifle [A]	20	1	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA RECONNAISSANCE PLATOON

The Militia Reconnaissance Platoon consist of 1 Militia Reconnaissance Sergeant and 4 Militia Reconnaissance Stands.



Point Value 100



MILITIA RECONNAISSANCE PLATOON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Recon	10	9+	1/0	Sniper rifle	20/35	1	0	[R], [IF], [AG], [N], [SH]

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEVY ASSAULT PLATOON

The Militia Levy Platoon consist of 1 Militia Sergeant and 12 Levy Assault Stands.



Point Value 150



MILITIA LEVY ASSAULT PLATOON

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it 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
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Inducted Assault Levy	10	10+	2/-1	CC Weapons	-	-	-	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEVY PLATOON

The Militia Levy Platoon consist of 1 Militia Sergeant and 12 Levy Stands.



Point Value 150



MILITIA LEVY PLATOON

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it 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
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 2

Your opponent gains 1 VP's when this Detachment is broken

MILITIA OGRYN BRUTES

The Militia Ogryn Brutes consist of 5 Ogryn Brutes Stands.



Point Value 200



MILITIA OGRYN BRUTES

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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
Ogryn Brutes	15	6+	3/-3	Ripper Guns [A]	20	3	0	[SU], Special

Victory Points 2 VP

Your opponent gains 1 VP's when this Detachment is broken

GRAND SUPPORT CARDS INFANTRY [1]

MILITIA ENGINEER

The Militia Engineer consist of 3 Militia Engineer stand.



Point Value 200



MILITIA ENGINEER

Break Point +1: The Militia Engineer adds +1 to the break point of the formation it is attached 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
Engineer Auxilia	10	5[7]+	2/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]

Victory Points +2

Your opponent gains +2 VPs when attached formation is broken

MILITIA MEDICAE

The Militia Medicae consist of 3 Militia Medicae Stand.



Point Value 150



MILITIA MEDICAE

Break Point +1: The Militia Medicae adds +1 to the break point of the formation it is attached 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.

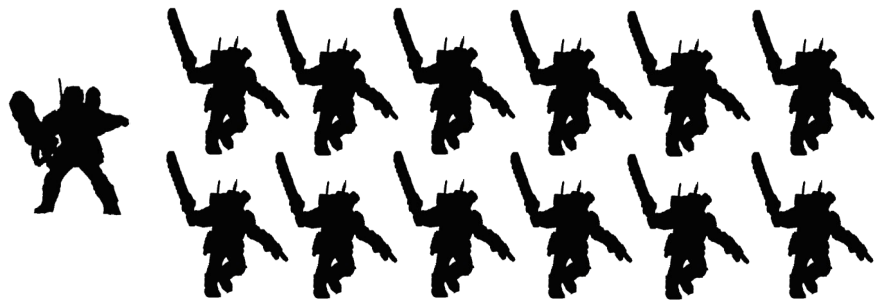
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Medicae	10	9+	2/0	CC Weapons	-	-	-	[Apo]

Victory Points +2 VP

Your opponent gains +2 VPs when attached formation is broken

MILITIA GRENADIER ASSAULT GRAND PLATOON

The Militia Grenadier Grand Platoon consist of 1 Militia Grenadier Sergeant and 12 Grenadier Stands.



Point Value 200



MILITIA GRENADIER ASSAULT GRAND PLATOON

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it 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.

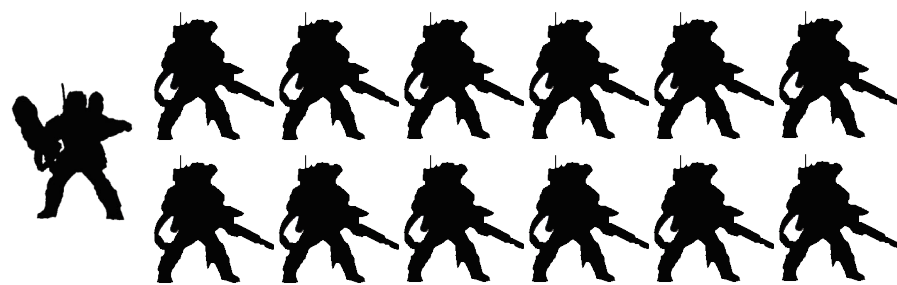
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA GRENADIER GRAND PLATOON

The Militia Grenadier Grand Platoon consist of 1 Militia Grenadier Sergeant and 12 Grenadier Stands.



Point Value 250



MILITIA GRENADIER GRAND PLATOON

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it 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.

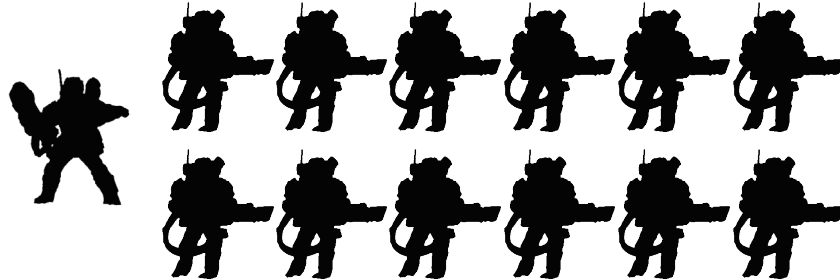
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Grenadiers	10	7+	1/-1	Lasrifles	15/30	2	0	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

MILITIA GRENADIER SUPPORT GRAND PLATOON

The Militia Grenadier Support Grand Platoon consist of 1 Militia Grenadier Sergeant and 12 Grenadier Support Stands.



