

SOLAR AUXILIA



SUPPORT CARDS
MKV

SOLAR AUXILIA TRAITS

GENERAL TRAITS



The Solar Auxilia possesses the following traits:

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



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 Solar Auxilia have the following Specific Traits:

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

STANDARD SUPPORT CARDS

INFANTRY [1]

AUXILIA MEDICAE SECTION

The Auxilia Medicae section consist of 1 Auxilia Medicae stand



Point Value 50



AUXILIA MEDICAE SECTION

Break Point +1: The Auxilia Medicae Section adds +1 to the formation it is attached to.

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

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

Victory Points +1 VP

Your opponent gains +1 VPs when attached formation is broken

ENGINEER AUXILIA

The Engineer Auxilia section consist of 1 Engineer Auxilia stand



Point Value 50



ENGINEER AUXILIA

Break Point +1: The Engineer Auxilia Section adds +1 to the formation it is attached to.

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

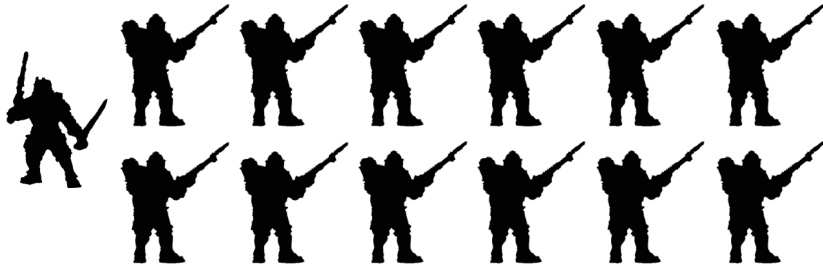
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Engineer Auxilia	10	5[7]+	2/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]

Victory Points +1 VP

Your opponent gains +1 VPs when attached formation is broken

AUXILIA LASRIFLE SECTION

The Auxilia Lasrifle section consist of 1 Troop Master and 12 Auxilia Lasrifle stands



Point Value 200



AUXILIA LASRIFLE SECTION

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Troop Master	10	7+	3/-1	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA OGRYN CHARONITE SECTION

The Auxilia Ogryn Charonite section consist of 5 Ogryn Charonite stands.



Point Value 200



AUXILIA OGRYN CHARONITE SECTION

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

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA VELETARIS STORM SECTION

The Auxilia Veletaris section consist of 1 Veletaris Prime and 6 Veletaris Storm stands.



Point Value 150



AUXILIA VELETARIS STORM SECTION

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

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA VELETARIS STORM ASSAULT SECTION

The Auxilia Veletaris Storm Assault section consist of 1 Veletaris Prime and 6 Veletaris Storm Assault stands.



Point Value 100



AUXILIA VELETARIS STORM ASSAULT SECTION

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

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

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA VELETARIS STORM SUPPORT SECTION

The Auxilia Veletaris section consist of 1 Veletaris Prime and 6 Veletaris Storm Support stands.



Point Value 200



AUXILIA VELETARIS STORM SUPPORT SECTION

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm Prime	10	6+	3/-1	Volkite Charger [A,VK]	20	2	0	[HQ1]
Veletaris Storm Support	10	6+	1/0	Rotor Cannon	20/30	4	0	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

VELETARIS STORM VANGUARD SECTION

The Veletaris Storm vanguard section consists of 1 Troop Master and 6 Veletaris Storm Vanguard stands.



Point Value 200



VELETARIS STORM VANGUARD SECTION

Break Point 4: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm Prime	10	6+	3/-1	Volkite Charger [A,VK]	20	2	0	[HQ1]
Veletaris Vanguard	10	6+	1/-1	Flamer [FW]	10	4	0	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

STANDARD SUPPORT CARDS

CAVALRY [2]

AUXILIA AETHON HEAVY SENTINEL A SECTION

The Auxilia Aethon Heavy Sentinel A section consist of 5 Aethon Heavy Sentinel A stands.



Point Value 150



AUXILIA AETHON HEAVY SENTINEL A SECTION

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

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA AETHON HEAVY SENTINEL B SECTION

The Auxilia Aethon Heavy Sentinel B section consist of 5 Aethon Heavy Sentinel B stands.



Point Value 150



AUXILIA AETHON HEAVY SENTINEL B SECTION

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

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA AETHON HEAVY SENTINEL C SECTION

The Auxilia Aethon Heavy Sentinel C section consist of 5 Aethon Heavy Sentinel C stands.



Point Value 150



AUXILIA AETHON HEAVY SENTINEL C SECTION

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

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA AETHON HEAVY SENTINEL D SECTION

The Auxilia Aethon Heavy Sentinel D section consist of 5 Aethon Heavy Sentinel D stands.



Point Value 250



AUXILIA AETHON HEAVY SENTINEL D SECTION

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

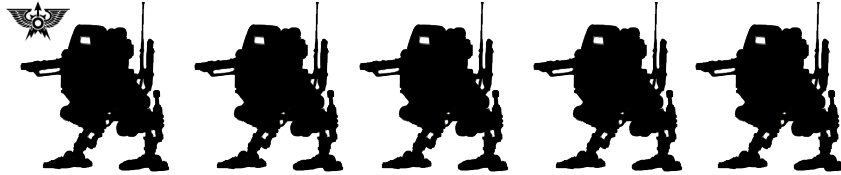
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aethon Heavy Sentinel D	15	4+	1/-1	Missile Battery[B] Volkite Culverin (VK,TL2)	20/30 25/50	2 2	0 -1	[AG]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA HERMES LIGHT/VELETARIS SENTINEL A SECTION

The Auxilia Hermes Light/Veletaris Sentinel A section consist of 5 Hermes Light/Veletaris Sentinel A stands.



Point Value 150



AUXILIA HERMES LIGHT/VELETARIS SENTINEL A SECTION

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

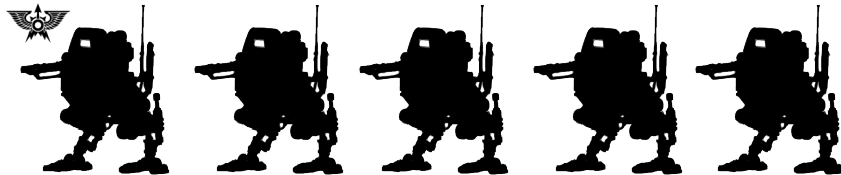
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hermes Light/Veletaris Sentinel A	25	6+	1/-1	Multi-Laser	20/35	2	-1	[R][AG][H]

Victory Points 2

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

AUXILIA HERMES LIGHT/VELETARIS SENTINEL B SECTION

The Auxilia Hermes Light/Veletaris Sentinel B section consist of 5 Hermes Light/Veletaris Sentinel B stands.



Point Value 150



AUXILIA HERMES LIGHT/VELETARIS SENTINEL B SECTION

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

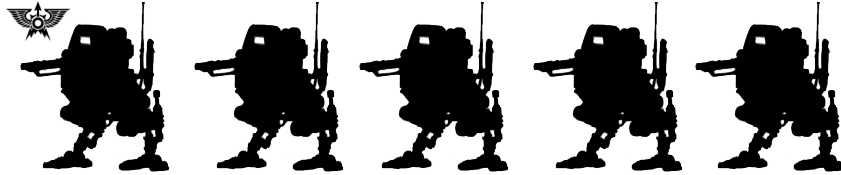
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hermes Light/Veletaris Sentinel B	25	6+	1/-1	Hermes Grenade Launcher [AY,A]	20	2	-1	[R][AG][H]

Victory Points 2

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

AUXILIA HERMES LIGHT/VELETARIS SENTINEL C SECTION

The Auxilia Hermes Light/Veletaris Sentinel C section consist of 5 Hermes Light/Veletaris Sentinel C stands.



Point Value 150



AUXILIA HERMES LIGHT/VELETARIS SENTINEL C SECTION

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

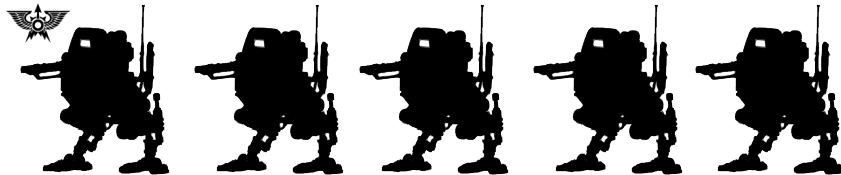
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hermes Light/Veletaris Sentinel C	20	5+	1/-1	Volkite Caliver [VK]	20/30	2	-1	[R][AG]

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA HERMES LIGHT/VELETARIS SENTINEL D SECTION

The Auxilia Hermes Light/Veletaris Sentinel D section consist of 5 Hermes Light/Veletaris Sentinel D stands.



