

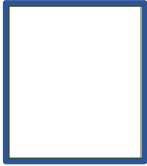
SOLAR AUXILIA



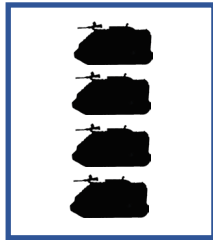
TRANSPORT CARDS

MKV

TRANSPORT CARD SYMBOLS



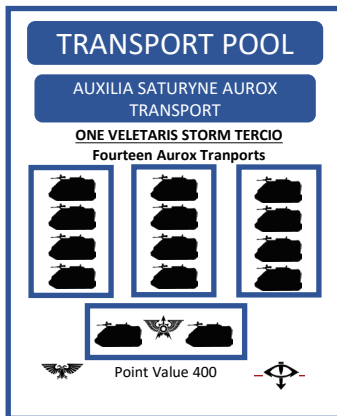
Transport Cards that are added to Company Cards will have their total number divided into as many formations (detachments/mobs/etc) as the Company Card possesses. To aid players in identifying how many elements and formations the transport card is divided into. They will be grouped into **boxes** signifying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



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



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



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

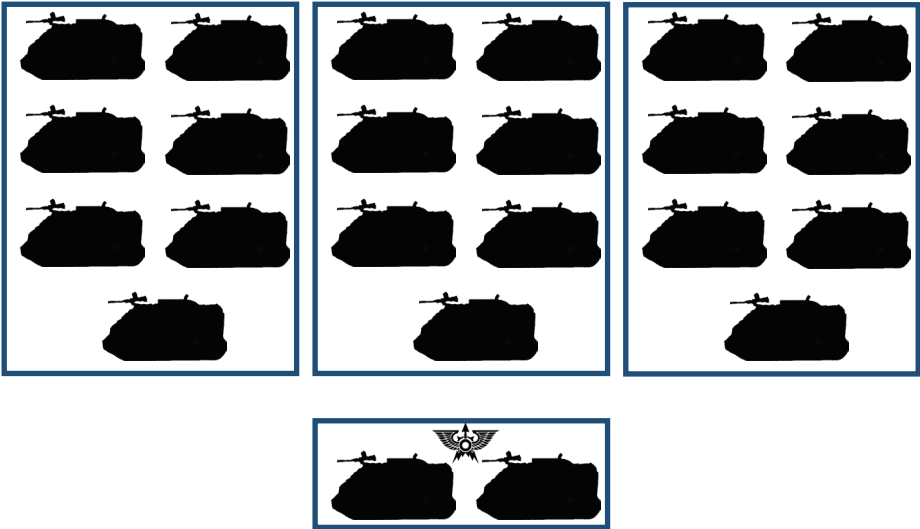
TRANSPORT CARDS
FOR USE WITH AUXILIA TERCIO
VEHICLES

TRANSPORT POOL

AUXILIA AUROX ARMORED
TRANSPORT

ONE AUXILIA TERCIO

Twenty-Three Aurox Armored Transports



Point Value 800



AUXILIA AUROX ARMORED
TRANSPORT

Break Point +12: The Aurox Armored Transports adds +12 to the break point of the formation it is added to.

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
Saturyne Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2], [AG]



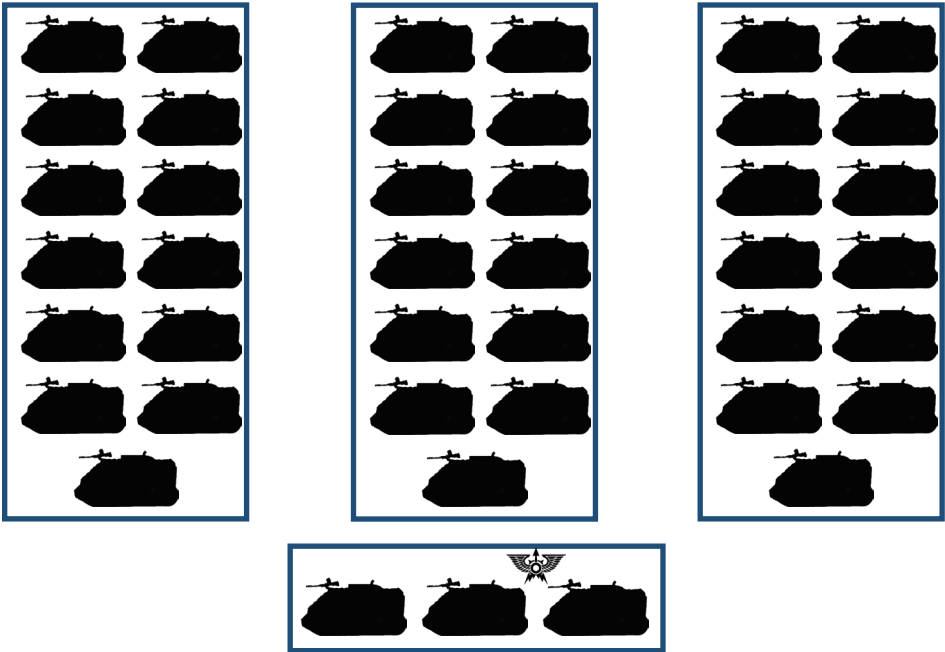
Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

AUXILIA AUROX ARMORED
TRANSPORT

ONE AUXILIA GRAND TERCIO
Fourty-Two Aurox Armored Transports



Point Value 1450



AUXILIA AUROX ARMORED
TRANSPORT

Break Point +21: The Aurox Armored Transports adds +21 to the break point of the formation it is added to.

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
Saturyne Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2], [AG]



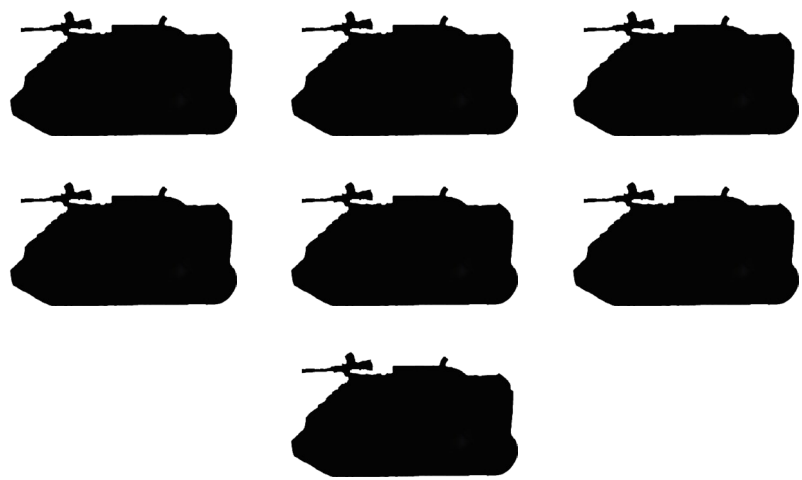
Victory Points +15

Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

AUXILIA AUROX ARMORED
TRANSPORT

ONE AUXILIA TERCIO SECTION
Seven Aurox Armored Transports



Point Value 250



AUXILIA AUROX ARMORED
TRANSPORT

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

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
Saturyne Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2], [AG]



Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA AUROX ARMORED
TRANSPORT

ONE AUXILIA GRAND TERCIO SECTION
Thirteen Aurox Armored Transports



Point Value 450



AUXILIA AUROX ARMORED
TRANSPORT

Break Point +7: The Aurox Armored Transports adds +7 to the break point of the formation it is added to.

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
Saturyne Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2], [AG]



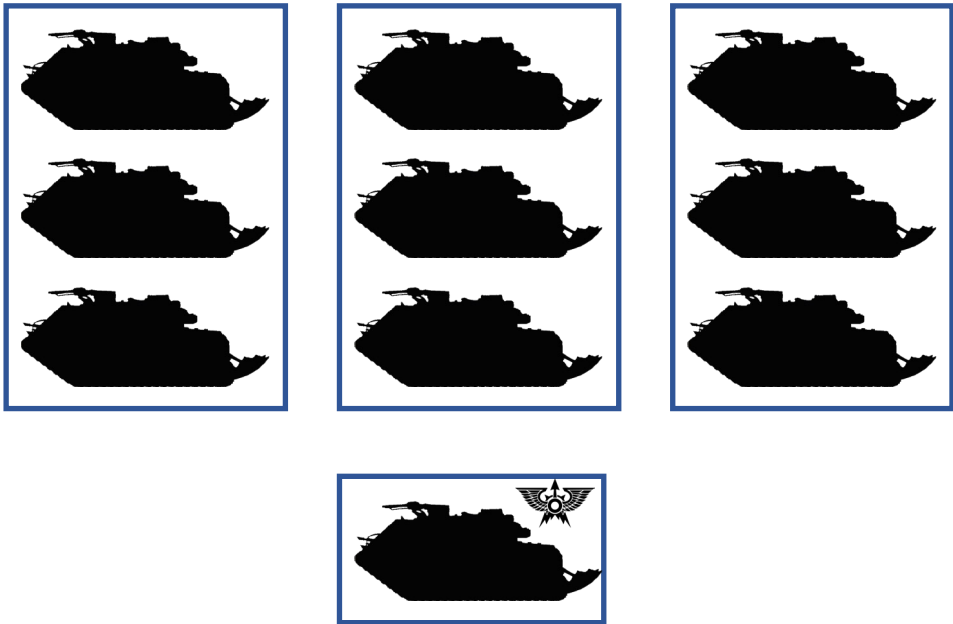
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT A