Point Value 250



MILITIA GRENADIER SUPPORT GRAND PLATOON

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it 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
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	1	0	Special
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	

Victory Points 3

Your opponent gains 2 VP's when this Detachment is broken

MILITIA ASSAULT GRAND PLATOON

The Militia Assault Grand Platoon consist of 1 Militia Sergeant and 24 Militia Assault Stands.



Point Value 250



MILITIA ASSAULT GRAND PLATOON

Break Point 10: The Detachment is broken if it has lost 10 stands. Once the Detachment is broken it 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.

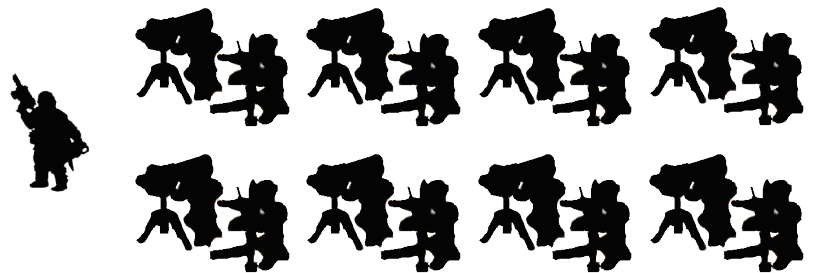
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Militia Sergeant	10	9+	1/0	Lascabine	15/25	1	0	Special
Assault Infantry	10	9+	2/-1	CC Weapons	-	-	-	

Victory Points 3

Your opponent gains 2 VP's when this Detachment is broken

MILITIA FIRE SUPPORT GRAND PLATOON

The Militia Fire Support Grand Platoon consist of 1 Militia Sergeant and 8 Militia Fire Support Stands.



Point Value 200



MILITIA FIRE SUPPORT GRAND PLATOON

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it 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.

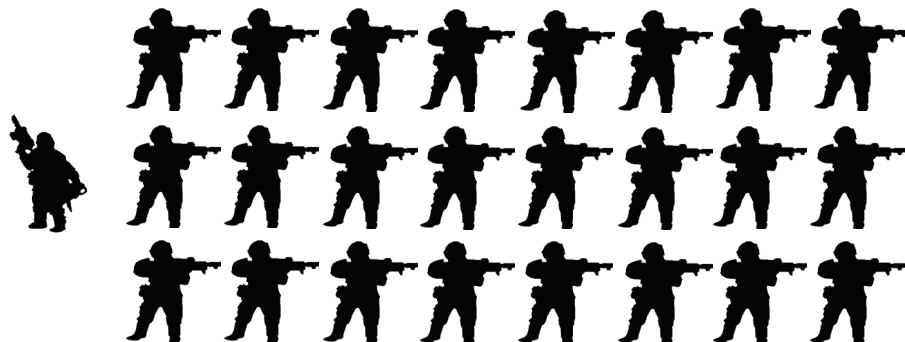
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Fire Support	5	9+	1/0	Heavy Weapons	25/50	2	-2	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA GRAND PLATOON

The Militia Grand Platoon consist of 1 Militia Sergeant and 24 Militia Stands.



Point Value 350



MILITIA GRAND PLATOON

Break Point 10: The Detachment is broken if it has lost 10 stands. Once the Detachment is broken it 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.

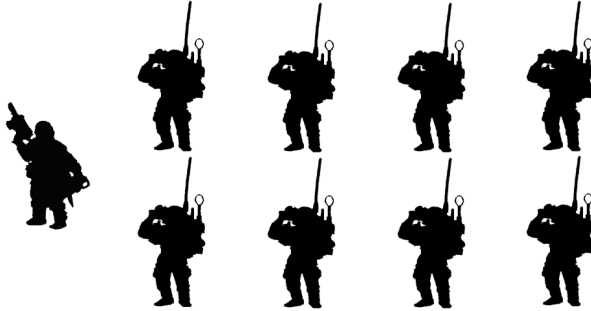
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Militia	10	9+	1/0	Auxilia Rifle [A]	20	1	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

MILITIA RECONNAISSANCE GRAND PLATOON

The Militia Reconnaissance Grand Platoon consist of 1 Militia Reconnaissance Sergeant and 8 Militia Reconnaissance Stands.



Point Value 150



MILITIA RECONNAISSANCE GRAND PLATOON

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it 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.

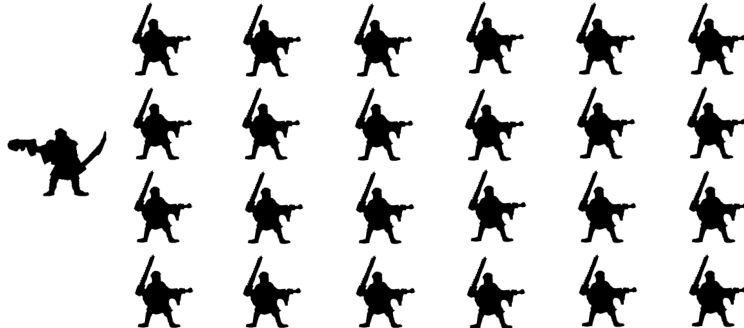
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Recon	10	9+	1/0	Sniper rifle	20/35	1	0	[R], [IF], [AG], [N], [SH]

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEVY ASSAULT GRAND PLATOON

The Militia Levy Grand Platoon consist of 1 Militia Sergeant and 24 Levy Assault Stands.