Point Value 150



AUXILIA HERMES LIGHT/VELETARIS SENTINEL D SECTION

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

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

Victory Points 2

Your opponent gains 2 VPs when this Detachment is broken

STANDARD SUPPORT CARDS VEHICLES [3]

AUXILIA CYCLOPS REMOTE DEMOLITIONS SQUADRON

The Auxilia Cyclops Remote Demolitions Squadron consists 5 Cyclops Demolition Tanks.



Point Value 100



AUXILIA CYCLOPS REMOTE DEMOLITIONS SQUADRON

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

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

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS BATTLE TANK TYPE 1 SQUADRON

The Auxilia Leman Russ Battle Tank Type 1 Squadron consists of 3 Leman Russ Battle Tanks Type 1.



Point Value 200



AUXILIA LEMAN RUSS BATTLE TANK TYPE 1 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS BATTLE TANK TYPE 2 SQUADRON

The Auxilia Leman Russ Battle Tank Type 2 Squadron consists of 3 Leman Russ Battle Tanks Type 2.



Point Value 200



AUXILIA LEMAN RUSS BATTLE TANK TYPE 2 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS ANNIHILATOR SQUADRON

The Auxilia Leman Russ Annihilator Squadron consists of 3 Leman Russ Annihilator Tanks.



Point Value 200



AUXILIA LEMAN RUSS ANNIHILATOR 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS DEMOLISHER SQUADRON

The Auxilia Leman Russ Demolisher Squadron consists of 3 Leman Russ Demolisher Tanks.



Point Value 200



AUXILIA LEMAN RUSS DEMOLISHER 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS EXECUTIONER SQUADRON

The Auxilia Leman Russ Executioner Squadron consists of 3 Leman Russ Executioner Tanks.



Point Value 200



AUXILIA LEMAN RUSS EXECUTIONER 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS EXTERMINATOR SQUADRON

The Auxilia Leman Russ Exterminator Squadron consists of 3 Leman Russ Exterminator Tanks.



Point Value 250



AUXILIA LEMAN RUSS EXTERMINATOR 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA LEMAN RUSS INCINERATOR SQUADRON

The Auxilia Leman Russ Incinerator Squadron consists of 3 Leman Russ Incinerator Tanks.



Point Value 250



AUXILIA LEMAN RUSS INCINERATOR 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA LEMAN RUSS VANQUISHER SQUADRON

The Auxilia Lemman Russ Vanquisher Squadron consists of 3 Lemman Russ Vanquisher Tanks.



Point Value 150



AUXILIA LEMAN RUSS VANQUISHER 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

AUXILIA CARNODON TYPE 1 SQUADRON

The Auxilia Carnodon Type 1 Squadron consists of 3 Carnodon Type 1 Tanks.



Point Value 200



AUXILIA CARNODON TYPE 1 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

AUXILIA CARNODON TYPE 2 SQUADRON

The Auxilia Carnodon Type 2 Squadron consists of 3 Carnodon Type 2 Tanks.



Point Value 250



AUXILIA CARNODON TYPE 2 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 3 VP

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

AUXILIA CARNODON TYPE 3 SQUADRON

The Auxilia Carnodon Type 3 Squadron consists of 3 Carnodon Type 3 Tanks.



Point Value 250



AUXILIA CARNODON TYPE 3 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 3

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

STANDARD SUPPORT CARDS SUPER HEAVY VEHICLES [4]

AUXILIA BANEBLADE SUPER HEAVY TANK SQUADRON

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA MALCADOR HEAVY TANK TYPE 1 SQUADRON

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



Point Value 300



AUXILIA MALCADOR HEAVY TANK TYPE 1 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA MALCADOR HEAVY TANK TYPE 2 SQUADRON

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



Point Value 250



AUXILIA MALCADOR HEAVY TANK TYPE 2 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA MALCADOR HEAVY TANK TYPE 3 SQUADRON

The Auxilia Malcador Heavy Tank Squadron Type 3 consists of 3 Malcador Heavy Tanks Type 3



Point Value 250



AUXILIA MALCADOR HEAVY TANK TYPE 3 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA MALCADOR INFERNUS TANK TYPE 1 SQUADRON

The Auxilia Malcador Infernus Tank Type 1 Squadron consists of 3 Malcador Infernus Tanks Type 1



Point Value 300



AUXILIA MALCADOR INFERNUS TANK TYPE 1 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 3

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

AUXILIA MALCADOR INFERNUS TANK TYPE 2 SQUADRON

The Auxilia Malcador Infernus Tank Type 2 Squadron consists of 3 Malcador Infernus Tanks Type 2



Point Value 300



AUXILIA MALCADOR INFERNUS TANK TYPE 2 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

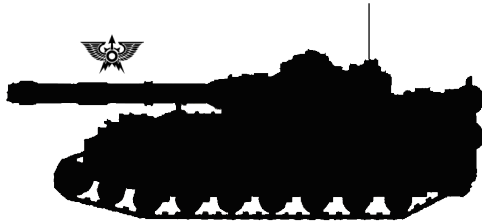
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Infernus Tank Type 2	15	3+	3/-2	Chem Inferno Gun [IC, VK]	25	6	0	[DR2]
				Sponson Autocannons [TL2]	25/50	2	-1	
				Anti-Personnel	25	2	0	

Victory Points 3

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

AUXILIA SHADOWSWORD SUPER HEAVY TANK SQUADRON

The Auxilia Shadowsword Super Heavy Tank Type Squadron consists of 1 Shadowsword Super Heavy Tank Type 3



Point Value 250



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

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

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA STORMBLADE SUPER HEAVY TANK SQUADRON

The Auxilia Stormblade Super Heavy Tank Squadron consists of 1 Stormblade Super Heavy Tank



Point Value 200



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

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

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 1 SQUADRON

The Auxilia Stormhammer Super Heavy Tank Type 1 Squadron consists of 1 Stormhammer Super Heavy Tank Type 1



Point Value 200



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

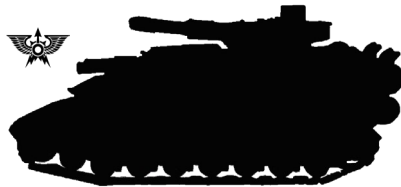
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer Type 1	15	2+	5/-3	Stormhammer Cannon [B2]	30/60	2	-3	[DR4], Special
				Battlecannons [TL2,B]	35/70	1	-2	
				Lascannon	25/50	1	-2	
				CoA Multi-laser [AP]	20/35	2	-1	
				Bolters [AP]	25	12	0	

Victory Points 2

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

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 2 SQUADRON

The Auxilia Stormhammer Super Heavy Tank Type 2 Squadron consists of 1 Stormhammer Super Heavy Tank Type 2



Point Value 200



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

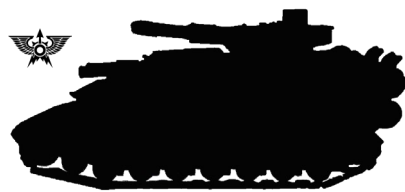
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer Type 2	15	2+	5/-3	Stormhammer Cannon [B2]	30/60	2	-3	[DR4], Special
				Battlecannons [TL2,B]	35/70	1	-2	
				Lascannon	25/50	1	-2	
				CoA Multi-laser [AP]	20/35	2	-1	
				Heavy Flamers [FW]	10	12	0	

Victory Points 2 VP

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

AUXILIA STORMHAMMER SUPER
HEAVY TANK TYPE 3 SQUADRON

The Auxilia Stormhammer Super Heavy Type 3 Tank Squadron consists of
1 Stormhammer Super Heavy Tank Type 3



Point Value 200



AUXILIA STORMHAMMER SUPER
HEAVY TANK TYPE 3 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMHAMMER SUPER
HEAVY TANK TYPE 4 SQUADRON

The Auxilia Stormhammer Super Heavy Tank Type 4 Squadron consists of
1 Stormhammer Super Heavy Tank Type 4



Point Value 200



AUXILIA STORMHAMMER SUPER
HEAVY TANK TYPE 4 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

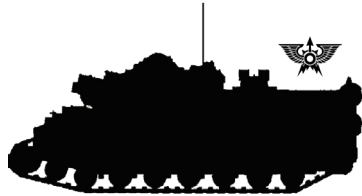
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer Type 4	15	2+	5/-3	Stormhammer Cannon [B]	30/60	2	-4	[DR4], Special
				Battlecannons [TL2,B]	35/70	1	-2	
				Lascannon	25/50	7	-2	
				CoA Multi-laser [AP]	20/35	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMLORD SUPER HEAVY TANK SQUADRON