ONE AUXILIA TERCIO
Ten Dracosan Armored Transports



Point Value 600



AUXILIA DRACOSIAN ARMORED
TRANSPORT A

Break Point +5: The Dracosian Armored Transports adds +5 to the break point of the formation it is added 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
Dracosan Armored Transport A	20	3+	3/-2	Lascannon [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[TR5], [DR2], [AG]



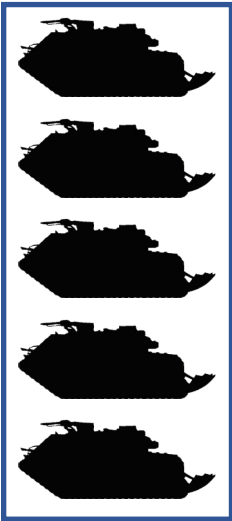
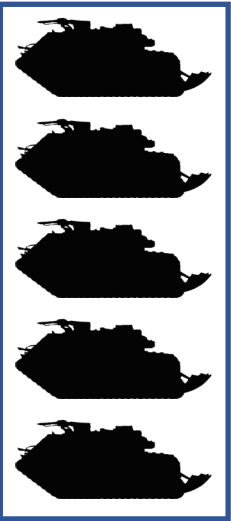
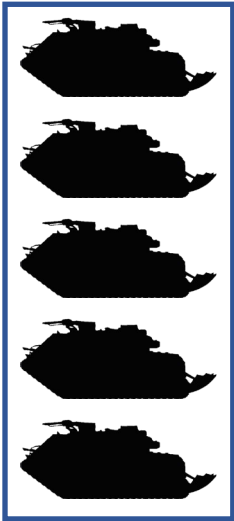
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT A

ONE AUXILIA GRAND TERCIO
Sixteen Dracosan Armored Transports



Point Value 950



AUXILIA DRACOSIAN ARMORED
TRANSPORT A

Break Point +8: The Dracosian Armored Transports adds +8 to the break point of the formation it is added 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
Dracosan Armored Transport A	20	3+	3/-2	Lascannon [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[TR5], [DR2], [AG]



Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT A

ONE AUXILIA TERCIO SECTION
Three Dracosan Armored Transports



Point Value 200



AUXILIA DRACOSIAN ARMORED
TRANSPORT A

Break Point +2: The Dracosian Armored Transports adds +2 to the break point of the formation it is added 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
Dracosan Armored Transport A	20	3+	3/-2	Lascannon [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[TR5], [DR2], [AG]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT A

ONE AUXILIA GRAND TERCIO SECTION
Five Dracosan Armored Transports



Point Value 300



AUXILIA DRACOSIAN ARMORED
TRANSPORT A

Break Point +3: The Dracosian Armored Transports adds +3 to the break point of the formation it is added 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
Dracosan Armored Transport A	20	3+	3/-2	Lascannon [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[TR5], [DR2], [AG]



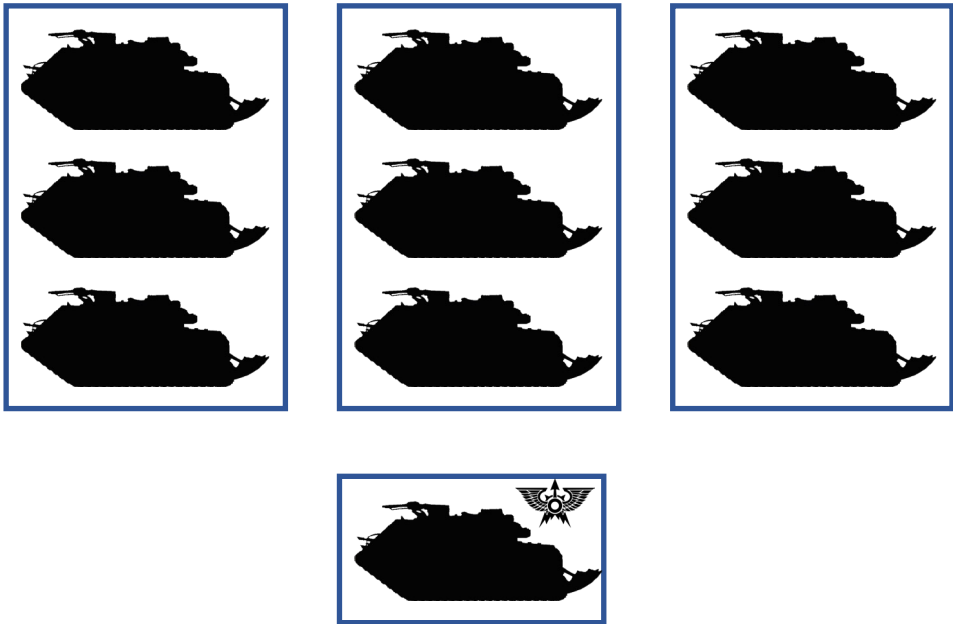
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT B

ONE AUXILIA TERCIO
Ten Dracosan Armored Transports



Point Value 650



AUXILIA DRACOSIAN ARMORED
TRANSPORT B

Break Point +5: The Dracosian Armored Transports adds +5 to the break point of the formation it is added 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
Dracosan Armored Transport B	20	3+	3/-2	Demolisher Cannon [B2,W,M] Bolters [AP]	25/50 25	1 2	-3 0	[TR5], [DR2], [AG]



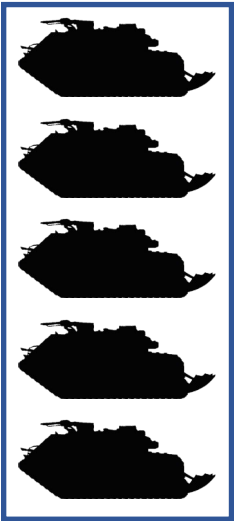
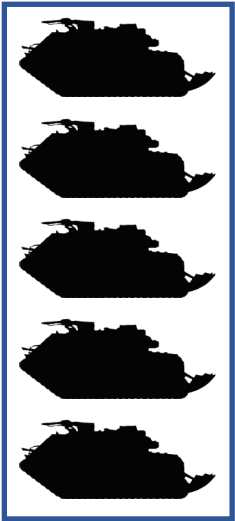
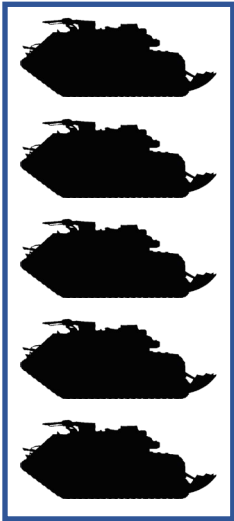
Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT B

ONE AUXILIA GRAND TERCIO
Sixteen Dracosan Armored Transports



Point Value 1000



AUXILIA DRACOSIAN ARMORED
TRANSPORT B

Break Point +8: The Dracosian Armored Transports adds +8 to the break point of the formation it is added 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
Dracosan Armored Transport B	20	3+	3/-2	Demolisher Cannon [B2,W,M] Bolters [AP]	25/50 25	1 2	-3 0	[TR5], [DR2], [AG]



Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT B

ONE AUXILIA TERCIO SECTION
Three Dracosan Armored Transports



Point Value 200



AUXILIA DRACOSIAN ARMORED
TRANSPORT B

Break Point +2: The Dracosian Armored Transports adds +2 to the break point of the formation it is added 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
Dracosan Armored Transport B	20	3+	3/-2	Demolisher Cannon [B2,W,M] Bolters [AP]	25/50 25	1 2	-3 0	[TR5], [DR2], [AG]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT B

ONE AUXILIA GRAND TERCIO SECTION
Five Dracosan Armored Transports



Point Value 300



AUXILIA DRACOSIAN ARMORED
TRANSPORT B

Break Point +3: The Dracosian Armored Transports adds +3 to the break point of the formation it is added 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
Dracosan Armored Transport B	20	3+	3/-2	Demolisher Cannon [B2,W,M] Bolters [AP]	25/50 25	1 2	-3 0	[TR5], [DR2], [AG]



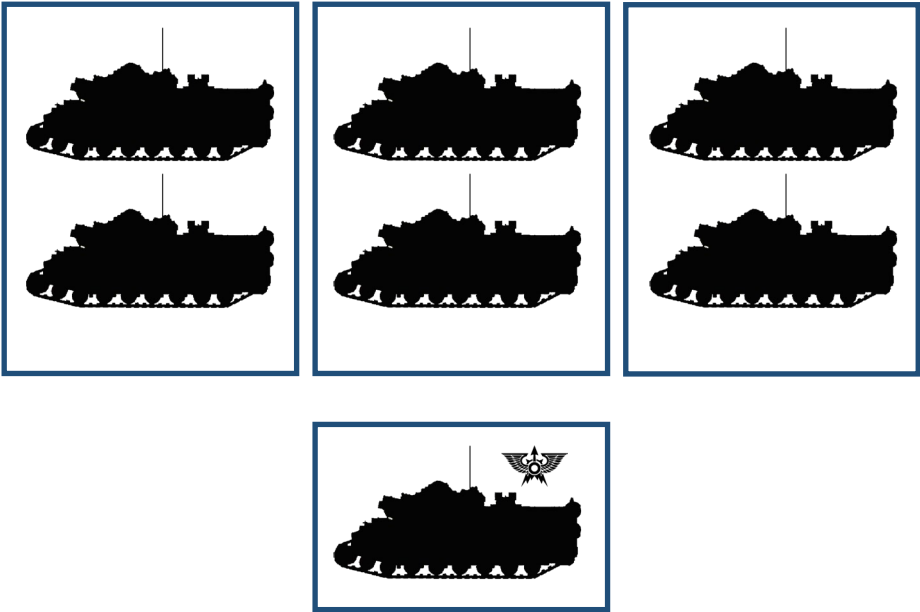
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA STORMLORD TRANSPORT