Point Value 250



MILITIA LEVY ASSAULT GRAND PLATOON

Break Point 10: The Detachment is broken if it has lost 10 stands. Once the Detachment is broken it 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
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Inducted Assault Levy	10	10+	2/-1	CC Weapons	-	-	-	Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

MILITIA LEVY GRAND PLATOON

The Militia Levy Grand Platoon consist of 1 Militia Sergeant and 24 Levy Stands.



Point Value 300



MILITIA LEVY GRAND PLATOON

Break Point 10: The Detachment is broken if it has lost 10 stands. Once the Detachment is broken it 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.

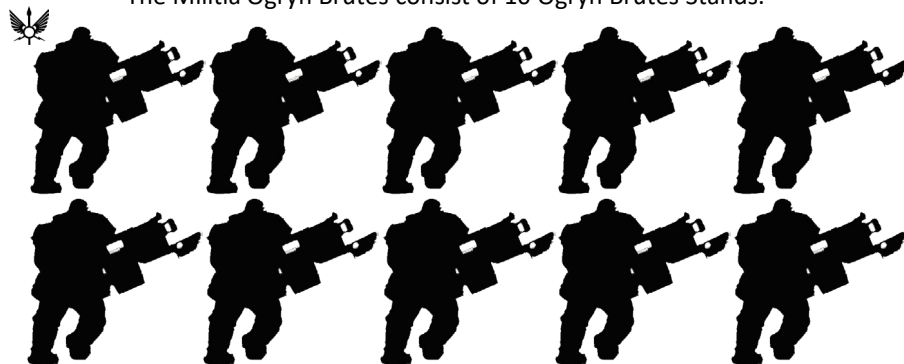
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Inducted Levy	10	10+	1/0	Auxilia Rifle [A]	20	1	0	Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

MILITIA OGRYN BRUTE HORDE

The Militia Ogryn Brutes consist of 10 Ogryn Brutes Stands.



Point Value 350



MILITIA OGRYN BRUTE HORDE

Break Point 4: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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
Ogryn Brutes	15	6+	3/-3	Ripper Guns [A]	20	3	0	[SU], Special

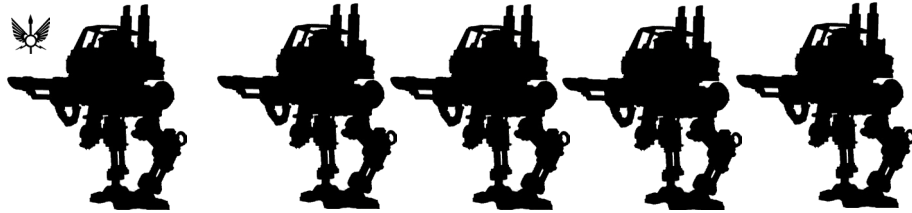
Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

STANDARD SUPPORT CARDS WALKERS [3]

MILITIA SENTINEL SCOUT A SQUADRON

The Militia Sentinel Scout A Squadron consist of 1 Militia Sentinel Scout A Command and 4 Sentinel Scouts A.



Point Value 150



MILITIA SENTINEL SCOUT A SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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.

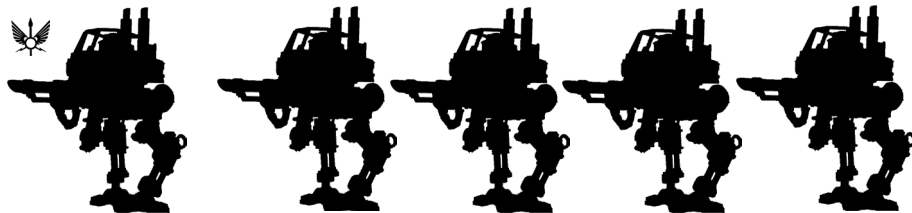
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sentinel Scout A	25	6+	1/-1	Multi-laser	20/35	2	-1	[R], [AG], [N]

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA SENTINEL SCOUT B SQUADRON

The Militia Sentinel Scout B Squadron consist of 1 Militia Sentinel Scout B Command and 4 Sentinel Scouts B.



Point Value 100



MILITIA SENTINEL SCOUT B SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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.

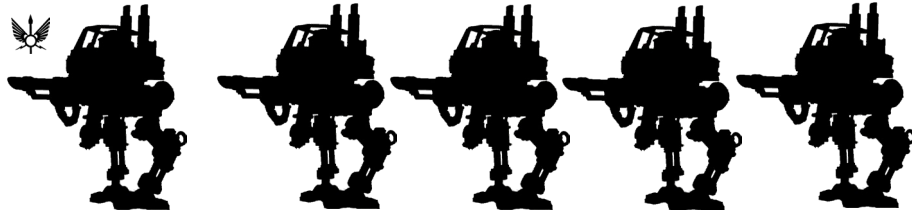
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sentinel Scout B	25	6+	1/-1	Lascannon	25/50	1	-2	[R], [AG], [N]

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

MILITIA SENTINEL SCOUT C SQUADRON

The Militia Sentinel Scout C Squadron consist of 1 Militia Sentinel Scout C Command and 4 Sentinel Scouts C.