The Auxilia Stormlord Super Heavy Tank Squadron consists of 1 Stormlord Super Heavy Tank



Point Value 200



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

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMSWORD SUPER HEAVY TANK SQUADRON

The Auxilia Stormsword Super Heavy Tank Squadron consists of 1 Stormsword Super Heavy Tank



Point Value 250



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

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

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA VALDOR TANK HUNTER SQUADRON

The Auxilia Valdor Tank Hunter Squadron consists of 3 Valdor Tank Hunter Tanks



Point Value 250



AUXILIA VALDOR TANK HUNTER 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

STANDARD SUPPORT CARDS LIGHT WEAPON PLATFORMS [1]

AUXILIA RAPIER WEAPONS TYPE 1 BATTERY

Auxilia Rapier Weapons Battery consists of 1 Command Auxilia Rapier weapon (Type 1) and 4 Auxilia Rapier weapon (Type 1)



Point Value 100



AUXILIA RAPIER WEAPONS TYPE 1 BATTERY

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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 VP's when this Detachment is broken

AUXILIA RAPIER WEAPONS TYPE 2 BATTERY

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



Point Value 150



AUXILIA RAPIER WEAPONS TYPE 2 BATTERY

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

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

Victory Points 1 VP

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

AUXILIA RAPIER WEAPONS TYPE 3 BATTERY

Auxilia Rapier Weapons Battery consists of 1 Command Auxilia Rapier weapon Type 3 and 4 Auxilia Rapier weapon Type 3



Point Value 150



AUXILIA RAPIER WEAPONS TYPE 3 BATTERY

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

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA RAPIER WEAPONS TYPE 4 BATTERY

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



Point Value 150



AUXILIA RAPIER WEAPONS TYPE 4 BATTERY

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

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA RAPIER WEAPONS TYPE 5 BATTERY

Auxilia Rapier Weapons Battery consists of 1 Command Auxilia Rapier weapon Type 5 and 4 Auxilia Rapier weapon Type 5



Point Value 150



AUXILIA RAPIER WEAPONS TYPE BATTERY

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

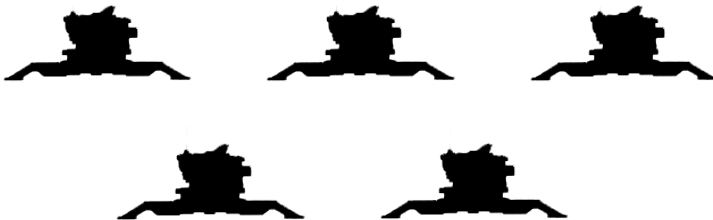
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 5	5	5+	1/0	Mole Mortar [AY,W]	25/50	1	-1	Special

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN TYPE 1 BATTERY

Auxilia Tarantula Sentry Gun Battery consists of 5 Auxilia Tarantula sentry guns Type 1



Point Value 200



AUXILIA TARANTULA SENTRY GUN TYPE 1 BATTERY

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

Morale Value -: Sentry Guns never test for morale.

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

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN TYPE 2 BATTERY

Auxilia Tarantula Sentry Gun Battery consists of 5 Auxilia Tarantula sentry guns Type 2



Point Value 200



AUXILIA TARANTULA SENTRY GUN TYPE 2 BATTERY

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

Morale Value -: Sentry Guns never test for morale.

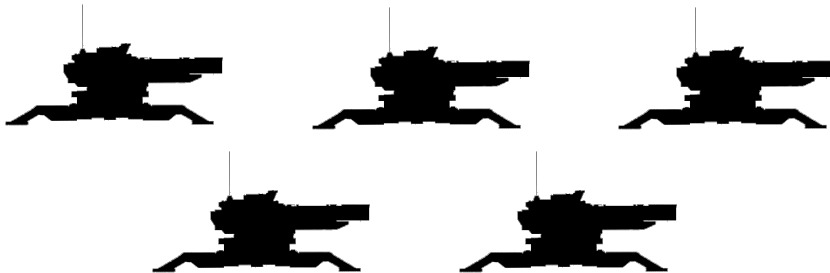
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Sentry Gun Type 2	5[T]	5+	1/0	Lascannons [TL2]	25/50	1	-2	[RC], [IF], Special

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN TYPE 3 BATTERY

Auxilia Tarantula Sentry Gun Battery consists of 5 Auxilia Tarantula sentry guns Type 3



Point Value 150



AUXILIA TARANTULA SENTRY GUN TYPE 3 BATTERY

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

Morale Value -: Sentry Guns never test for morale.

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

Victory Points 2 VP

Your opponent gains 1 VP when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN TYPE 4 BATTERY

The Auxilia Tarantula Sentry Gun Battery consists of 5 Auxilia Tarantula sentry guns Type 4



Point Value 150



AUXILIA TARANTULA SENTRY GUN TYPE 4 BATTERY

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

Morale Value -: Sentry Guns never test for morale.

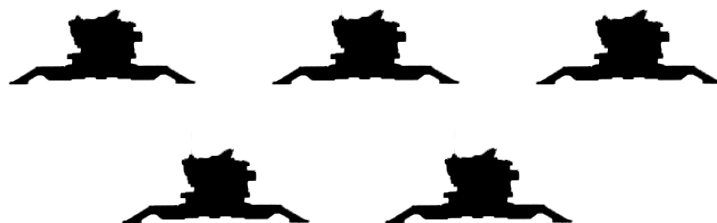
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Sentry Gun Type 4	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF], Special

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN TYPE 5 BATTERY

Auxilia Tarantula Sentry Gun Battery consists of 5 Auxilia Tarantula sentry guns Type 5



Point Value 200



AUXILIA TARANTULA SENTRY GUN TYPE 5 BATTERY

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

Morale Value -: Sentry Guns never test for morale.

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

Victory Points 2 VP

Your opponent gains 1 VP when this Detachment is broken

STANDARD SUPPORT CARDS

ARTILLERY [3]

AUXILIA BASILISK BATTERY

The Auxilia Basilisk Gun Battery consists of 3 Auxilia Basilisk Guns



Point Value 350



AUXILIA BASILISK BATTERY

Break Point 2: The Detachment is broken if it has lost 2 . Once the Detachment is broken it must take a Morale check.

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

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

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA BOMBARD BATTERY

The Auxilia Bombard Gun Battery consists of 3 Auxilia Bombard Guns



Point Value 200



AUXILIA BOMBARD BATTERY

Break Point 2: The Detachment is broken if it has lost 2 . Once the Detachment is broken it must take a Morale check.

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

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA MEDUSA BATTERY

The Auxilia Medusa Gun Battery consists of 3 Auxilia Medusa Guns



Point Value 300



AUXILIA MEDUSA BATTERY

Break Point 2: The Detachment is broken if it has lost 2 . Once the Detachment is broken it must take a Morale check.

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

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

Victory Points 3

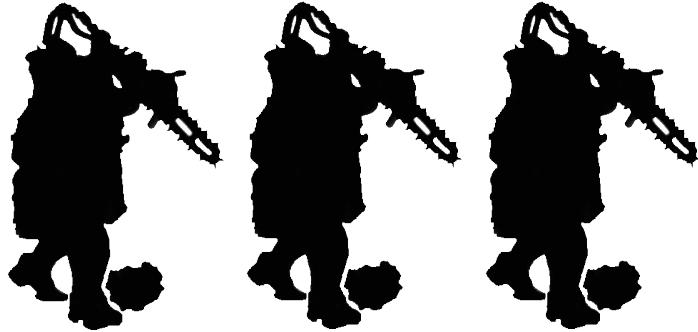
Your opponent gains 2 VPs when this Detachment is broken

GRAND SUPPORT CARDS

INFANTRY [1]

AUXILIA MEDICAE SECTION

The Auxilia Medicae section consist of 3 Auxilia Medicae stand



Point Value 150



AUXILIA MEDICAE SECTION

Break Point +2: The Auxilia Medicae Section adds +2 to the formation it is attached to.

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

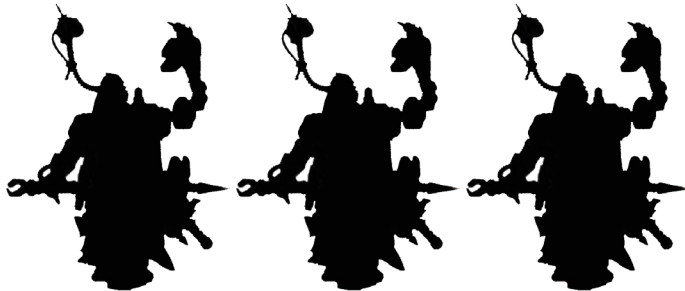
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Medicae	10	7+	2/0	CC Weapons	-	-	-	[Apo]

Victory Points +2 VP

Your opponent gains +1 VPs when attached formation is broken

ENGINEER AUXILIA

The Engineer Auxilia section consist of 3 Engineer Auxilia stand



Point Value 200



ENGINEER AUXILIA

Break Point +2: The Engineer Auxilia Section adds +2 to the formation it is attached to.