ONE AUXILIA TERCIO
Seven Stormlord Transports



Point Value 1400



AUXILIA STORMLORD TRANSPORT

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

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
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	



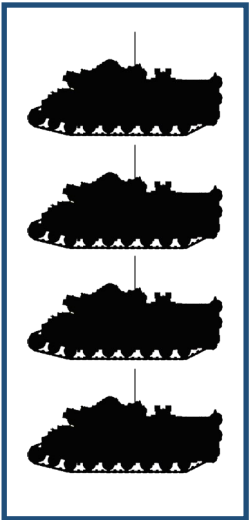
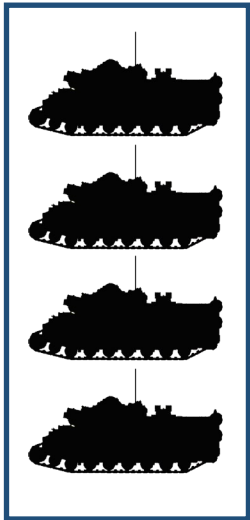
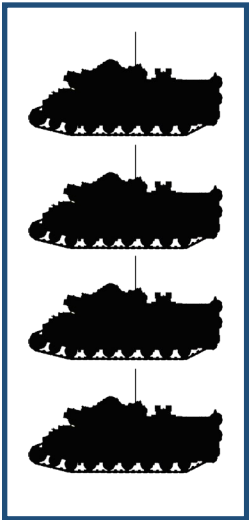
Victory Points +14

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

AUXILIA STORMLORD TRANSPORT

ONE AUXILIA GRAND TERCIO
Thirteen Stormlord Transports



Point Value 2550



AUXILIA STORMLORD TRANSPORT

Break Point +7: The Stormlord Transports adds +7 to the break point of the formation it is added to.

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
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	



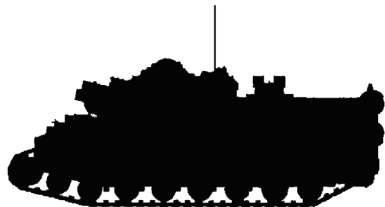
Victory Points +26

Your opponent gains +13 VP when attached formation is broken

TRANSPORT POOL

AUXILIA STORMLORD TRANSPORT

ONE AUXILIA TERCIO SECTION
Two Stormlord Transports



Point Value 400



AUXILIA STORMLORD TRANSPORT

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

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
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	



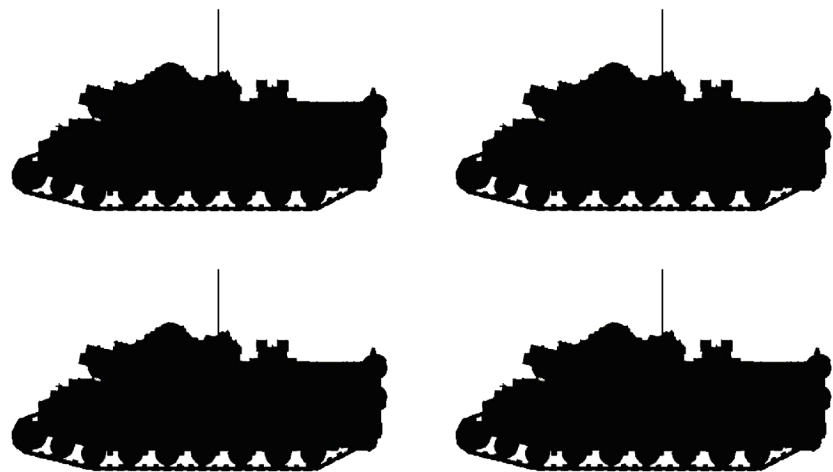
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA STORMLORD TRANSPORT

ONE AUXILIA GRAND TERCIO SECTION
Four Stormlord Transports



Point Value 800



AUXILIA STORMLORD TRANSPORT

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

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
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	



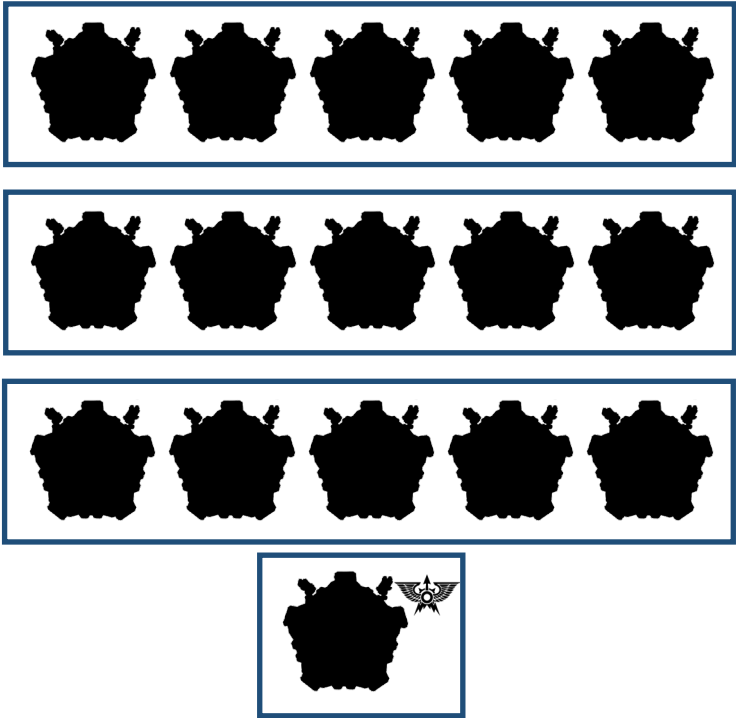
Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT
DRILL

ONE AUXILIA TERCIO
Sixteen Termite Assault Drills



Point Value 1250



AUXILIA PATTERN TERMITE ASSAULT
DRILL

Break Point +8: The Termites add +8 to the break point of the formation it is added 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



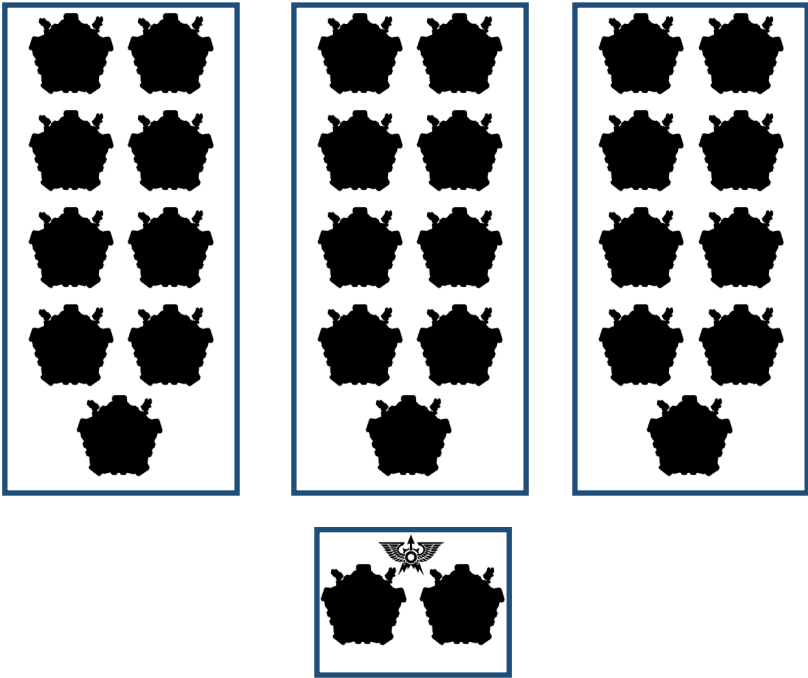
Victory Points +13

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT
DRILL

ONE AUXILIA GRAND TERCIO
Twenty-Nine Termite Assault Drills



Point Value 2250



AUXILIA PATTERN TERMITE ASSAULT
DRILL

Break Point +15: The Termites add +15 to the break point of the formation it is added 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



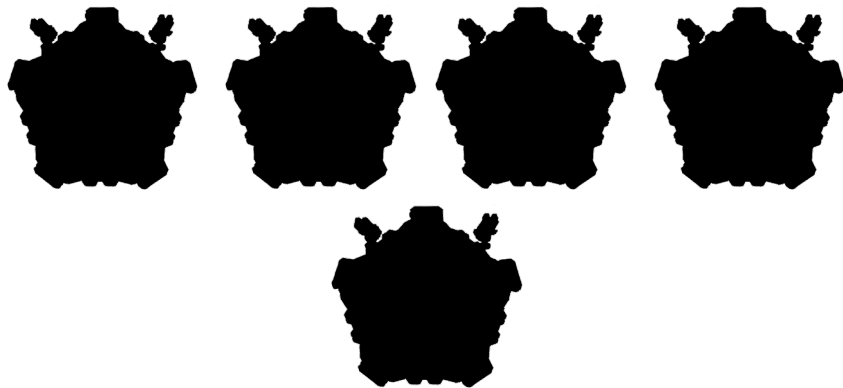
Victory Points +23

Your opponent gains +12 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT
DRILL