Point Value 100



MILITIA SENTINEL SCOUT C SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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.

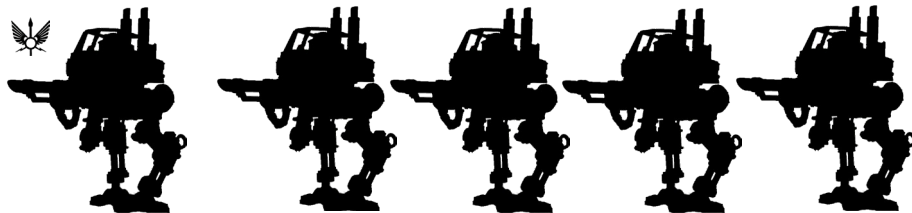
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sentinel Scout C	25	6+	1/-1	Multi-Melta	25	1	-3	[R], [AG], [N]

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

MILITIA SENTINEL SCOUT D SQUADRON

The Militia Sentinel Scout D Squadron consist of 1 Militia Sentinel Scout D Command and 4 Sentinel Scouts D.



Point Value 150



MILITIA SENTINEL SCOUT D SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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
Sentinel Scout D	25	6+	1/-1	Missile launcher [B]	25/50	1	-2	[R], [AG], [N]

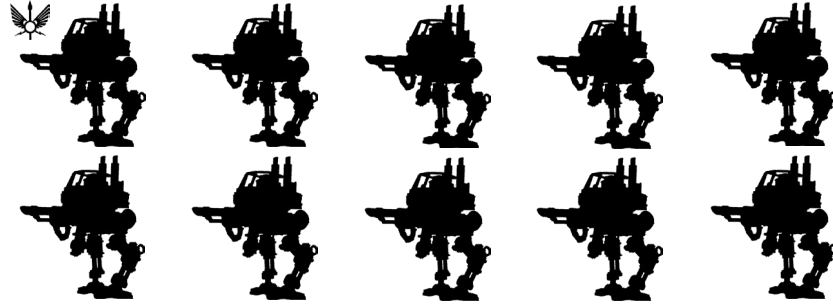
Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

GRAND SUPPORT CARDS WALKERS [3]

MILITIA SENTINEL SCOUT A GRAND SQUADRON

The Militia Sentinel Scout A Grand Squadron consist of 1 Militia Sentinel Scout A Command and 9 Sentinel Scouts A.



Point Value 250



MILITIA SENTINEL SCOUT A GRAND SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it 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.

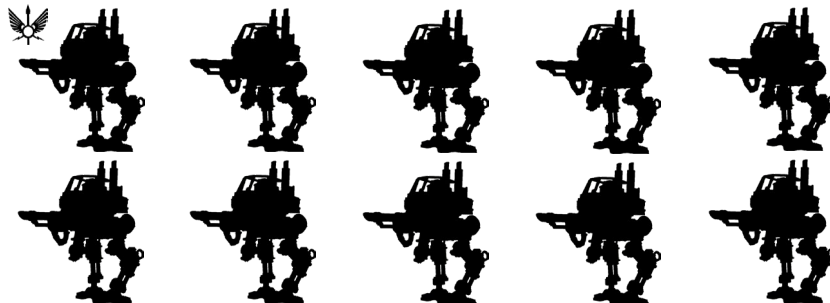
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sentinel Scout A	25	6+	1/-1	Multi-laser	20/35	2	-1	[R], [AG], [N]

Victory Points 3

Your opponent gains 2 VP's when this Detachment is broken

MILITIA SENTINEL SCOUT B GRAND SQUADRON

The Militia Sentinel Scout B Grand Squadron consist of 1 Militia Sentinel Scout B Command and 9 Sentinel Scouts B.



Point Value 250



MILITIA SENTINEL SCOUT B GRAND SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it 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.

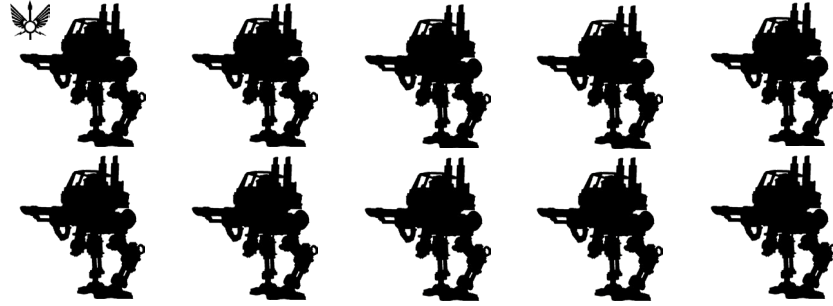
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sentinel Scout B	25	6+	1/-1	Lascannon	25/50	1	-2	[R], [AG], [N]

Victory Points 3

Your opponent gains 2 VP's when this Detachment is broken

MILITIA SENTINEL SCOUT C GRAND SQUADRON

The Militia Sentinel Scout C Grand Squadron consist of 1 Militia Sentinel Scout C Command and 4 Sentinel Scouts C.