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

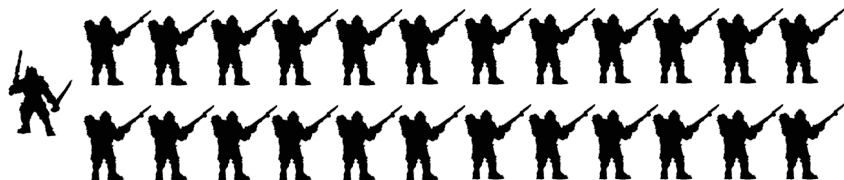
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Engineer Auxilia	10	5[7]+	2/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]

Victory Points +2 VP

Your opponent gains +1 VPs when attached formation is broken

AUXILIA LASRIFLE GRAND SECTION

The Auxilia Lasrifle grand section consist of 1 Troop Master and 24 Auxilia Lasrifle stands



Point Value 400



AUXILIA LASRIFLE GRAND SECTION

Break Point 13: The Detachment is broken if it has lost 13 stands. Once the Detachment is broken it must take a Morale check.

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

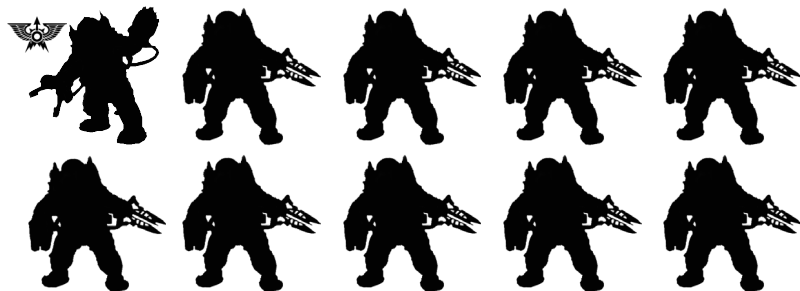
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Troop Master	10	7+	3/-1	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA OGRYN CHARONITE GRAND SECTION

The Auxilia Ogryn Charonite grand section consist of 5 Ogryn Charonite stands.



Point Value 400



AUXILIA OGRYN CHARONITE GRAND SECTION

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

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

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA VELETARIS STORM GRAND SECTION

The Auxilia Veletaris grand section consist of 1 Veletaris Prime and 12 Veletaris Storm stands.



Point Value 300



AUXILIA VELETARIS STORM GRAND SECTION

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

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

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA VELETARIS STORM ASSAULT GRAND SECTION

The Auxilia Veletaris Storm Assault grand section consist of 1 Veletaris Prime and 12 Veletaris Storm Assault stands.



Point Value 250



AUXILIA VELETARIS STORM ASSAULT GRAND SECTION

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

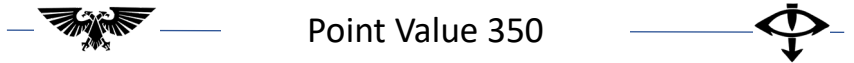
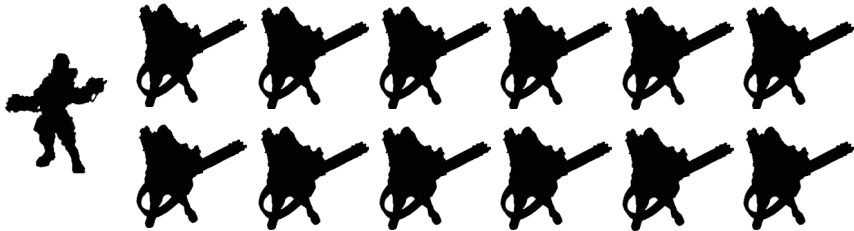
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm Prime	10	6+	3/-1	Volkite Charger [A,VK]	20	2	0	[HQ1]
Veletaris Storm Assault	10	6+	2/-1	CC Weapons	-	-	-	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA VELETARIS STORM SUPPORT GRAND SECTION

The Auxilia Veletaris grand section consist of 1 Veletaris Prime and 12 Veletaris Storm Support stands.



Point Value 350

AUXILIA VELETARIS STORM SUPPORT GRAND SECTION

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

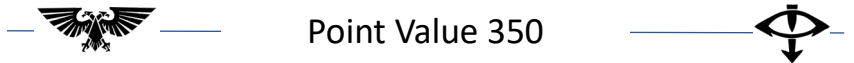
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm (Prime)	10	6+	3/-1	Volkite Charger [A,VK]	20	2	0	[HQ1]
Veletaris Storm Support	10	6+	1/0	Rotor Cannon	20/30	4	0	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

VELETARIS STORM VANGUARD GRAND SECTION

The Veletaris Storm vanguard grand section consists of 1 Troop Master and 12 Veletaris Storm Vanguard stands.



Point Value 350

VELETARIS STORM VANGUARD GRAND SECTION

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm Prime	10	6+	3/-1	Volkite Charger [A,VK]	20	2	0	[HQ1]
Veletaris Vanguard	10	6+	1/-1	Flamer [FW]	10	4	0	

Victory Points 4

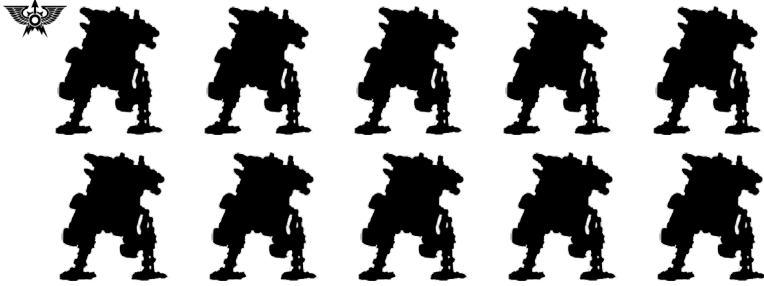
Your opponent gains 2 VPs when this Detachment is broken

GRAND SUPPORT CARDS

CAVALRY [2]

AUXILIA AETHON HEAVY SENTINEL A GRAND SECTION

The Auxilia Aethon Heavy Sentinel A grand section consist of 5 Aethon Heavy Sentinel A stands.



Point Value 300



AUXILIA AETHON HEAVY SENTINEL A GRAND SECTION

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

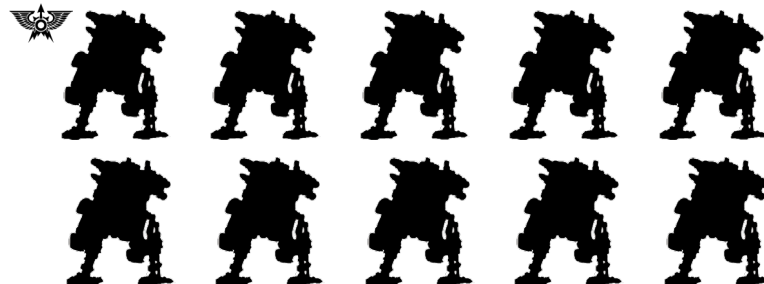
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aethon Heavy Sentinel A	15	4+	1/-1	Missile Battery[B] Multi-laser	20/30 20/35	2 2	0 -1	[AG]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA AETHON HEAVY SENTINEL B GRAND SECTION

The Auxilia Aethon Heavy Sentinel B grand section consist of 5 Aethon Heavy Sentinel B stands.



Point Value 300



AUXILIA AETHON HEAVY SENTINEL B GRAND SECTION

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

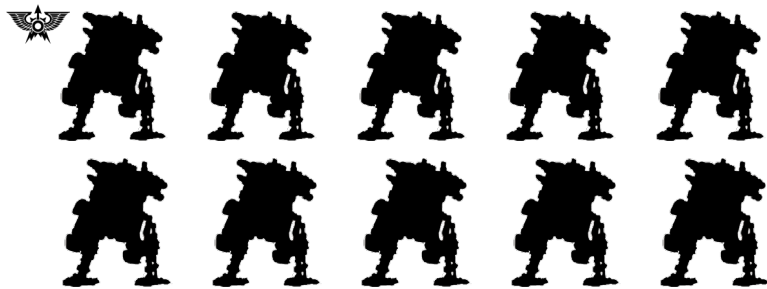
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aethon Heavy Sentinel B	15	4+	1/-1	Missile Battery [B] Lascannon	20/30 25/50	2 1	0 -2	[AG]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA AETHON HEAVY SENTINEL C GRAND SECTION

The Auxilia Aethon Heavy Sentinel C grand section consist of 10 Aethon Heavy Sentinel C stands.