ONE AUXILIA TERCIO SECTION
Five Termite Assault Drills



Point Value 400



AUXILIA PATTERN TERMITE ASSAULT
DRILL

Break Point +3: The Termites add +3 to the break point of the formation it is added 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



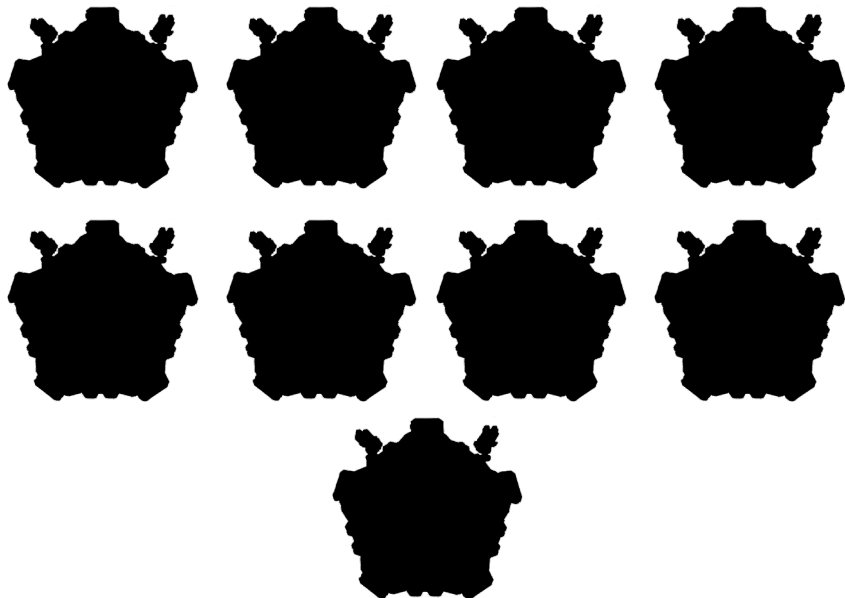
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT
DRILL

ONE AUXILIA GRAND TERCIO SECTION
Nine Termite Assault Drills



Point Value 700



AUXILIA PATTERN TERMITE ASSAULT
DRILL

Break Point +5: The Termites add +5 to the break point of the formation it is added 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



Victory Points +7

Your opponent gains +4 VP when attached formation is broken

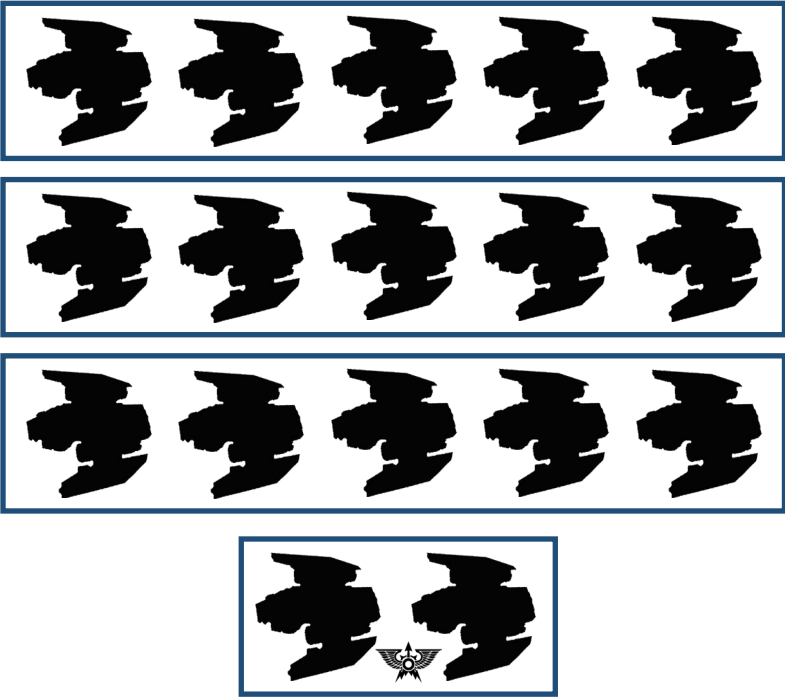
TRANSPORT CARDS
FOR USE WITH AUXILIA TERCIO
FLIERS

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE AUXILIA TERCIO

Seventeen Arvus Lighter Orbital Shuttles



Point Value 800



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +9: The Arvus Lighter Orbital Shuttles adds +9 to the break point of the formation it is added 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
Arvus Lighter Shuttle	50F	5[7+]	1/0					[TR3]



Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE AUXILIA GRAND TERCIO

Twenty-Nine Arvus Lighter Orbital Shuttles



Point Value 1350



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +15: The Arvus Lighter Orbital Shuttles adds +15 to the break point of the formation it is added 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
Arvus Lighter Shuttle	50F	5[7+]	1/0					[TR3]



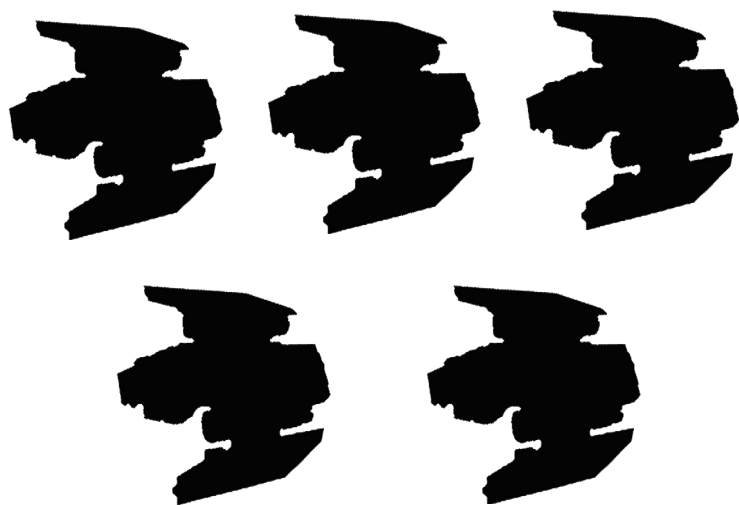
Victory Points +14

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE AUXILIA TERCIO SECTION
Five Arvus Lighter Orbital Shuttles



Point Value 250



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +3: The Arvus Lighter Orbital Shuttles adds +3 to the break point of the formation it is added 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
Arvus Lighter Shuttle	50F	5[7+]	1/0					[TR3]



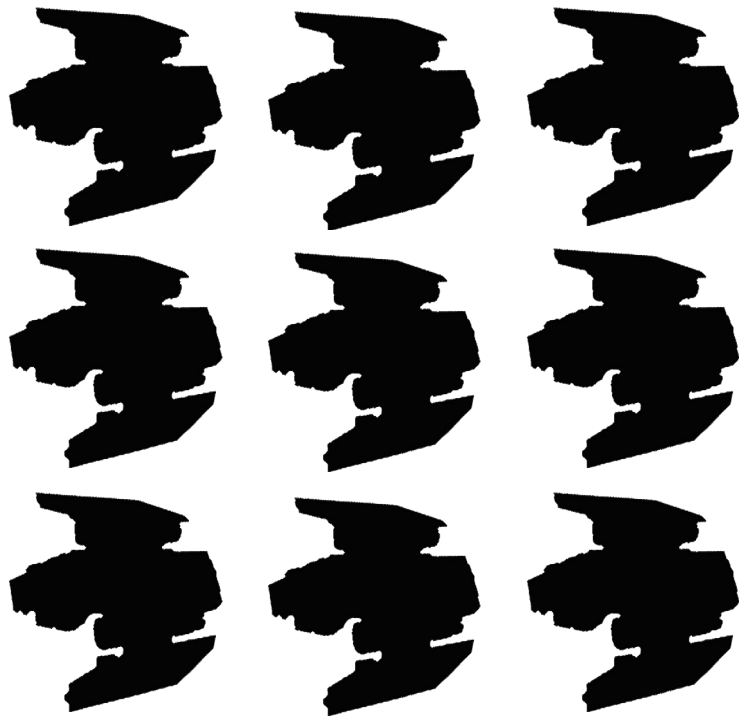
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE AUXILIA GRAND TERCIO SECTION
Nine Arvus Lighter Orbital Shuttles



Point Value 400



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +5: The Arvus Lighter Orbital Shuttles adds +5 to the break point of the formation it is added 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
Arvus Lighter Shuttle	50F	5[7+]	1/0					[TR3]



Victory Points +4

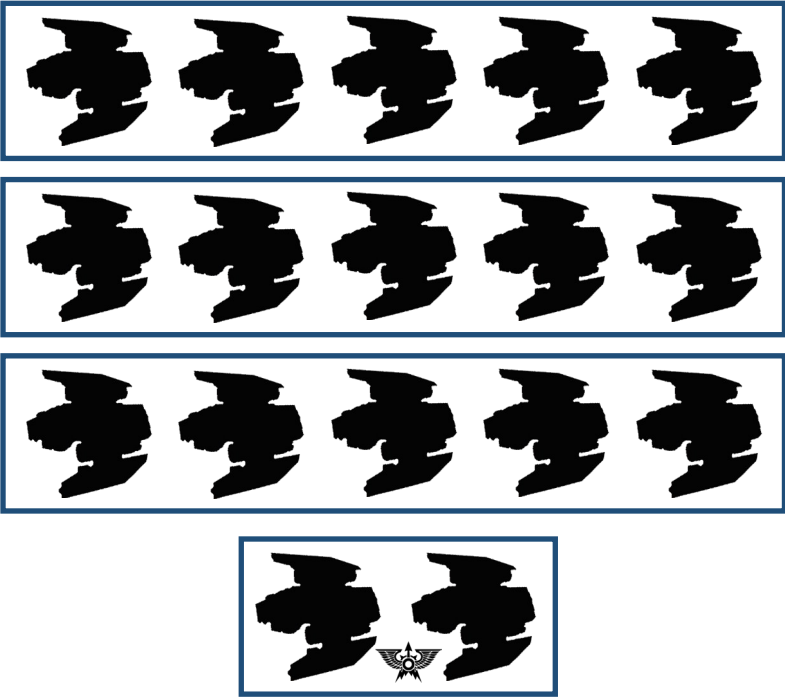
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