Point Value 250



MILITIA SENTINEL SCOUT C GRAND SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it 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.

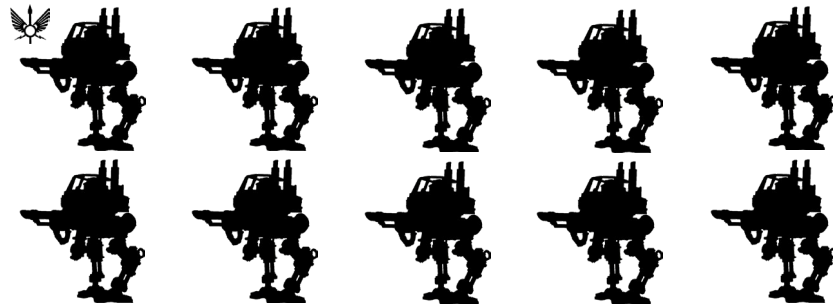
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sentinel Scout C	25	6+	1/-1	Multi-Melta	25	1	-3	[R], [AG], [N]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

MILITIA SENTINEL SCOUT D GRAND SQUADRON

The Militia Sentinel Scout D Grand Squadron consist of 1 Militia Sentinel Scout D Command and 4 Sentinel Scouts D.



Point Value 250



MILITIA SENTINEL SCOUT D GRAND SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it 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
Sentinel Scout D	25	6+	1/-1	Missile launcher [B]	25/50	1	-2	[R], [AG], [N]

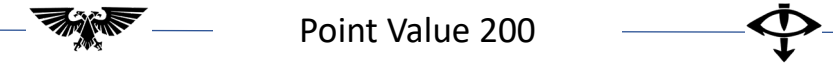
Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

STANDARD SUPPORT CARDS VEHICLES [3]

MILITIA CARNODON SQUADRON

The Militia Carnodon Squadron consists of 3 Militia Carnodon Tanks.



MILITIA CARNODON SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stand. Once the Detachment is broken it 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.

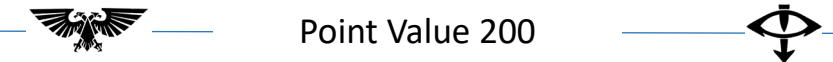
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Carnodon, Militia Pattern	25	4+	2/-1	Autocannon [TL2]	25/50	2	-1	
				Heavy Flamers [FW]	10	4	0	
				Bolters [AP]	25	2	0	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEMAN RUSS BATTLE TANK SQUADRON

The Militia Leman Russ Battle Tank Squadron consist of 3 Militia Leman Russ Battle Tanks.



MILITIA LEMAN RUSS BATTLE TANK SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it 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
Leman Russ Battle Tank	20	2+	2/-1	Battlecannon[B]	35/70	1	-2	
				Anti-Personnel	25	4	0	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEMAN RUSS ANNIHILATOR SQUADRON

The Militia Leman Russ Annihilator Squadron consist of 3 Leman Russ Annihilator Tanks.



Point Value 150



MILITIA LEMAN RUSS ANNIHILATOR SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it 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
Leman Russ Annihilator	20	2+	2/-1	Lascannons [TL2]	25/50	1	-2	
				Lascannon	25/50	1	-2	
				Anti-Personnel	25	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEMAN RUSS DEMOLISHER SQUADRON

The Militia Leman Russ Demolisher Squadron consist of 3 Leman Russ Demolisher Tanks.



Point Value 200



MILITIA LEMAN RUSS DEMOLISHER SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it 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
Leman Russ Demolisher	20	2+	2/-1	Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Heavy Flamer	10	2	0	
				Anti-Personnel	25	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA LEMAN RUSS EXTERMINATOR SQUADRON

The Militia Leman Russ Exterminator Squadron consist of 3 Militia Leman Russ Exterminator Tanks.



Point Value 250



MILITIA LEMAN RUSS EXTERMINATOR SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it 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
Leman Russ Exterminator	20	2+	2/-1	TL Exterminator Autocannon [TL2]	25/50	3	-1	
				Anti-Personnel	25	4	0	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

MILITIA LEMAN RUSS VANQUISHER SQUADRON

The Militia Leman Russ Vanquisher Squadron consist of 3 Leman Russ Vanquisher Tanks.



Point Value 150



MILITIA LEMAN RUSS VANQUISHER SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it 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
Leman Russ Vanquisher	20	2+	2/-1	Vanquisher Battlecannon	35/70	1	-3	Special
				Lascannon	25/50	1	-2	
				Anti-Personnel	25	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

GRAND SUPPORT CARDS VEHICLES [3]

MILITIA CARNODON GRAND SQUADRON

The Militia Carnodon Grand Squadron consists of 6 Militia Carnodon Tanks.



Point Value 400



MILITIA CARNODON GRAND SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stand. Once the Detachment is broken it 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
Carnodon, Militia Pattern	25	4+	2/-1	Autocannon [TL2] Heavy Flamers [FW] Bolters [AP]	25/50 10 25	2 4 2	-1 0 0	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

MILITIA LEMAN RUSS BATTLE TANK GRAND SQUADRON

The Militia Leman Russ Battle Tank Grand Squadron consist of 6 Militia Leman Russ Battle Tanks.