Point Value 350



AUXILIA AETHON HEAVY SENTINEL C GRAND SECTION

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

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

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA AETHON HEAVY SENTINEL D GRAND SECTION

The Auxilia Aethon Heavy Sentinel D grand section consist of 10 Aethon Heavy Sentinel D stands.



Point Value 450



AUXILIA AETHON HEAVY SENTINEL D GRAND SECTION

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

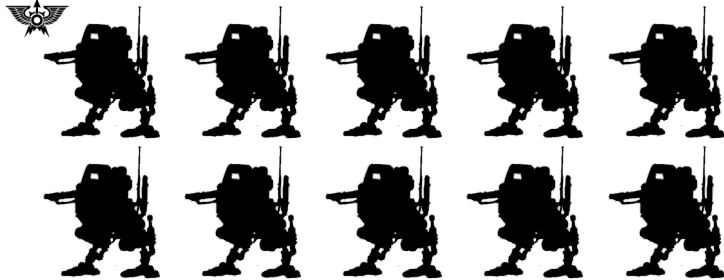
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aethon Heavy Sentinel D	15	4+	1/-1	Missile Battery[B] Volkite Culverin (VK,TL2)	20/30 25/50	2 2	0 -1	[AG]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA HERMES LIGHT/VELETARIS SENTINEL A GRAND SECTION

The Auxilia Hermes Light/Veletaris Sentinel A grand section consist of 10 Hermes Light/Veletaris Sentinel A stands.



Point Value 300



AUXILIA HERMES LIGHT/VELETARIS SENTINEL A GRAND SECTION

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

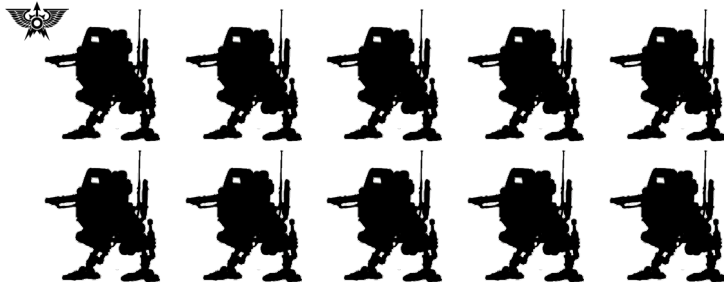
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hermes Light/Veletaris Sentinel A	25	6+	1/-1	Multi-Laser	20/35	2	-1	[R][AG][H]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA HERMES LIGHT/VELETARIS SENTINEL B GRAND SECTION

The Auxilia Hermes Light/Veletaris Sentinel B grand section consist of 10 Hermes Light/Veletaris Sentinel B stands.



Point Value 350



AUXILIA HERMES LIGHT/VELETARIS SENTINEL B GRAND SECTION

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

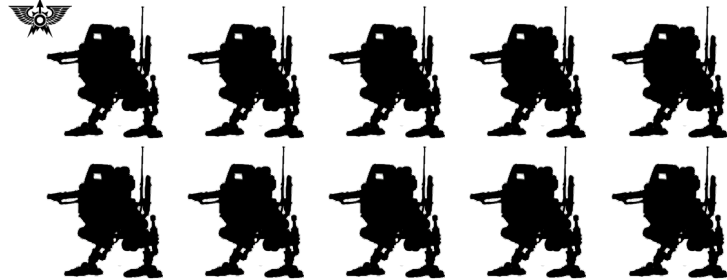
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hermes Light/Veletaris Sentinel B	25	6+	1/-1	Hermes Grenade Launcher [AY,A]	20	2	-1	[R][AG][H]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA HERMES LIGHT/VELETARIS SENTINEL C GRAND SECTION

The Auxilia Hermes Light/Veletaris Sentinel C grand section consist of 5 Hermes Light/Veletaris Sentinel C stands.



Point Value 350



AUXILIA HERMES LIGHT/VELETARIS SENTINEL C GRAND SECTION

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

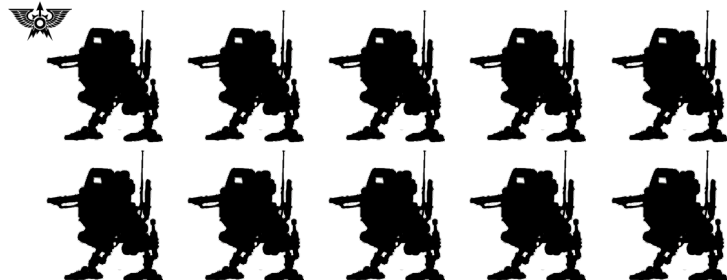
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hermes Light/Veletaris Sentinel C	20	5+	1/-1	Volkite Caliver [VK]	20/30	2	-1	[R][AG]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA HERMES LIGHT/VELETARIS SENTINEL D GRAND SECTION

The Auxilia Hermes Light/Veletaris Sentinel D grand section consist of 5 Hermes Light/Veletaris Sentinel D stands.



Point Value 250



AUXILIA HERMES LIGHT/VELETARIS SENTINEL D GRAND SECTION

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

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

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

GRAND SUPPORT CARDS VEHICLES [3]

AUXILIA CYCLOPS REMOTE DEMOLITIONS GRAND SQUADRON

The Auxilia Cyclops Remote Demolitions Grand Squadron consists 10 Cyclops Demolition Tanks.



Point Value 150



AUXILIA CYCLOPS REMOTE DEMOLITIONS GRAND SQUADRON

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

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

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS BATTLE TANK TYPE 1 GRAND SQUADRON

The Auxilia Leman Russ Battle Tank Type 1 Grand Squadron consists of 6 Leman Russ Battle Tanks Type 1.



Point Value 350



AUXILIA LEMAN RUSS BATTLE TANK TYPE 1 GRAND SQUADRON

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

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

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA LEMAN RUSS BATTLE TANK TYPE 2 GRAND SQUADRON

The Auxilia Leman Russ Battle Tank Type 2 Grand Squadron consists of 6 Leman Russ Battle Tanks Type 2.



Point Value 350



AUXILIA LEMAN RUSS BATTLE TANK TYPE 2 GRAND SQUADRON

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

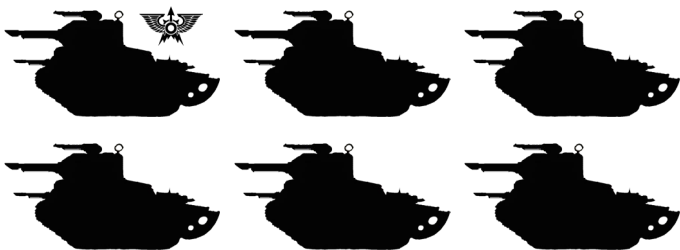
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Battle Tank Type 2	20	2+	2/-1	Battlecannon[B]	35/70	1	-2	[AG]
				Lascannon	25/50	1	-2	
				Anti-Personnel	25	2	0	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA LEMAN RUSS ANNIHILATOR GRAND SQUADRON

The Auxilia Leman Russ Annihilator Grand Squadron consists of 3 Leman Russ Annihilator Tanks.



Point Value 350



AUXILIA LEMAN RUSS ANNIHILATOR GRAND SQUADRON

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

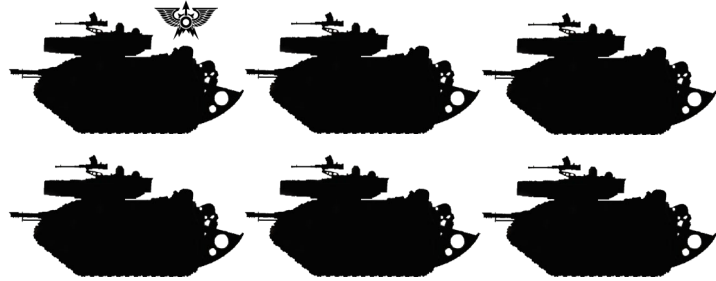
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Annihilator	20	2+	2/-1	Lascannons [TL2]	25/50	1	-2	[AG]
				Lascannon	25/50	1	-2	
				Anti-Personnel	25	2	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA LEMAN RUSS DEMOLISHER GRAND SQUADRON

The Auxilia Leman Russ Demolisher Grand Squadron consists of 6 Leman Russ Demolisher Tanks.