ONE AUXILIA TERCIO

Seventeen Arvus Lighter Orbital Support Shuttles



Point Value 1000



AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

Break Point +9: The Arvus Lighter Orbital Support Shuttles adds +9 to the break point of the formation it is added 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
Arvus Lighter Support Shuttle	50F	5[7+]	1/0	Air Defense [TL2]	20/35	2	-1	[TR3]



Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

ONE AUXILIA GRAND TERCIO

Twenty-Nine Arvus Lighter Orbital Support Shuttles



Point Value 1700



AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

Break Point +15: The Arvus Lighter Orbital Support Shuttles adds +15 to the break point of the formation it is added 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
Arvus Lighter Support Shuttle	50F	5[7+]	1/0	Air Defense [TL2]	20/35	2	-1	[TR3]



Victory Points +17

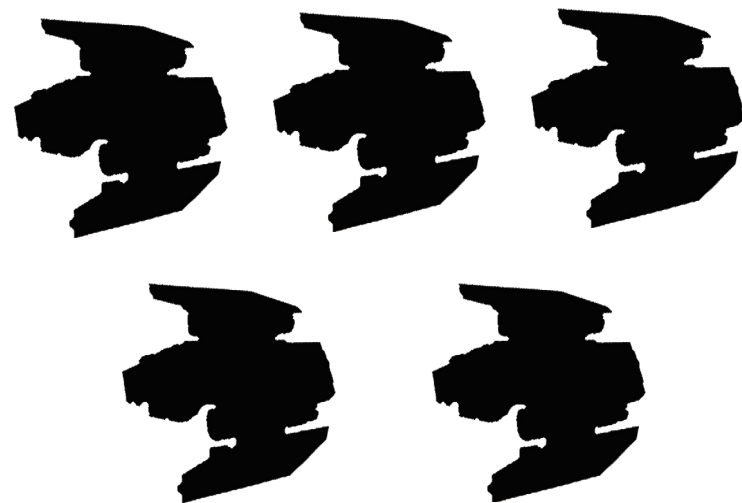
Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

ONE AUXILIA TERCIO SECTION

Five Arvus Lighter Orbital Support Shuttles



Point Value 300



AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

Break Point +3: The Arvus Lighter Orbital Support Shuttles adds +3 to the break point of the formation it is added 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
Arvus Lighter Support Shuttle	50F	5[7+]	1/0	Air Defense [TL2]	20/35	2	-1	[TR3]



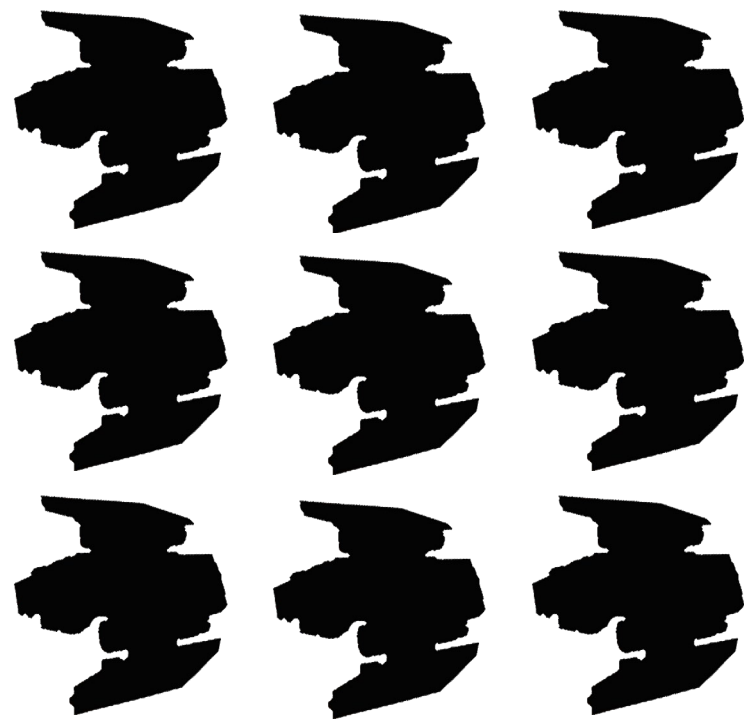
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

ONE AUXILIA GRAND TERCIO SECTION
Nine Arvus Lighter Orbital Support Shuttles



Point Value 550



AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

Break Point +5: The Arvus Lighter Orbital Support Shuttles adds +5 to the break point of the formation it is added 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
Arvus Lighter Support Shuttle	50F	5[7+]	1/0	Air Defense [TL2]	20/35	2	-1	[TR3]



Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT CARDS
FOR USE WITH VELETARIS STORM TERCIO
VEHICLES

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT A

ONE VELETARIS STORM TERCIO
Seven Dracosan Armored Transports



Point Value 400



AUXILIA DRACOSIAN ARMORED
TRANSPORT A

Break Point +4: The Dracosian Armored Transports adds +4 to the break point of the formation it is added 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
Dracosan Armored Transport A	20	3+	3/-2	Lascannon [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[TR5], [DR2], [AG]



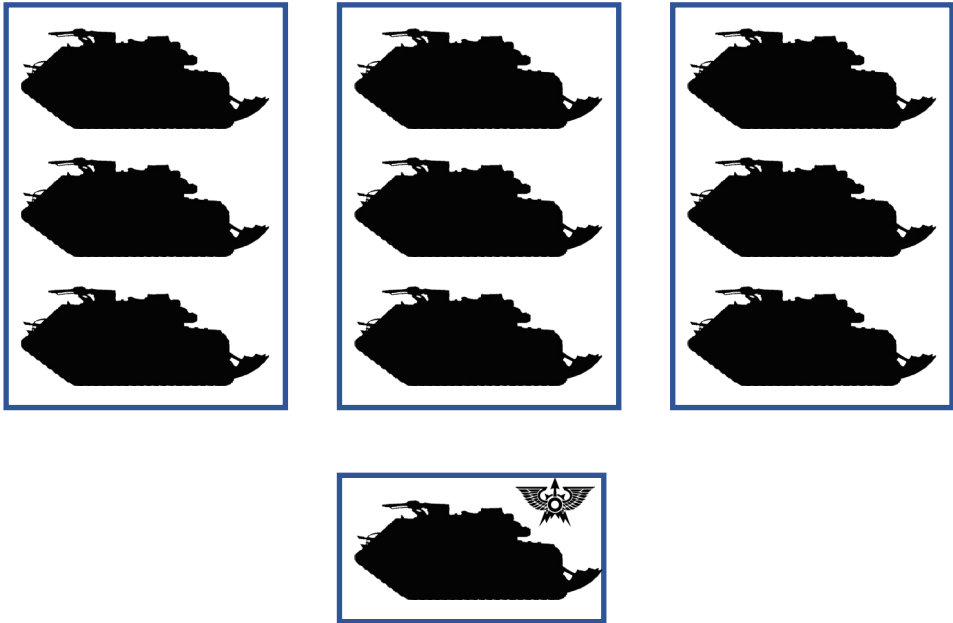
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT A

ONE VELETARIS STORM GRAND TERCIO
Ten Dracosan Armored Transports



Point Value 600



AUXILIA DRACOSIAN ARMORED
TRANSPORT A

Break Point +5: The Dracosian Armored Transports adds +5 to the break point of the formation it is added 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
Dracosan Armored Transport A	20	3+	3/-2	Lascannon [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[TR5], [DR2], [AG]



Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT A

ONE VELETARIS STORM TERCIO SECTION
Two Dracosan Armored Transports



Point Value 100



AUXILIA DRACOSIAN ARMORED
TRANSPORT A

Break Point +1: The Dracosian Armored Transports adds +1 to the break point of the formation it is added 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
Dracosan Armored Transport A	20	3+	3/-2	Lascannon [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[TR5], [DR2], [AG]



Victory Points +1

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT A

ONE VELETARIS STORM GRAND TERCIO SECTION
Three Dracosan Armored Transports



Point Value 200



AUXILIA DRACOSIAN ARMORED
TRANSPORT A

Break Point +2: The Dracosian Armored Transports adds +2 to the break point of the formation it is added 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
Dracosan Armored Transport A	20	3+	3/-2	Lascannon [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[TR5], [DR2], [AG]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT B

ONE VELETARIS STORM TERCIO
Seven Dracosan Armored Transports



Point Value 450



AUXILIA DRACOSIAN ARMORED
TRANSPORT B

Break Point +4: The Dracosian Armored Transports adds +4 to the break point of the formation it is added 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
Dracosan Armored Transport B	20	3+	3/-2	Demolisher Cannon [B2,W,M] Bolters [AP]	25/50 25	1 2	-3 0	[TR5], [DR2], [AG]



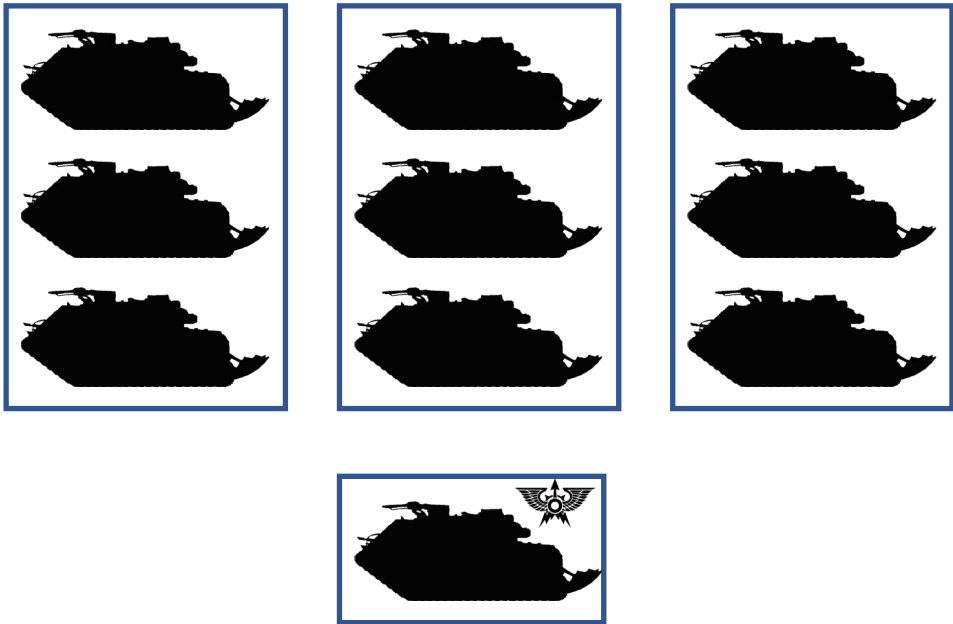
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT B

ONE VELETARIS STORM GRAND TERCIO
Ten Dracosan Armored Transports



Point Value 650



AUXILIA DRACOSIAN ARMORED
TRANSPORT B

Break Point +5: The Dracosian Armored Transports adds +5 to the break point of the formation it is added 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
Dracosan Armored Transport B	20	3+	3/-2	Demolisher Cannon [B2,W,M] Bolters [AP]	25/50 25	1 2	-3 0	[TR5], [DR2], [AG]



Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT B

ONE VELETARIS STORM TERCIO SECTION
Two Dracosan Armored Transports



Point Value 150



AUXILIA DRACOSIAN ARMORED
TRANSPORT B

Break Point +1: The Dracosian Armored Transports adds +1 to the break point of the formation it is added 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
Dracosan Armored Transport B	20	3+	3/-2	Demolisher Cannon [B2,W,M] Bolters [AP]	25/50 25	1 2	-3 0	[TR5], [DR2], [AG]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA DRACOSIAN ARMORED
TRANSPORT B

ONE VELETARIS STORM GRAND TERCIO SECTION
Three Dracosan Armored Transports



Point Value 200



AUXILIA DRACOSIAN ARMORED
TRANSPORT B

Break Point +2: The Dracosian Armored Transports adds +2 to the break point of the formation it is added 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
Dracosan Armored Transport B	20	3+	3/-2	Demolisher Cannon [B2,W,M] Bolters [AP]	25/50 25	1 2	-3 0	[TR5], [DR2], [AG]



Victory Points +2

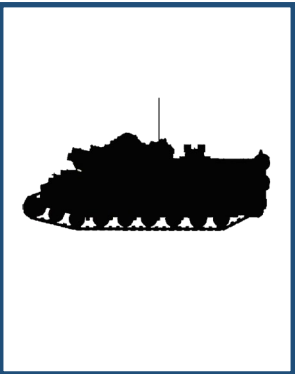
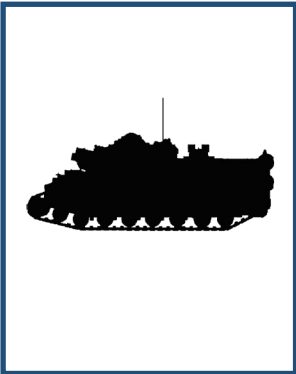
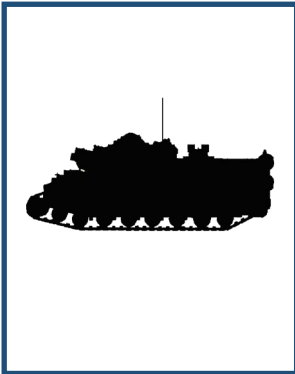
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA STORMLORD TRANSPORT

ONE VELETARIS TERCIO

Four Stormlord Transports



Point Value 800



AUXILIA STORMLORD TRANSPORT

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

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
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	



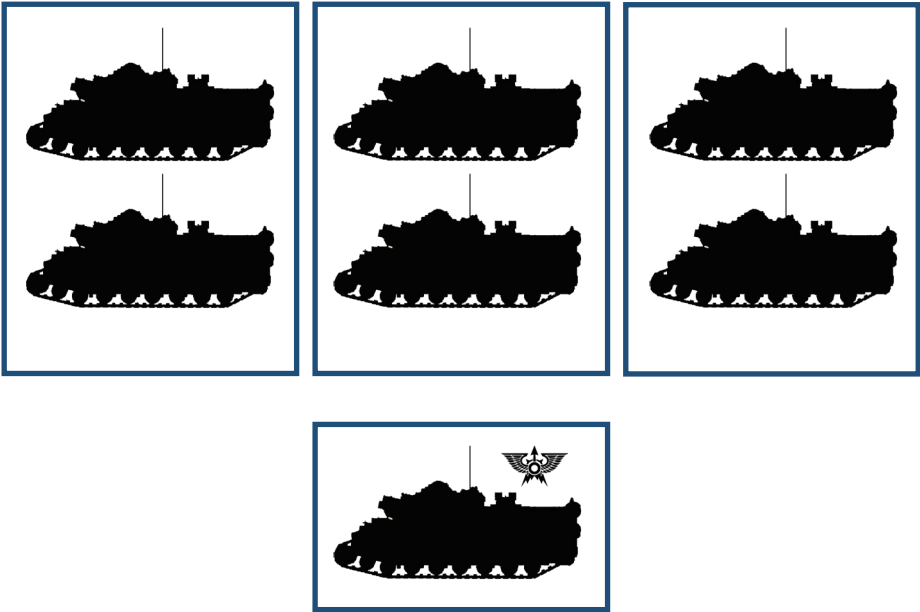
Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

AUXILIA STORMLORD TRANSPORT

ONE VELETARIS STORM GRAND TERCIO
Seven Stormlord Transports



Point Value 1400



AUXILIA STORMLORD TRANSPORT

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

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
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	



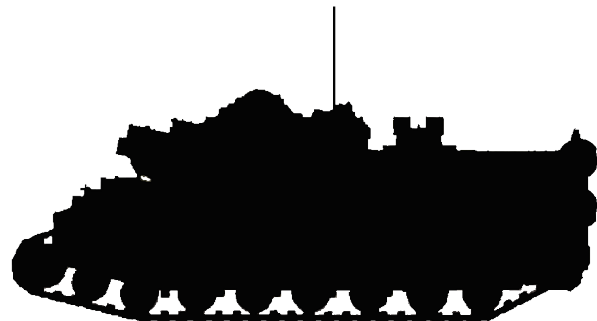
Victory Points +14

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

AUXILIA STORMLORD TRANSPORT

ONE VELETARIS STORM TERCIO SECTION
One Stormlord Transport



Point Value 200



AUXILIA STORMLORD TRANSPORT

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

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
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	



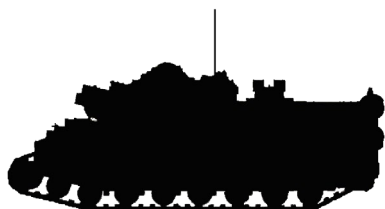
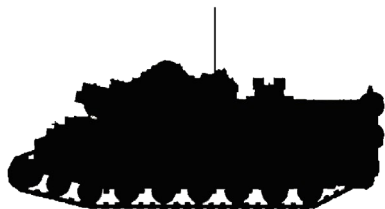
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA STORMLORD TRANSPORT

ONE VELETARIS STORM GRAND TERCIO SECTION
Two Stormlord Transport



Point Value 400



AUXILIA STORMLORD TRANSPORT

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

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
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	



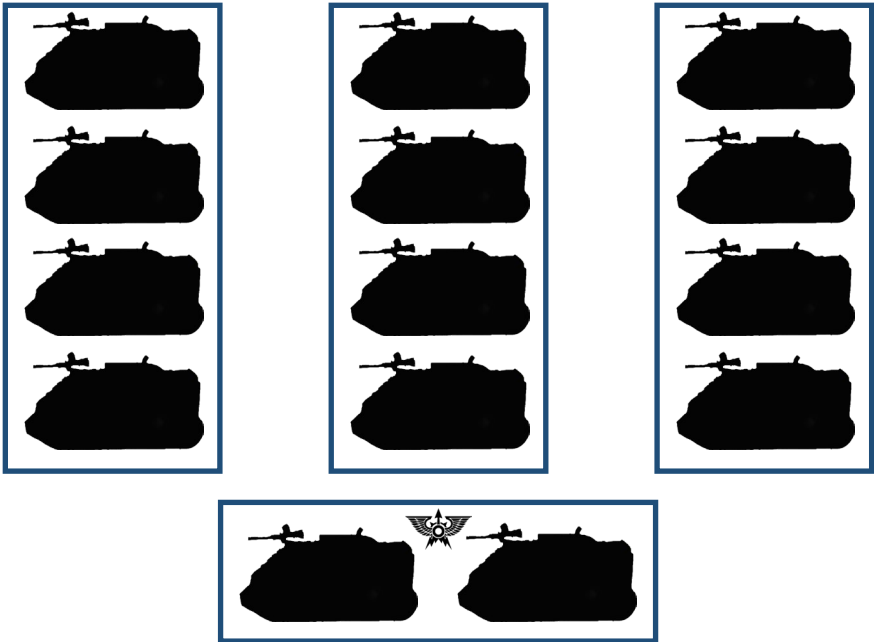
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA AUROX ARMORED
TRANSPORT

ONE VELETARIS STORM TERCIO
Fourteen Aurox Armored Transports





Point Value 500



AUXILIA AUROX ARMORED
TRANSPORT

Break Point +7: The Aurox Armored Transports adds +7 to the break point of the formation it is added to.

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
Saturyne Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2], [AG]



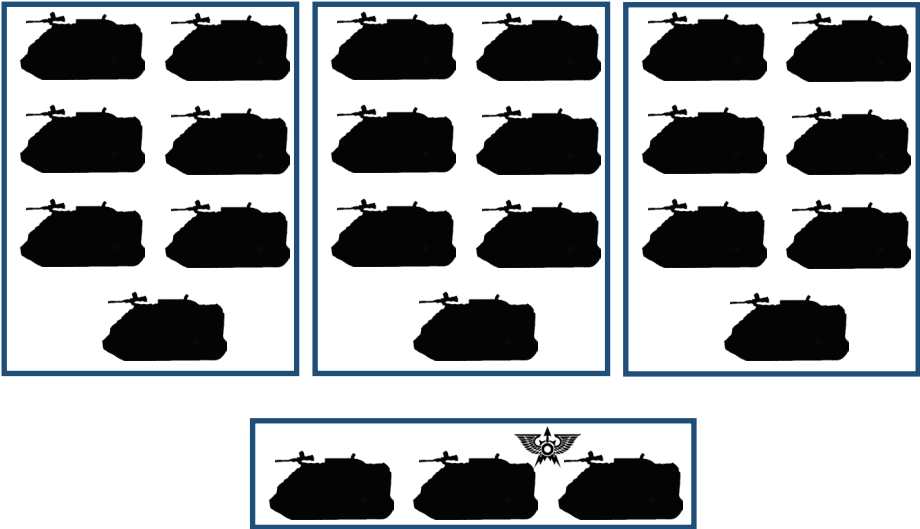
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA AUROX ARMORED
TRANSPORT

ONE VELETARIS STORM GRAND TERCIO
Twenty-Four Aurox Armored Transports



Point Value 850



AUXILIA AUROX ARMORED
TRANSPORT

Break Point +12: The Aurox Armored Transports adds +12 to the break point of the formation it is added to.

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
Saturyne Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2], [AG]



Victory Points +9

Your opponent gains +5 VP when attached formation is broken

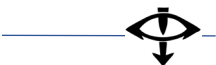
TRANSPORT POOL

AUXILIA AUROX ARMORED
TRANSPORT

ONE VELETARIS STORM TERCIO SECTION
Four Aurox Armored Transports



Point Value 150



AUXILIA AUROX ARMORED
TRANSPORT

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

Morale Value 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
Saturyne Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2], [AG]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA AUROX ARMORED
TRANSPORT

ONE VELETARIS STORM GRAND TERCIO SECTION
Seven Aurox Armored Transports



Point Value 250



AUXILIA AUROX ARMORED
TRANSPORT

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

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
Saturyne Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2], [AG]



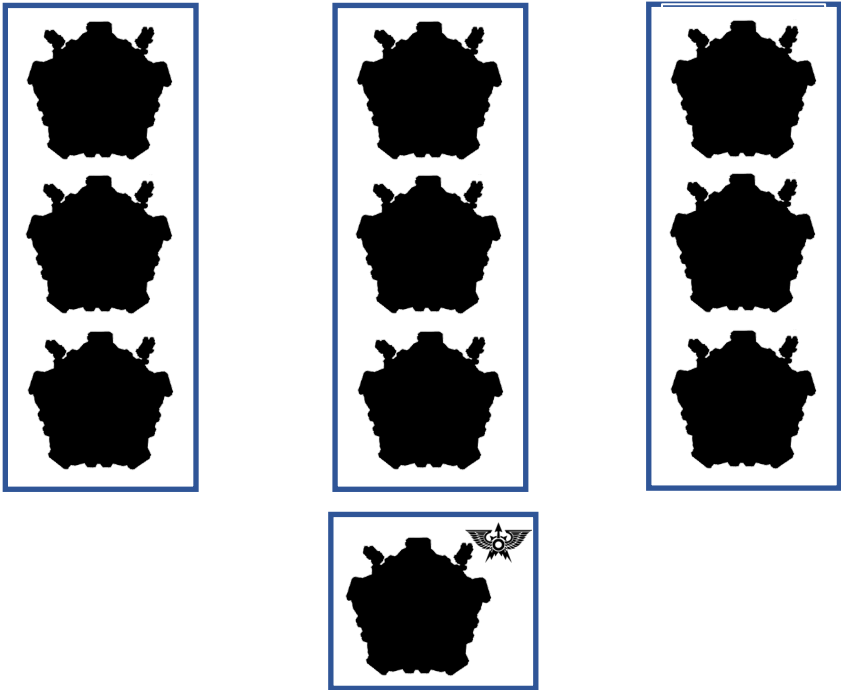
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT
DRILL

ONE VELETARIS STORM TERCIO
Ten Termite Assault Drills



Point Value 750



AUXILIA PATTERN TERMITE ASSAULT
DRILL

Break Point +5: The Termites add +5 to the break point of the formation it is added 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



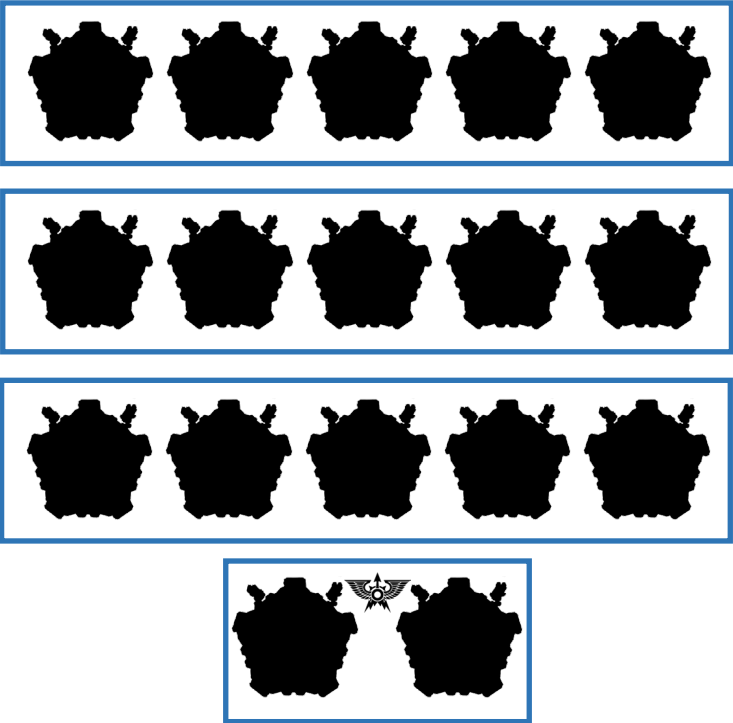
Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT
DRILL

ONE VELETARIS STORM GRAND TERCIO
Seventeen Termite Assault Drills



Point Value 1300



AUXILIA PATTERN TERMITE ASSAULT
DRILL

Break Point +9: The Termites add +9 to the break point of the formation it is added 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



Victory Points +13

Your opponent gains +7 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT
DRILL

ONE VELETARIS STORM TERCIO SECTION
Three Termite Assault Drills



Point Value 250



AUXILIA PATTERN TERMITE ASSAULT
DRILL

Break Point +2: The Termites add +2 to the break point of the formation it is added 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



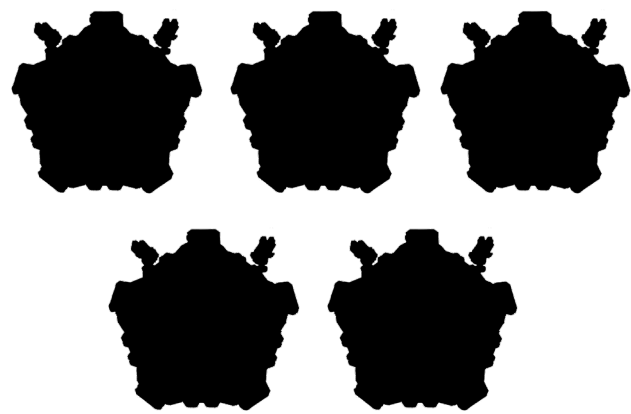
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA PATTERN TERMITE ASSAULT
DRILL

ONE VELETARIS STORM GRAND TERCIO SECTION
Five Termite Assault Drills



Point Value 400



AUXILIA PATTERN TERMITE ASSAULT
DRILL

Break Point +3: The Termites add +3 to the break point of the formation it is added 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
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]



Victory Points +4

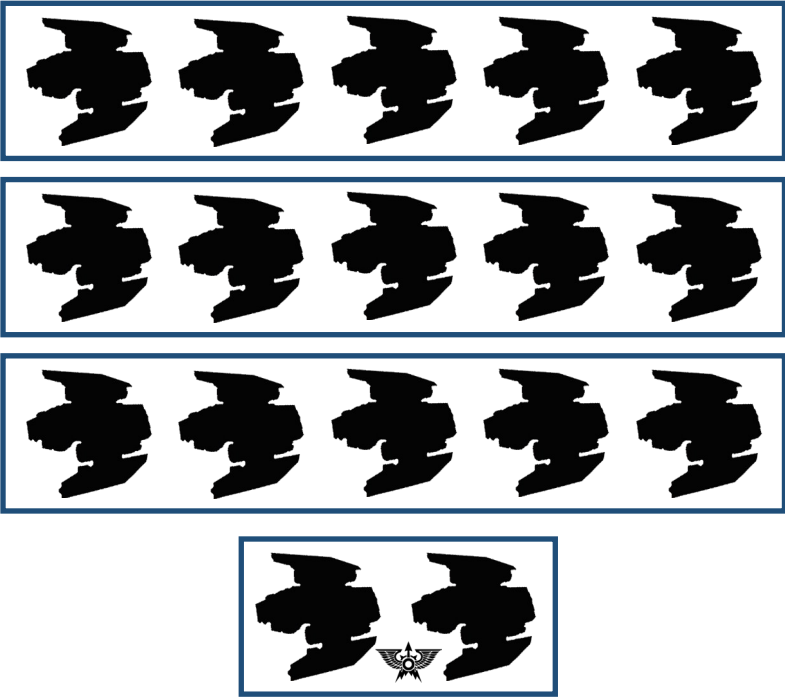
Your opponent gains +2 VP when attached formation is broken

TRANSPORT CARDS
FOR USE WITH VELETARIS STORM TERCIO
FLIERS

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE VELETARIS STORM GRAND TERCIO
Seventeen Arvus Lighter Orbital Shuttles



 Point Value 800 

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +9: The Arvus Lighter Orbital Shuttles adds +9 to the break point of the formation it is added 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
Arvus Lighter Shuttle	50F	5[7+]	1/0					[TR3]



Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE VELETARIS STORM TERCIO
Ten Arvus Lighter Orbital Shuttles



Point Value 450



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +5: The Arvus Lighter Orbital Shuttles adds +5 to the break point of the formation it is added 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
Arvus Lighter Shuttle	50F	5[7+]	1/0					[TR3]



Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE VELETARIS STORM TERCIO SECTION
Three Arvus Lighter Orbital Shuttles



Point Value 150



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +2: The Arvus Lighter Orbital Shuttles adds +2 to the break point of the formation it is added to.

Morale Value 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
Arvus Lighter Shuttle	50F	5[7+]	1/0					[TR3]



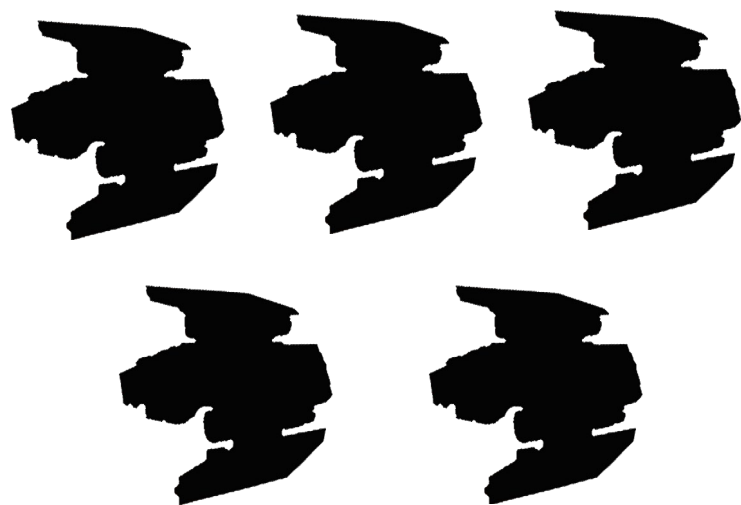
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE VELETARIS STORM GRAND TERCIO SECTION
Five Arvus Lighter Orbital Shuttles



Point Value 250



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +3: The Arvus Lighter Orbital Shuttles adds +3 to the break point of the formation it is added 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
Arvus Lighter Shuttle	50F	5[7+]	1/0					[TR3]



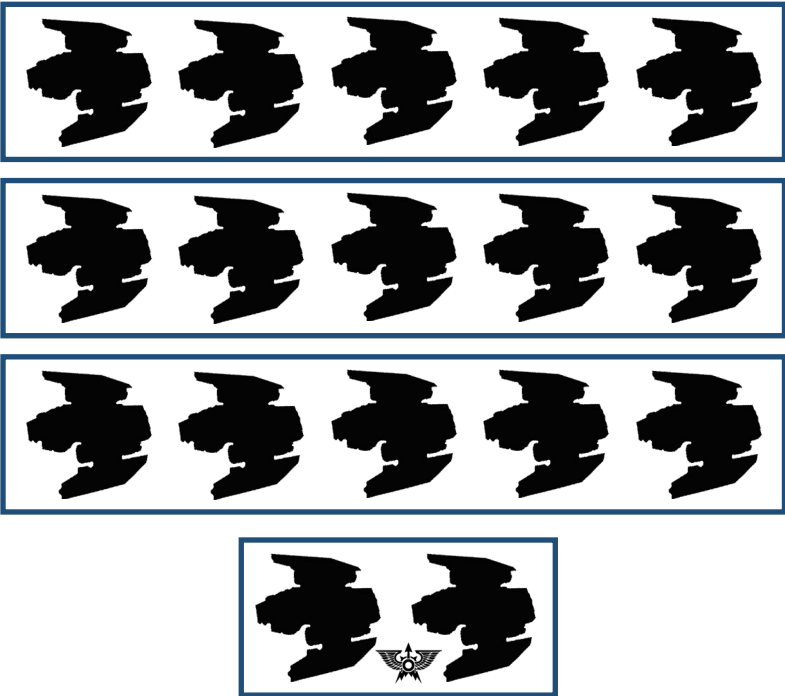
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

ONE VELETARIS STORM GRAND TERCIO
Seventeen Arvus Lighter Orbital Support Shuttles



Point Value 1000



AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

Break Point +9: The Arvus Lighter Orbital Support Shuttles adds +9 to the break point of the formation it is added 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
Arvus Lighter Support Shuttle	50F	5[7+]	1/0	Air Defense [TL2]	20/35	2	-1	[TR3]



Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

ONE VELETARIS STORM TERCIO

Ten Arvus Lighter Orbital Support Shuttles



Point Value 600



AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

Break Point +5: The Arvus Lighter Orbital Support Shuttles adds +5 to the break point of the formation it is added 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
Arvus Lighter Support Shuttle	50F	5[7+]	1/0	Air Defense [TL2]	20/35	2	-1	[TR3]



Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

ONE VELETARIS STORM TERCIO SECTION
Three Arvus Lighter Orbital Support Shuttles



Point Value 200



AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

Break Point +2: The Arvus Lighter Orbital Support Shuttles adds +2 to the break point of the formation it is added 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
Arvus Lighter Support Shuttle	50F	5[7+]	1/0	Air Defense [TL2]	20/35	2	-1	[TR3]



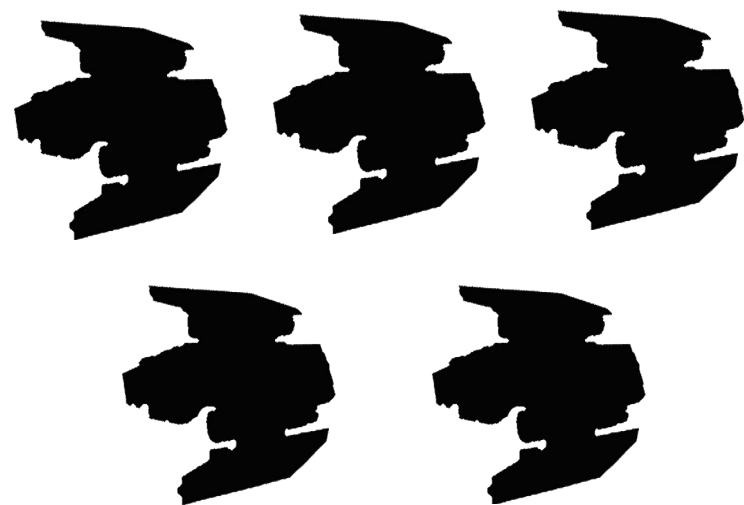
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

ONE VELETARIS STORM GRAND TERCIO SECTION
Five Arvus Lighter Orbital Support Shuttles



Point Value 300



AUXILIA ARVUS LIGHTER ORBITAL
SUPPORT SHUTTLE

Break Point +3: The Arvus Lighter Orbital Support Shuttles adds +3 to the break point of the formation it is added 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
Arvus Lighter Support Shuttle	50F	5[7+]	1/0	Air Defense [TL2]	20/35	2	-1	[TR3]



Victory Points +3

Your opponent gains +2 VP when attached formation is broken