Point Value 350



MILITIA LEMAN RUSS BATTLE TANK GRAND SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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.

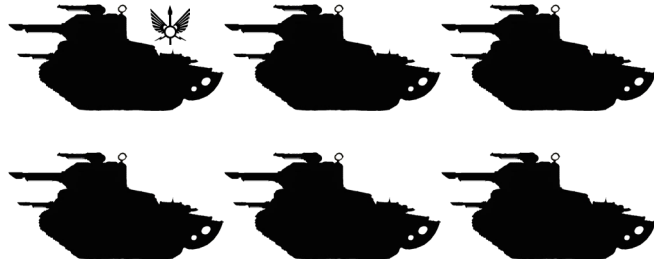
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Battle Tank	20	2+	2/-1	Battlecannon[B] Anti-Personnel	35/70 25	1 4	-2 0	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

MILITIA LEMAN RUSS ANNIHILATOR GRAND SQUADRON

The Militia Leman Russ Annihilator Grand Squadron consist of 6 Leman Russ Annihilator Tanks.



Point Value 350



MILITIA LEMAN RUSS ANNIHILATOR GRAND SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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.

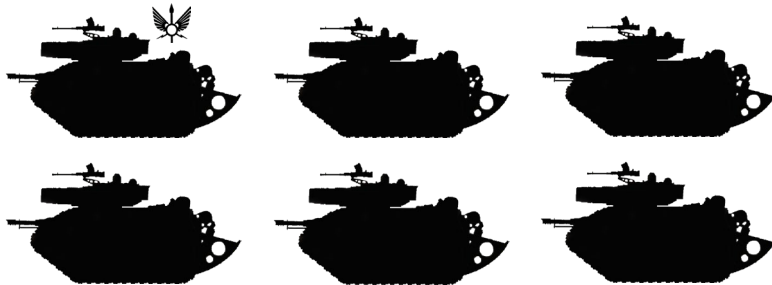
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Annihilator	20	2+	2/-1	Lascannons [TL2]	25/50	1	-2	
				Lascannon	25/50	1	-2	
				Anti-Personnel	25	2	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

MILITIA LEMAN RUSS DEMOLISHER GRAND SQUADRON

The Militia Leman Russ Demolisher Grand Squadron consist of 6 Leman Russ Demolisher Tanks.



Point Value 350



MILITIA LEMAN RUSS DEMOLISHER GRAND SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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
Leman Russ Demolisher	20	2+	2/-1	Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Heavy Flamer	10	2	0	
				Anti-Personnel	25	2	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

MILITIA LEMAN RUSS EXTERMINATOR GRAND SQUADRON

The Militia Leman Russ Exterminator Grand Squadron consist of 6 Militia Leman Russ Exterminator Tanks.



 Point Value 450 

MILITIA LEMAN RUSS EXTERMINATOR GRAND SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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
Leman Russ Exterminator	20	2+	2/-1	TL Exterminator Autocannon [TL2]	25/50	3	-1	
				Anti-Personnel	25	4	0	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

MILITIA LEMAN RUSS VANQUISHER GRAND SQUADRON

The Militia Leman Russ Vanquisher Grand Squadron consist of 6 Leman Russ Vanquisher Tanks.



 Point Value 350 

MILITIA LEMAN RUSS VANQUISHER GRAND SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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
Leman Russ Vanquisher	20	2+	2/-1	Vanquisher Battlecannon	35/70	1	-3	Special
				Lascannon	25/50	1	-2	
				Anti-Personnel	25	2	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

STANDARD SUPPORT CARDS SUPER HEAVY VEHICLES [4]

AUXILIA BANEBLADE SUPER HEAVY TANK SQUADRON

The Militia Baneblade Super Heavy Tank Squadron consists of 1 Baneblade Super Heavy Tank



Point Value 200



AUXILIA BANEBLADE SUPER HEAVY TANK SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it 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 Anti-Personnel	25/50 25	2 12	-2 0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA MALCADOR HEAVY TANK TYPE 1 SQUADRON

The Militia Malcador Heavy Tank Squadron Type 1 consists of 3 Malcador Heavy Tanks Type 1



Point Value 300



MILITIA MALCADOR HEAVY TANK TYPE 1 SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it 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 3

Your opponent gains 2 VPs when this Detachment is broken

MILITIA MALCADOR HEAVY TANK TYPE 2 SQUADRON

The Militia Malcador Heavy Tank Squadron Type 2 consists of 3 Malcador Heavy Tanks Type 2



Point Value 250



MILITIA MALCADOR HEAVY TANK TYPE 2 SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it 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) Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[DR2]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

GRAND SUPPORT CARDS
SUPER HEAVY VEHICLES [4]

AUXILIA BANEBLADE SUPER HEAVY TANK GRAND SQUADRON

The Militia Baneblade Super Heavy Tank Grand Squadron consists of 3 Baneblade Super Heavy Tank



Point Value 600



AUXILIA BANEBLADE SUPER HEAVY TANK GRAND SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it 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 Anti-Personnel	25/50 25	2 12	-2 0	

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

MILITIA MALCADOR HEAVY TANK TYPE 1 GRAND SQUADRON

The Militia Malcador Heavy Tank Grand Squadron Type 1 consists of 6 Malcador Heavy Tanks Type 1



Point Value 550



MILITIA MALCADOR HEAVY TANK TYPE 1 GRAND SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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 6

Your opponent gains 3 VPs when this Detachment is broken

MILITIA MALCADOR HEAVY TANK
TYPE 2 GRAND SQUADRON

The Militia Malcador Heavy Tank Grand Squadron Type 2 consists of 6
Malcador Heavy Tanks Type 2



 Point Value 450 

MILITIA MALCADOR HEAVY TANK
TYPE 2 GRAND SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it 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) Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[DR2]

Victory Points 5
Your opponent gains 3 VPs when this Detachment is broken

STANDARD SUPPORT CARDS

LIGHT WEAPONS PLATFORM [1]

MILITIA RAPIER WEAPONS TYPE 1 BATTERY

Militia Rapier Weapons Battery consists of 1 Command Militia Rapier weapon Type 1 and 4 Militia Rapier weapon Type 1



Point Value 100



MILITIA RAPIER WEAPONS TYPE 1 BATTERY

Break Point 2: The Detachment is broken if it has lost 2 stands Once the Detachment is broken it 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
Rapier Type 1	5	5+	1/0	Quad Launcher Frag-Shatter [AY] Incendiary/phosphex [Fire, IC]	50 50	1 1	-1 0	Special

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

MILITIA RAPIER WEAPONS TYPE 2 BATTERY

Militia Rapier Weapons Battery consists of 1 Command Militia Rapier weapon Type 2 and 4 Militia Rapier weapon Type 2



Point Value 200



MILITIA RAPIER WEAPONS TYPE 2 BATTERY

Break Point 2: The Detachment is broken if it has lost 2 stands Once the Detachment is broken it 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
Rapier Type 2	5	5+	1/0	TL Laser Destroyer Array [TL3]	20/35	1	-3	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

MILITIA RAPIER WEAPONS TYPE 6 BATTERY

Militia Rapier Weapons Battery consists of 1 Command Militia Rapier weapon Type 6 and 4 Militia Rapier weapon Type 6.



Point Value 150



MILITIA RAPIER WEAPONS TYPE 6 BATTERY

Break Point 2: The Detachment is broken if it has lost 2 stands Once the Detachment is broken it 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
Rapier Type 6	5	5+	1/0	Antipersonnel [AP]	25	2	0	Special

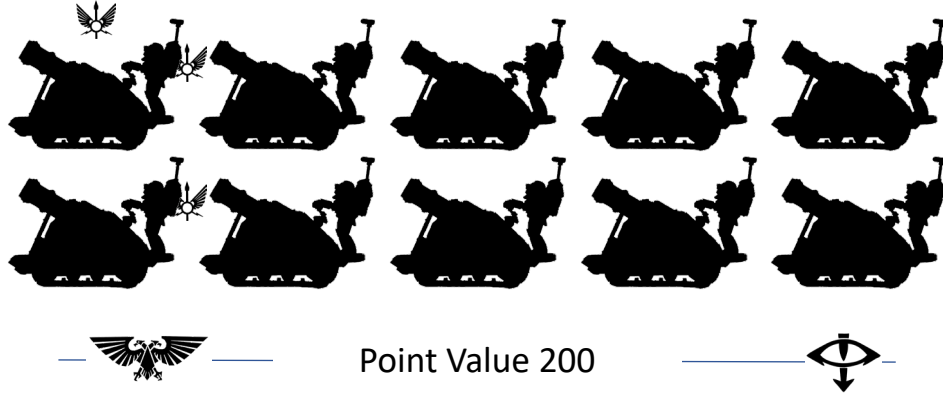
Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

GRAND SUPPORT CARDS LIGHT WEAPONS PLATFORM [1]

MILITIA RAPIER WEAPONS TYPE 1 GRAND BATTERY

Militia Rapier Weapons Grand Battery consists of 1 Command Militia Rapier weapon Type 1 and 9 Militia Rapier weapon Type 1



MILITIA RAPIER WEAPONS TYPE 1 GRAND BATTERY

Break Point 4: The Detachment is broken if it has lost 4 stands Once the Detachment is broken it 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.

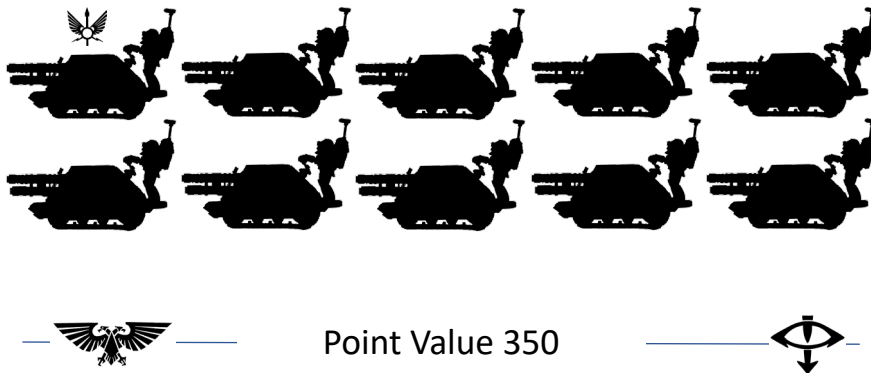
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 1	5	5+	1/0	Quad Launcher Frag-Shatter [AY] Incendiary/phosphex [Fire, IC]	50 50	1 1	-1 0	Special

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

MILITIA RAPIER WEAPONS TYPE 2 GRAND BATTERY

Militia Rapier Weapons Grand Battery consists of 1 Command Militia Rapier weapon Type 2 and 9 Militia Rapier weapon Type 2



MILITIA RAPIER WEAPONS TYPE 2 GRAND BATTERY

Break Point 4: The Detachment is broken if it has lost 4 stands Once the Detachment is broken it 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.