Point Value 400



AUXILIA LEMAN RUSS DEMOLISHER GRAND SQUADRON

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

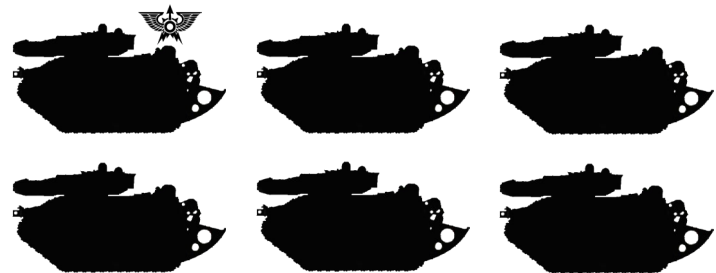
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Demolisher	20	2+	2/-1	Demolisher Cannon [B2,W,M]	25/50	1	-3	[AG]
				Heavy Flamer	10	2	0	
				Anti-Personnel	25	2	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA LEMAN RUSS EXECUTIONER GRAND SQUADRON

The Auxilia Leman Russ Executioner Grand Squadron consists of 6 Leman Russ Executioner Tanks.



Point Value 400



AUXILIA LEMAN RUSS EXECUTIONER GRAND SQUADRON

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

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

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA LEMAN RUSS EXTERMINATOR GRAND SQUADRON

The Auxilia Leman Russ Exterminator Grand Squadron consists of 6 Leman Russ Exterminator Tanks.



Point Value 450



AUXILIA LEMAN RUSS EXTERMINATOR GRAND SQUADRON

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

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

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA LEMAN RUSS INCINERATOR GRAND SQUADRON

The Auxilia Leman Russ IncineratorGrand Squadron consists of 6 Leman Russ Incinerator Tanks.



Point Value 450



AUXILIA LEMAN RUSS INCINERATOR GRAND SQUADRON

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

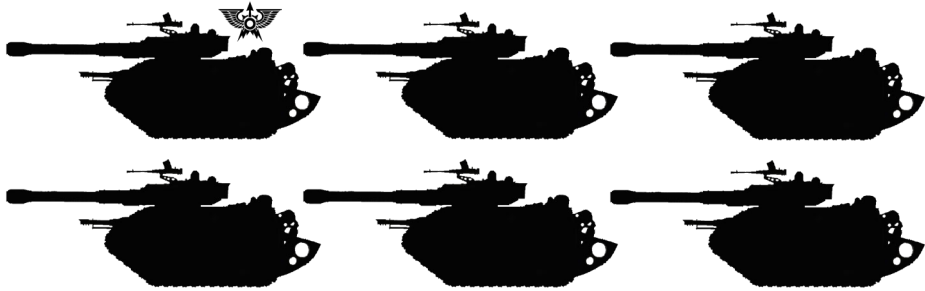
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Incinerator	20	2+	2/-1	Volkite Demi-Culverin [VK][TL2]	25/50	2	-2	[AG]
				Multi laser	20/35	2	-1	
				Anti-Personnel	25	2	0	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA LEMAN RUSS VANQUISHER GRAND SQUADRON

The Auxilia Lemman Russ Vanquisher Grand Squadron consists of 6 Lemman Russ Vanquisher Tanks.



Point Value 350



AUXILIA LEMAN RUSS VANQUISHER GRAND SQUADRON

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

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

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA CARNODON TYPE 1 GRAND SQUADRON

The Auxilia Carnodon Type 1 Grand Squadron consists of 6 Carnodon Type 1 Tanks.



Point Value 450



AUXILIA CARNODON TYPE 1 GRAND SQUADRON

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

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

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA CARNODON TYPE 2 GRAND SQUADRON

The Auxilia Carnodon Type 2 Grand Squadron consists of 6 Carnodon Type 2 Tanks.



Point Value 500



AUXILIA CARNODON TYPE 2 GRAND SQUADRON

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

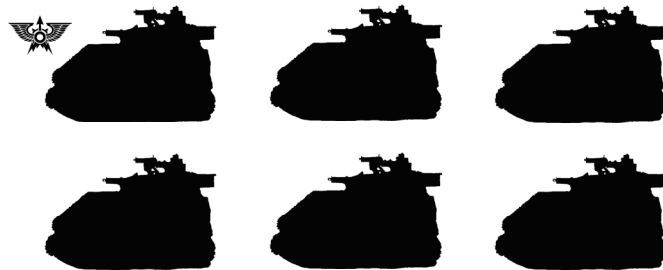
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Saturyne Carnodon Type 2	25	3+	2/-1	Volkite Culverin (VK,TL2) Anti-Personnel	25/50 25	2 4	-1 0	[AG], [RA]

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA CARNODON TYPE 3 GRAND SQUADRON

The Auxilia Carnodon Type 3 Grand Squadron consists of 6 Carnodon Type 3 Tanks.



Point Value 450



AUXILIA CARNODON TYPE 3 GRAND SQUADRON

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

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

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

GRAND SUPPORT CARDS SUPER HEAVY VEHICLES [4]

AUXILIA BANEBLADE SUPER HEAVY TANK GRAND SQUADRON

The Auxilia Baneblade Super Heavy Tank Grand Squadron consists of 3 Baneblade Super Heavy Tanks



Point Value 600



AUXILIA BANEBLADE SUPER HEAVY 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

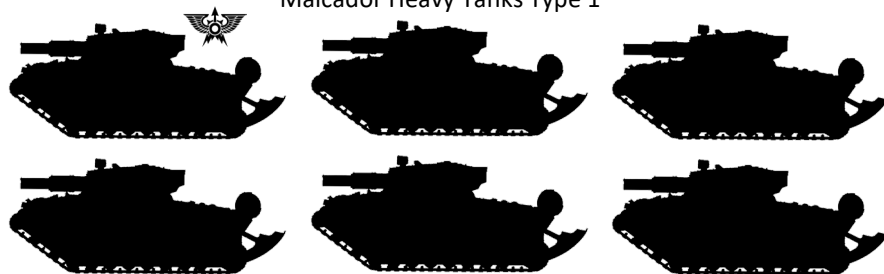
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Baneblade Battle Tank	15	2+	4/-3	Baneblade Cannon [B]	35/70	4	-2	[DR3]
				Demolisher Cannon [M,B2,W]	25/50	1	-3	
				Coaxial Autocannon [TL2]	25/50	1	-1	
				Sponson Lascannons	25/50	2	-2	
				Anti-Personnel	25	12	0	

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA MALCADOR HEAVY TANK TYPE 1 GRAND SQUADRON

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



Point Value 550



AUXILIA MALCADOR HEAVY TANK TYPE 1 GRAND SQUADRON

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

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

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA MALCADOR HEAVY TANK TYPE 2 GRAND SQUADRON

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



Point Value 450



AUXILIA MALCADOR HEAVY TANK TYPE 2 GRAND SQUADRON

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
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 VP

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA MALCADOR HEAVY TANK TYPE 3 GRAND SQUADRON

The Auxilia Malcador Heavy Tank Grand Squadron Type 3 consists of 6 Malcador Heavy Tanks Type 3



Point Value 500



AUXILIA MALCADOR HEAVY TANK TYPE 3 GRAND SQUADRON

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

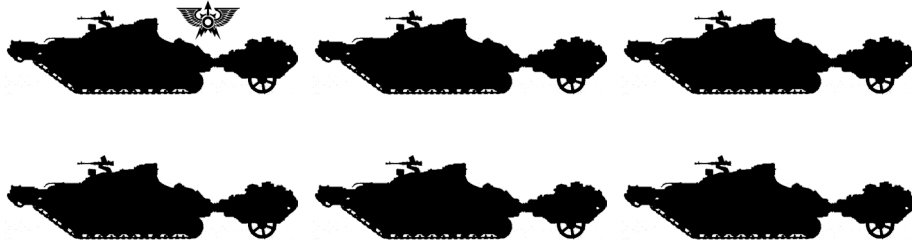
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Heavy Tank Type 3	15	2+	3/-2	Battlecannon[B] Multi laser Bolters [AP]	35/70 20/35 25	1 6 2	-2 -1 0	[DR2]

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA MALCADOR INFERNUS TANK TYPE 1 GRAND SQUADRON

The Auxilia Malcador Infernus Tank Type 1 Grand Squadron consists of 6 Malcador Infernus Tanks Type 1



Point Value 550



AUXILIA MALCADOR INFERNUS TANK TYPE 1 GRAND SQUADRON

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

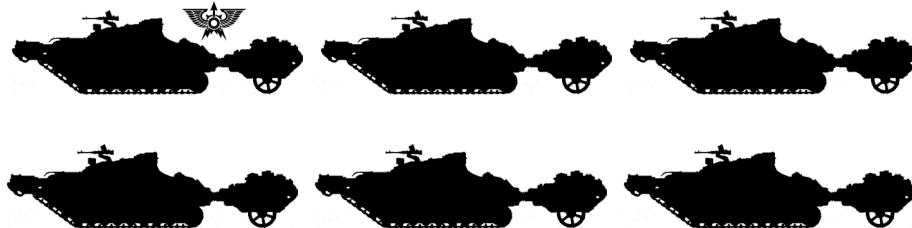
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Infernus Tank Type 1	15	3+	3/-2	Inferno Gun [IC, Fire]	25	6	-1	[DR2]
				Sponson Autocannons [TL2]	25/50	2	-1	
				Anti-Personnel	25	2	0	

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA MALCADOR INFERNUS TANK TYPE 2 GRAND SQUADRON

The Auxilia Malcador Infernus Tank Type 2 Grand Squadron consists of 6 Malcador Infernus Tanks Type 2



Point Value 600



AUXILIA MALCADOR INFERNUS TANK TYPE 2 GRAND SQUADRON

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

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

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA SHADOWSWORD SUPER HEAVY TANK GRAND SQUADRON

The Auxilia Shadowsword Super Heavy Tank Grand Squadron consists of 3 Shadowsword Super Heavy Tanks



Point Value 700



AUXILIA SHADOWSWORD SUPER HEAVY 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

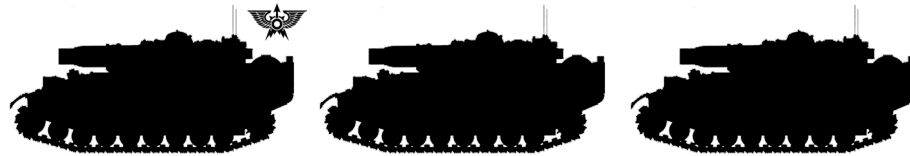
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shadowsword	15	2+	4/-3	Volcano Cannon [HM,D2,B]	60/120	1	-6	[DR3]
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	14	0	

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

AUXILIA STORMBLADE SUPER HEAVY TANK GRAND SQUADRON

The Auxilia Stormblade Super Heavy Tank Grand Squadron consists of 3 Stormblade Super Heavy Tanks



Point Value 550



AUXILIA STORMBLADE SUPER HEAVY 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 1 GRAND SQUADRON

The Auxilia Stormhammer Super Heavy Tank Type 1 Grand Squadron consists of 3 Stormhammer Super Heavy Tank Type 1



Point Value 550



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

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

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 2 GRAND SQUADRON

The Auxilia Stormhammer Super Heavy Tank Type 2 Grand Squadron consists of 3 Stormhammer Super Heavy Tank Type 2



Point Value 550



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

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

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 3 GRAND SQUADRON

The Auxilia Stormhammer Super Heavy Type 3 Tank Grand Squadron consists of 3 Stormhammer Super Heavy Tank Type 3



Point Value 550



AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 3 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 4 GRAND SQUADRON

The Auxilia Stormhammer Super Heavy Tank Type 4 Grand Squadron consists of 3 Stormhammer Super Heavy Tank Type 4



Point Value 550



AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 4 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

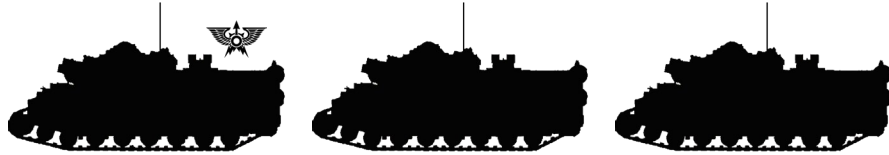
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer Type 4	15	2+	5/-3	Stormhammer Cannon [B]	30/60	2	-4	[DR4], Special
				Battlecannons [TL2,B]	35/70	1	-2	
				Lascannon	25/50	7	-2	
				CoA Multi-laser [AP]	20/35	2	-1	

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA STORMLORD SUPER HEAVY TANK GRAND SQUADRON

The Auxilia Stormlord Super Heavy Tank Grand Squadron consists of 3 Stormlord Super Heavy Tanks



Point Value 600



AUXILIA STORMLORD SUPER HEAVY 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

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

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

AUXILIA STORMSWORD SUPER HEAVY TANK GRAND SQUADRON

The Auxilia Stormsword Super Heavy Tank Grand Squadron consists of 3 Stormsword Super Heavy Tanks



Point Value 700



AUXILIA STORMSWORD SUPER HEAVY 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 6+: The Auxilia have a Morale value of 6+ and must roll 6 or more on a D10 to pass their Morale check.

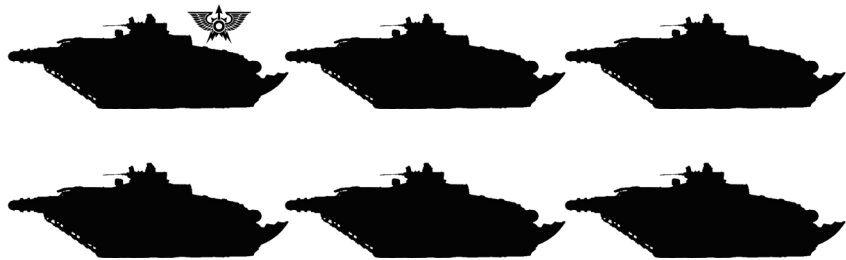
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormsword	15	2+	4/-3	Stormsword Cannon	35/70	1	-4	[DR3]
				[IC,M,B3,W,TL4]				
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	14	0	

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

AUXILIA VALDOR TANK HUNTER GRAND SQUADRON

The Auxilia Valdor Tank Hunter Grand Squadron consists of 6 Valdor Tank Hunter Tanks



Point Value 500



AUXILIA VALDOR TANK HUNTER GRAND SQUADRON

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

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

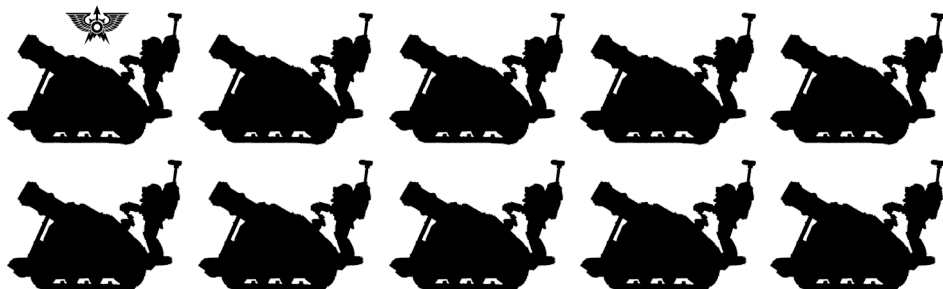
Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

GRAND SUPPORT CARDS
LIGHT WEAPON PLATFORMS
[1]

AUXILIA RAPIER WEAPONS TYPE 1 GRAND BATTERY

Auxilia Rapier Weapons Grand Battery consists of 1 Command Auxilia Rapier weapon (Type 1) and 9 Auxilia Rapier weapon (Type 1)



Point Value 200



AUXILIA RAPIER WEAPONS TYPE 1 GRAND BATTERY

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

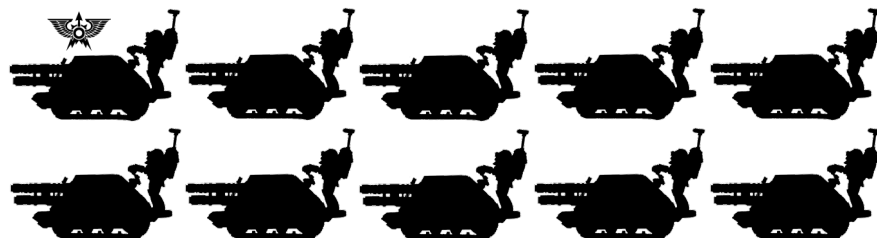
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 1	5	5+	1/0	Quad Launcher Frag-Shatter [AY] Incendiary/phosphex [Fire, IC]	50 50	1 1	-1 0	Special

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA RAPIER WEAPONS TYPE 2 GRAND BATTERY