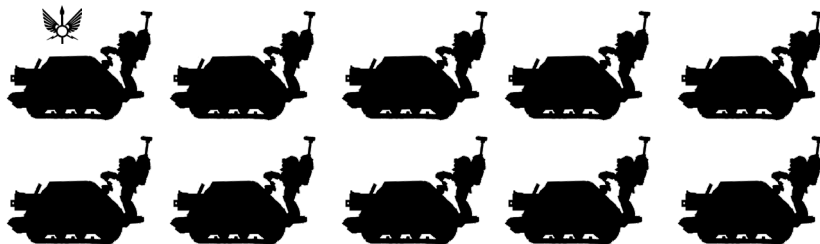
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 2	5	5+	1/0	TL Laser Destroyer Array [TL3]	20/35	1	-3	Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

MILITIA RAPIER WEAPONS TYPE 6 GRAND BATTERY

Militia Rapier Weapons Grand Battery consists of 1 Command Militia Rapier weapon Type 6 and 9 Militia Rapier weapon Type 6.



Point Value 250



MILITIA RAPIER WEAPONS TYPE 6 GRAND BATTERY

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken, it 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
Rapier Type 6	5	5+	1/0	Antipersonnel [AP]	25	2	0	Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken.

STANDARD SUPPORT CARDS

ARTILLERY [3]

MILITIA EARTHSHAKER BATTERY

Militia Earthshaker Battery consists of 3 Militia Earthshaker Guns.





Point Value 300



MILITIA EARTHSHAKER BATTERY

Break Point 1: The Detachment is broken if it has lost 1 stands Once the Detachment is broken it 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
Earthshaker Cannon	-	5+	1/0	Earthshaker Cannon [HM,AY]	120-240	2	-2	Special

Victory Points 3 VP
Your opponent gains 2 VPs when this Detachment is broken

MILITIA MEDUSA SIEGE GUN BATTERY

Militia Rapier Weapons Battery consists of 3 Militia Medusa Siege Guns.





Point Value 250



MILITIA MEDUSA SIEGE GUN BATTERY

Break Point 1: The Detachment is broken if it has lost 1 stands Once the Detachment is broken it 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.

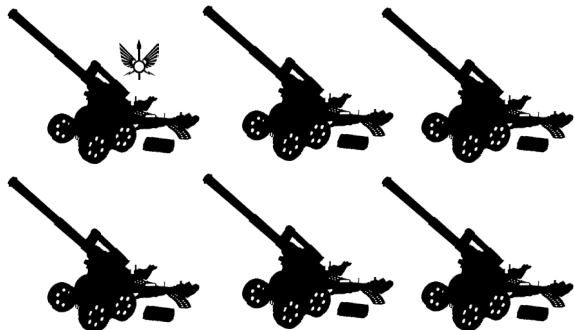
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Medusa Siege Gun	-	5+	1/0	Medusa Siege Gun [HM,AY,W]	60-120	2	-3	Special

Victory Points 3
Your opponent gains 2 VPs when this Detachment is broken

GRAND SUPPORT CARDS ARTILLERY [3]

MILITIA EARTHSHAKER GRAND BATTERY

Militia Earthshaker Battery consists of 6 Militia Earthshaker Guns.



Point Value 650



MILITIA EARTHSHAKER GRAND BATTERY

Break Point 2: The Detachment is broken if it has lost 2 stands Once the Detachment is broken it 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.

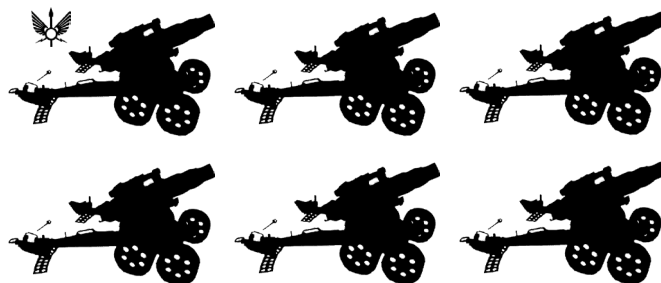
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Earthshaker Cannon	-	5+	1/0	Earthshaker Cannon [HM,AY]	120-240	2	-2	Special

Victory Points 7 VP

Your opponent gains 4 VP's when this Detachment is broken

MILITIA MEDUSA SIEGE GUN GRAND BATTERY

Militia Rapier Weapons Battery consists of 6 Militia Medusa Siege Guns.



Point Value 500



MILITIA MEDUSA SIEGE GUN GRAND BATTERY

Break Point 2: The Detachment is broken if it has lost 2 stands Once the Detachment is broken it 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
Medusa Siege Gun	-	5+	1/0	Medusa Siege Gun [HM,AY,W]	60-120	2	-3	Special

Victory Points 5

Your opponent gains 3 VP's when this Detachment is broken