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



Point Value 350



AUXILIA RAPIER WEAPONS TYPE 2 GRAND BATTERY

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

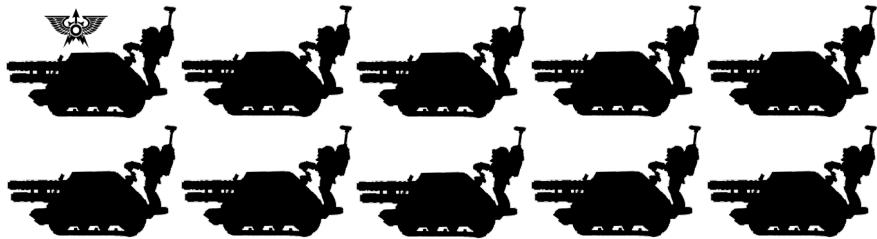
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 2	5	5+	1/0	TL Laser Destroyer Array [TL3]	20/35	1	-3	Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA RAPIER WEAPONS TYPE 3 GRAND BATTERY

Auxilia Rapier Weapons Grand Battery consists of 1 Command Auxilia Rapier weapon Type 3 and 9 Auxilia Rapier weapon Type 3



Point Value 300



AUXILIA RAPIER WEAPONS TYPE 3 GRAND BATTERY

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

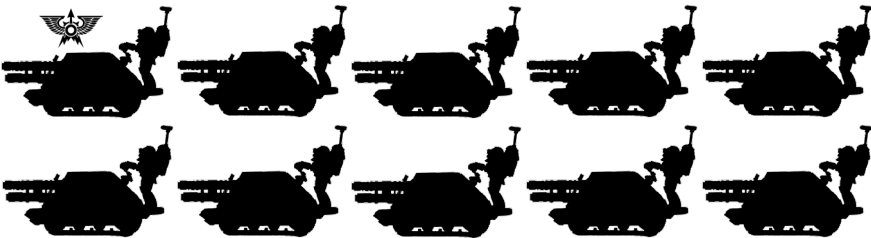
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 3	5	5+	1/0	Quad multi laser	20/35	4	-1	Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA RAPIER WEAPONS TYPE 4 GRAND BATTERY

Auxilia Rapier Weapons Grand Battery consists of 1 Command Auxilia Rapier weapon Type 4 and 9 Auxilia Rapier weapon Type 4



Point Value 300



AUXILIA RAPIER WEAPONS TYPE 4 GRAND BATTERY

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

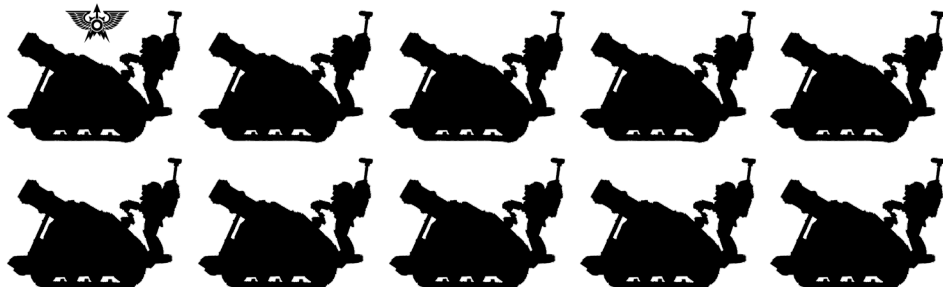
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 4	5	5+	1/0	Graviton Cannon [B,HY]	20/35	2	-1	Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA RAPIER WEAPONS TYPE 5 GRAND BATTERY

Auxilia Rapier Weapons Grand Battery consists of 1 Command Auxilia Rapier weapon Type 5 and 9 Auxilia Rapier weapon Type 5



Point Value 300



AUXILIA RAPIER WEAPONS TYPE GRAND BATTERY

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

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

Victory Points 3

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

AUXILIA TARANTULA SENTRY GUN TYPE 1 GRAND BATTERY

Auxilia Tarantula Sentry Gun Grand Battery consists of 10 Auxilia Tarantula sentry guns Type 1



Point Value 400



AUXILIA TARANTULA SENTRY GUN TYPE 1 GRAND BATTERY

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

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

Victory Points 4 VP

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

AUXILIA TARANTULA SENTRY GUN TYPE 2 GRAND BATTERY

Auxilia Tarantula Sentry Gun Grand Battery consists of 10 Auxilia Tarantula sentry guns Type 2



Point Value 350



AUXILIA TARANTULA SENTRY GUN TYPE 2 GRAND BATTERY

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

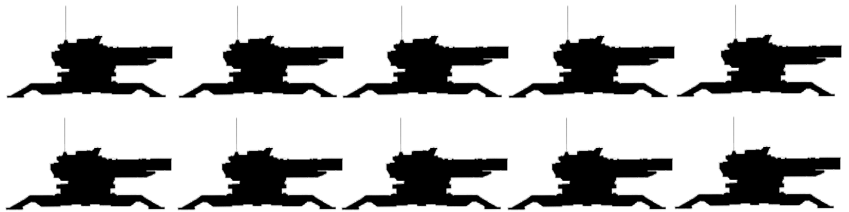
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Sentry Gun Type 2	5[T]	5+	1/0	Lascannons [TL2]	25/50	1	-2	[RC], [IF], Special

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN TYPE 3 GRAND BATTERY

Auxilia Tarantula Sentry Gun Grand Battery consists of 10 Auxilia Tarantula sentry guns Type 3



Point Value 300



AUXILIA TARANTULA SENTRY GUN TYPE 3 GRAND BATTERY

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

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

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN TYPE 4 GRAND BATTERY

The Auxilia Tarantula Sentry Gun Grand Battery consists of 10 Auxilia Tarantula sentry guns Type 4



Point Value 350



AUXILIA TARANTULA SENTRY GUN TYPE 4 GRAND BATTERY

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

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

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN TYPE 5 GRAND BATTERY

Auxilia Tarantula Sentry Gun Grand Battery consists of 10 Auxilia Tarantula sentry guns Type 5



Point Value 350



AUXILIA TARANTULA SENTRY GUN TYPE 5 GRAND BATTERY

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

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

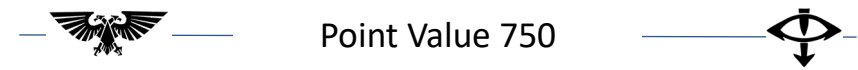
Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

GRAND SUPPORT CARDS ARTILLERY [3]

AUXILIA BASILISK GRAND BATTERY

The Auxilia Basilisk Gun Grand Battery consists of 6 Auxilia Basilisk Guns



AUXILIA BASILISK GRAND BATTERY

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

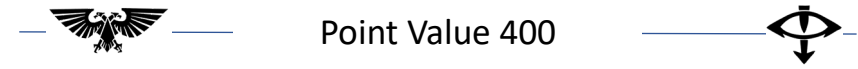
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Basilisk	15	3+	2/0	Earthshaker Cannon [HM,AY]	120/240	2	-2	[AG]
				Anti-Personnel	25	2	0	

Victory Points 8

Your opponent gains 4 VPs when this Detachment is broken

AUXILIA BOMBARD GRAND BATTERY

The Auxilia Bombard Gun Grand Battery consists of 6 Auxilia Bombard Guns



AUXILIA BOMBARD GRAND BATTERY

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

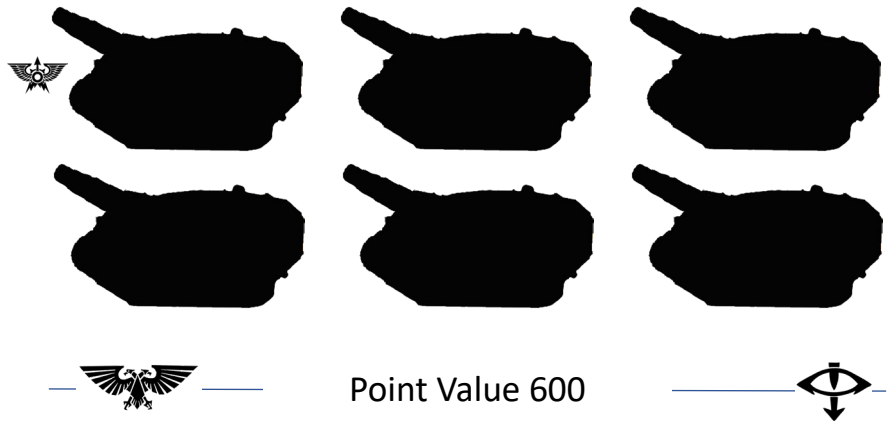
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Bombard	15	3+	2/0	Colossus Mortar [IC,M,AY]	30/60	2	-1	[AG]
				Anti-Personnel	25	2	0	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA MEDUSA GRAND BATTERY

The Auxilia Medusa Gun Grand Battery consists of 6 Auxilia Medusa Guns



AUXILIA MEDUSA GRAND BATTERY

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

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

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken