

SOLAR AUXILIA



COMPANY 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:

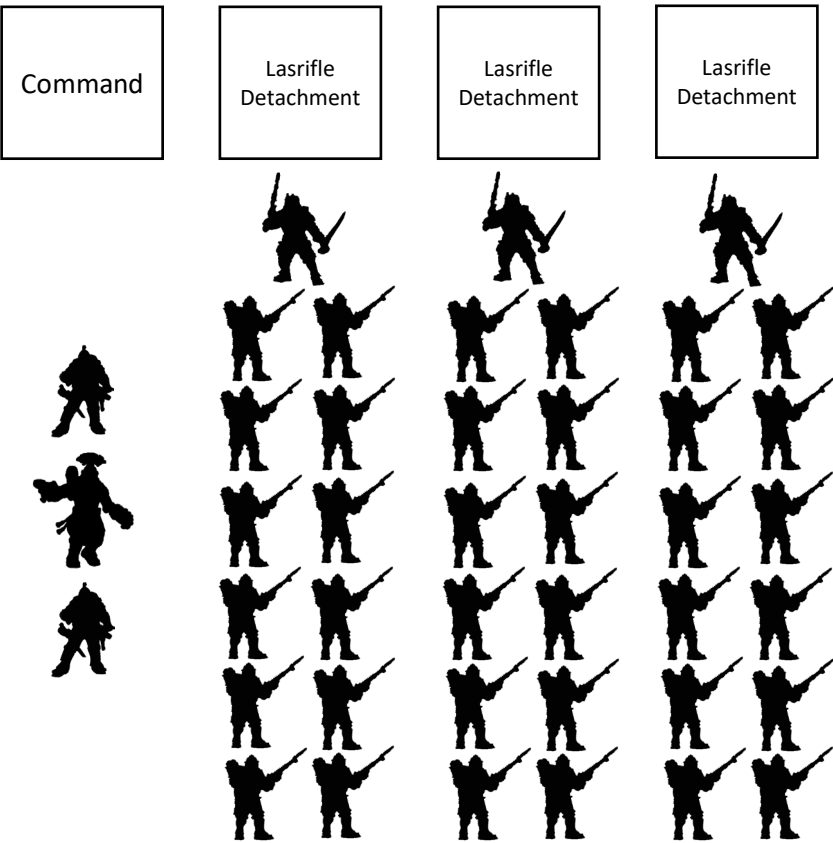
- 1. Disciplined Fire.** Infantry Elements gain +1 to-hit bonus on first fire orders
- Close Formation Fighting.** Infantry elements gain +1 bonus to hit in close combat if they are defending terrain (stationary on ff orders)
- 2. Hold the Line.** Solar Auxilia formations receive +1 bonus to morale checks 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 COMPANY CARDS

INFANTRY [1]

AUXILIA LASRIFLE TERCIO

The Auxilia Lasrifle Tercio consists of one command detachment of 1 Legate stand and 2 Veteran Auxiliaries and three detachments of 1 Troop Master and 12 Auxiliary stands.





Point Value 750



AUXILIA LASRIFLE TERCIO

Break Point 21: The Auxilia Lasrifle Tercio is broken if it has lost 21 stands. Once the Company is broken each Detachment 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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Troop Master	10	7+	3/-1	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

VELETARIS STORM TERCIO

The Veletaris Storm Tercio consists of one command detachment of 1 Legate stand, and 2 Veteran Veletaris Storm stands and three detachments of 1 Veletari Prime and 6 Veletaris Storm stands.

Command

Veletaris Detachment

Veletaris Detachment

Veletaris Detachment









VELETARIS STORM TERCIO

Break Point 12: The Veletaris Storm Tercio is broken if it has lost 12 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris 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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
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 6

Your opponent gains 3 VPs when this Company is broken

VELETARIS STORM ASSAULT TERCIO

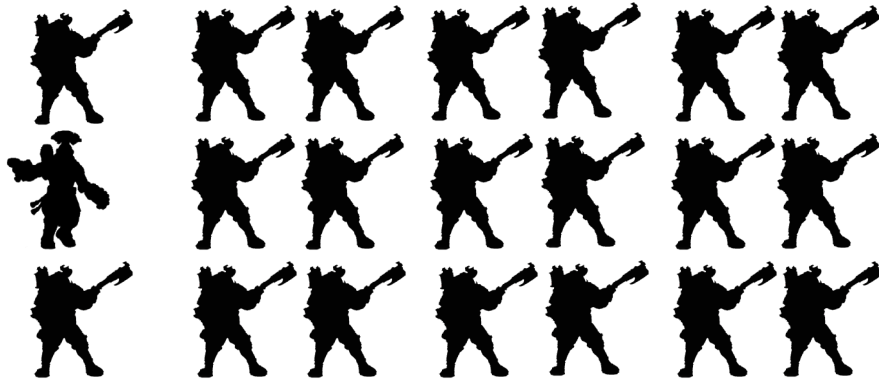
The Veletaris Storm Assault Tercio consists of one command detachment of 1 Legate stand, and 2 Veteran Veletaris Assault Storm stands and three detachments of 1 Veletari Prime and 6 Veletaris Storm Assault stands.

Command

Veletaris
Assault
Detachment

Veletaris
Assault
Detachment

Veletaris
Assault
Detachment



Point Value 500



VELETARIS STORM ASSAULT TERCIO

Break Point 12: The Veletaris Storm Assault Tercio is broken if it has lost 12 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris 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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
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 5

Your opponent gains 3 VPs when this Company is broken

VELETARIS STORM VANGUARD TERCIO

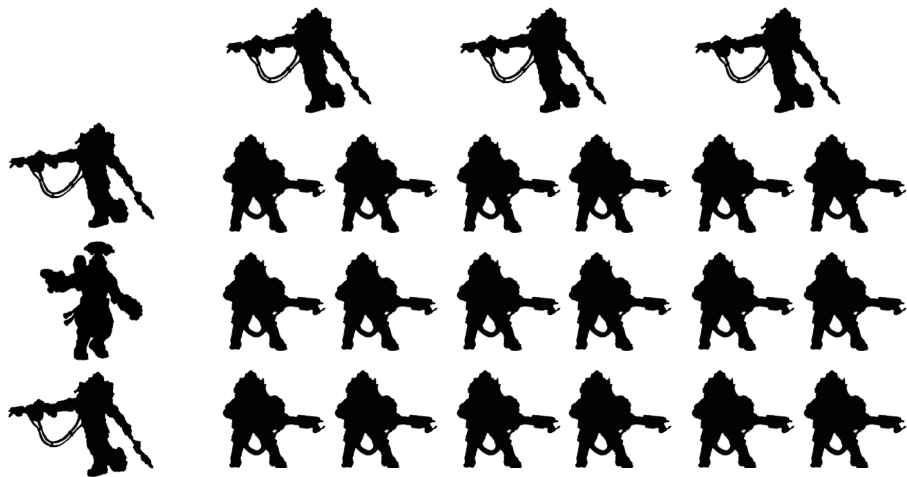
The Veletaris Storm Assault Vanguard Tercio consists of one command detachment of 1 Legate stand, and 2 Veteran Veletaris Assault Storm Vanguard stands and three detachments of 1 Veletari Prime and 6 Veletaris Storm Vanguard stands.

Command

Veletaris Vanguard Detachment

Veletaris Vanguard Detachment

Veletaris Vanguard Detachment



Point Value 650



VELETARIS STORM VANGUARD TERCIO

Break Point 12: The Veletaris Storm Vanguard Tercio is broken if it has lost 12 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris 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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
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	

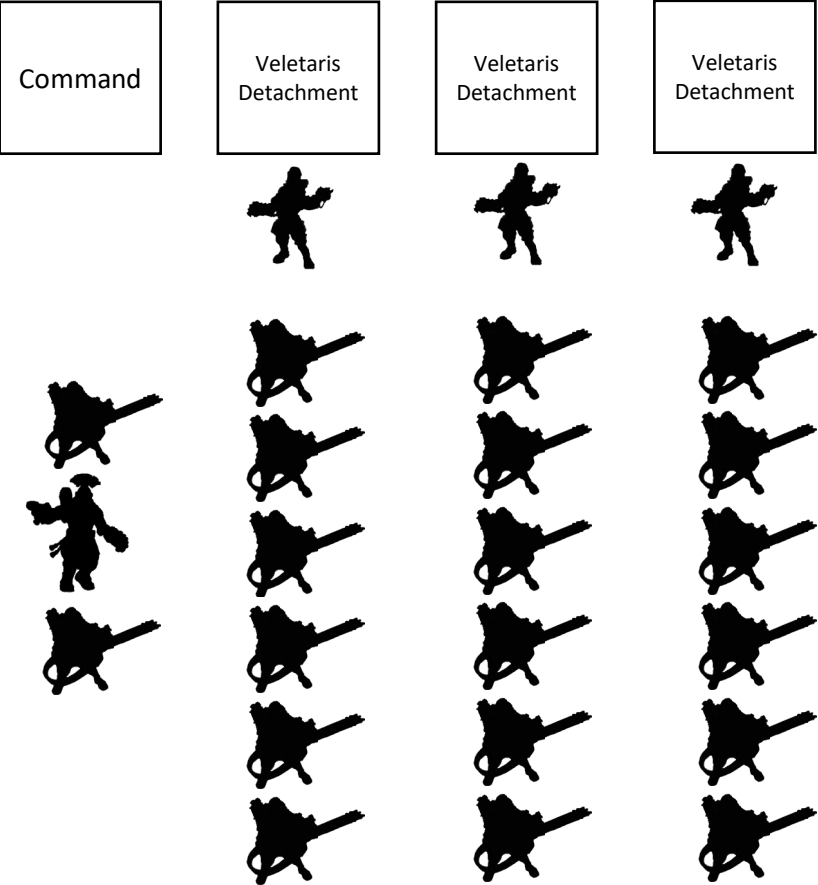


Victory Points 7

Your opponent gains 4 VPs when this Company is broken

VELETARIS STORM SUPPORT TERCIO

The Veletaris Storm Support Tercio consists of one command detachment of 1 Legate stand, and 2 Veteran Veletaris Support Storm stands and three detachments of 1 Veletari Prime and 6 Veletaris Storm Support stands.



Point Value 650



VELETARIS STORM SUPPORT TERCIO

Break Point 12: The Veletaris Storm Support Tercio is broken if it has lost 12. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris 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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
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 7

Your opponent gains 4 VPs when this Company is broken

VELETARIS STORM BATTLE TERCIO

The Veletaris Storm Battle Tercio consists of one command detachment of 1 Legate stand, and 2 Veteran Veletaris Storm stands and three detachments of 1 Veletari Prime and 6 Veletaris Storm, Support and Assault stands.

Command





Veletaris Detachment




Point Value 600

Veletaris Assault Detachment




Veletaris Support Detachment






VELETARIS STORM BATTLE TERCIO

Break Point 12: The Veletaris Storm Battle Tercio is broken if it has lost 12 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris 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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
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	
Veletaris Storm Assault	10	6+	2/-1	CC Weapons	-	-	-	
Veletaris Storm Support	10	6+	1/0	Rotor Cannon	20/30	4	0	



Victory Points 6

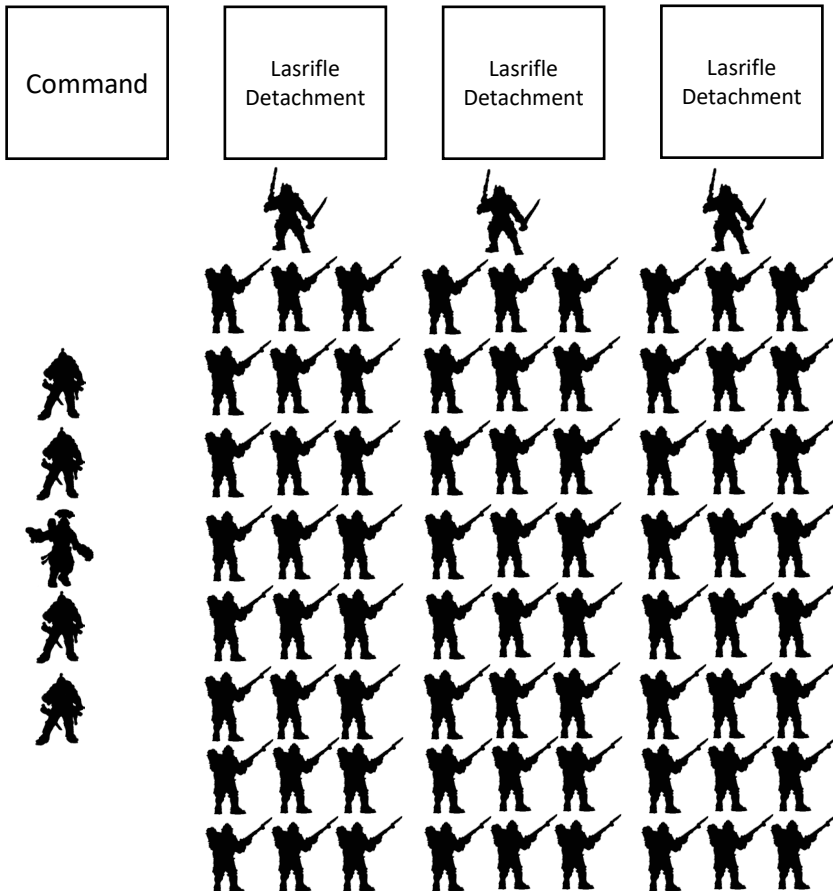
Your opponent gains 3 VPs when this Company is broken

GRAND COMPANY CARDS

INFANTRY [1]

AUXILIA LASRIFLE GRAND TERCIO

The Auxilia Lasrifle Grand Tercio consists of one command detachment of 1 Legate stand and 4 Veteran Auxiliaries and three detachments of 1 Troop Master and 24 Auxiliary stands.



Point Value 1400



AUXILIA LASRIFLE GRAND TERCIO

Break Point 40: The Auxilia Lasrifle Grand Tercio is broken if it has lost 40 stands. Once the Company is broken each Detachment 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
Legate Commander	10	4{6}+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Troop Master	10	7+	3/-1	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	

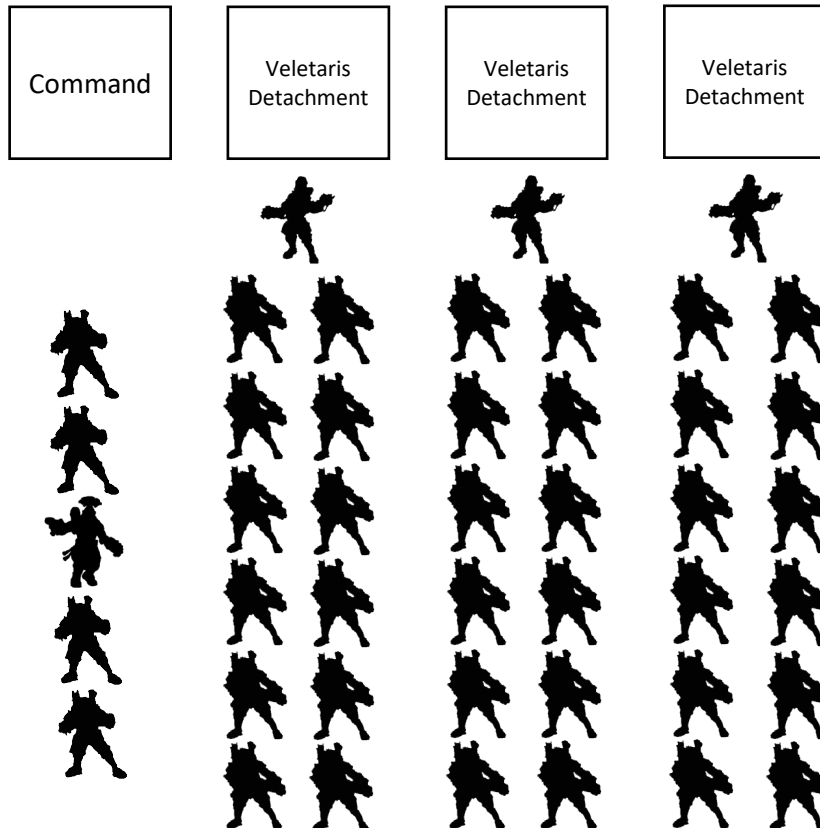


Victory Points 14

Your opponent gains 7 VPs when this Company is broken

VELETARIS STORM GRAND TERCIO

The Veletaris Storm Grand Tercio consists of one command detachment of 1 Legate stand, and 4 Veteran Veletaris Storm stands and three detachments of 1 Veletari Prime and 12 Veletaris Storm stands.



Point Value 1050



VELETARIS STORM GRAND TERCIO

Break Point 22: The Veletaris Storm Grand Tercio is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris 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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
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 11

Your opponent gains 6 VPs when this Company is broken

VELETARIS STORM ASSAULT GRAND TERCIO

The Veletaris Storm Assault Grand Tercio consists of one command detachment of 1 Legate stand, and 4 Veteran Veletaris Assault Storm stands and three detachments of 1 Veletari Prime and 12 Veletaris Storm Assault stands.

Command



Veletaris Assault Detachment




Veletaris Assault Detachment




Veletaris Assault Detachment






Point Value 850



VELETARIS STORM ASSAULT GRAND TERCIO

Break Point 22: The Veletaris Storm Assault Grand Tercio is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris 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
Legate Commander	10	4{6}+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
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 9

Your opponent gains 5 VPs when this Company is broken

VELETARIS STORM VANGUARD GRAND TERCIO

The Veletaris Storm Vanguard Grand Tercio consists of one command detachment of 1 Legate stand, and 4 Veteran Veletaris Storm Vanguard stands and three detachments of 1 Veletari Prime and 12 Veletaris Storm Vanguard stands.

Command

Veletaris
Vanguard
Detachment

Veletaris
Vanguard
Detachment

Veletaris
Vanguard
Detachment



Point Value 1150



VELETARIS STORM VANGUARD GRAND TERCIO

Break Point 12: The Veletaris Storm Vanguard Tercio is broken if it has lost 12 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris 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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Veletaris Storm Prime	10	6+	3/-1	Volkite Charger [A,VK]	20	2	0	[HQ1]
Veletaris Storm Assault	10	6+	2/-1	CC Weapons	-	-	-	

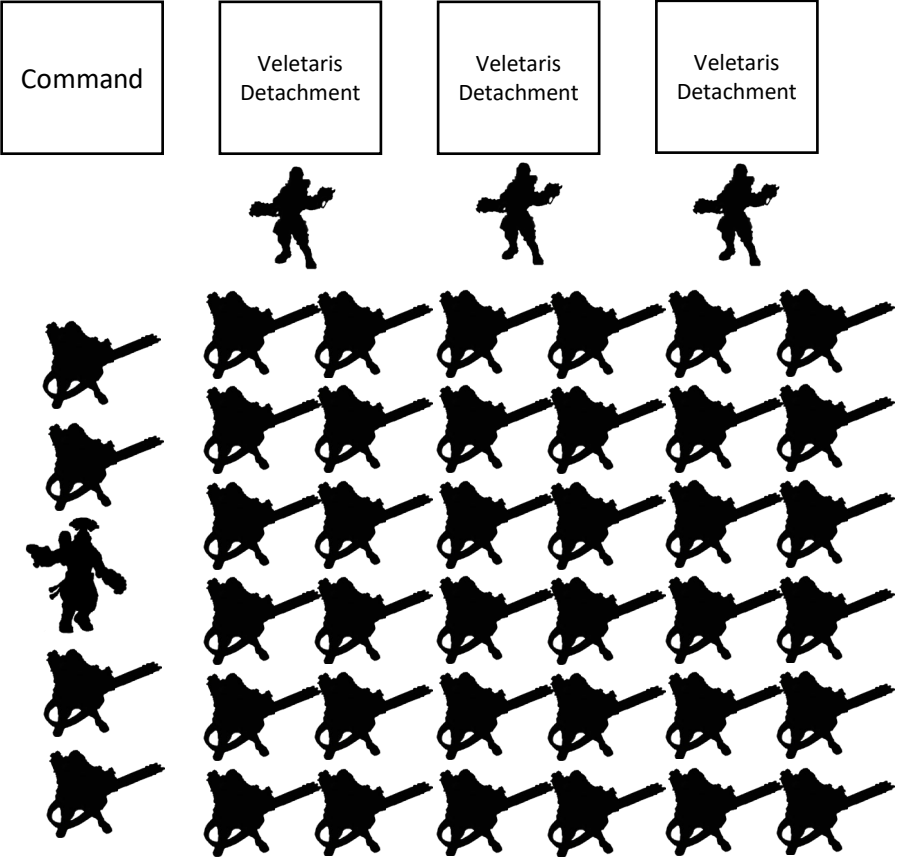


Victory Points 12

Your opponent gains 6 VPs when this Company is broken

VELETARIS STORM SUPPORT GRAND TERCIO

The Veletaris Storm Support Grand Tercio consists of one command detachment of 1 Legate stand, and 4 Veteran Veletaris Support Storm stands and three detachments of 1 Veletari Prime and 12 Veletaris Storm Support stands.



 Point Value 1200 

VELETARIS STORM SUPPORT GRAND TERCIO

Break Point 22: The Veletaris Storm Support Grand Tercio is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

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

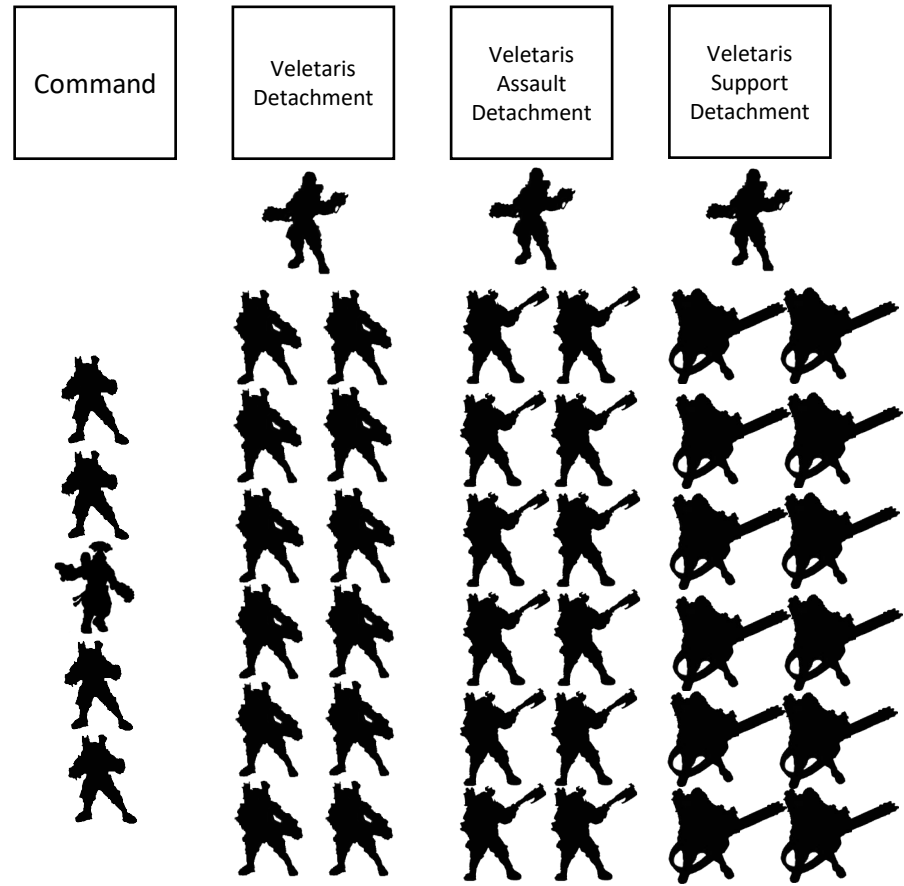
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Veletaris Storm Prime	10	6+	3/-1	Volkite Charger [A,VK]	20	2	0	[HQ1]
Veletaris Storm Support	10	6+	1/0	Rotor Cannon	20/30	4	0	



Victory Points 12
Your opponent gains 6 VPs when this Company is broken

VELETARIS STORM BATTLE GRAND TERCIO

The Veletaris Storm Battle Grand Tercio consists of one command detachment of 1 Legate stand and 4 Veteran Veletaris Storm stands and three detachments of 1 Veletari Prime and 12 Veletaris Storm, Support or Assault stands.



Point Value 1000

VELETARIS STORM BATTLE GRAND TERCIO

Break Point 22: The Veletaris Storm Battle Grand Tercio is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 6+: The Veletaris 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
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
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	
Veletaris Storm Assault	10	6+	2/-1	CC Weapons	-	-	-	
Veletaris Storm Support	10	6+	1/0	Rotor Cannon	20/30	4	0	



Victory Points 10

Your opponent gains 5 VPs when this Company is broken

STANDARD COMPANY CARDS

VEHICLES [3]

AUXILIA LEMAN RUSS ASSAULT COMPANY

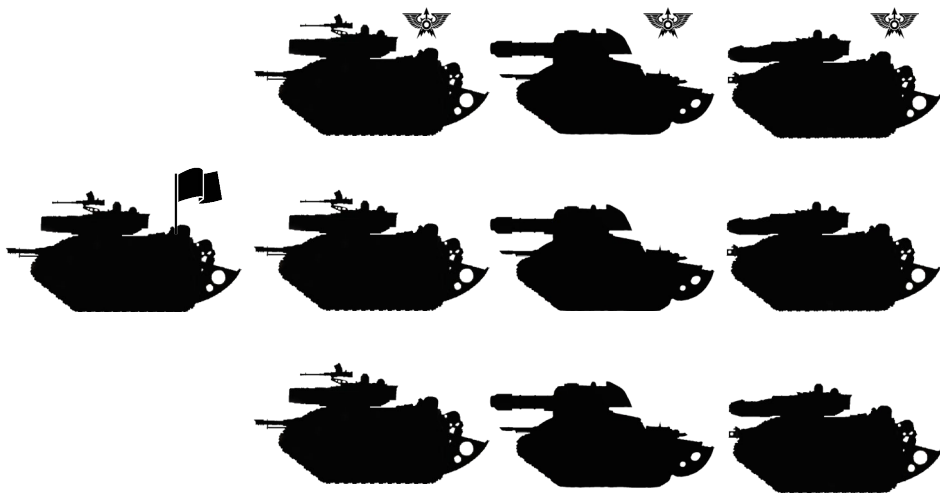
The Auxilia Leman Russ Assault Company consists of one command detachment of 1 Leman Russ Demolisher and three detachments of 3 Leman Russ Demolishers, Incinerators or Executioner Tanks.

Command

Demolisher
Detachment

Incinerator
Detachment

Executioner
Detachment



Point Value 650



AUXILIA LEMAN RUSS ASSAULT COMPANY

Break Point 5: The Auxilia Leman Russ Assault Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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] Heavy Flamer Anti-Personnel	25/50 10 25	1 2 2	-3 0 0	[AG]
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]
Leman Russ Executioner	20	2+	2/-1	Executioner Plasma Cannon [Fire] Multi laser Anti-Personnel	20/35 20/35 25	3 2 2	-2 -1 0	[AG]



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

AUXILIA LEMAN RUSS BATTLE TANK TYPE 1 COMPANY

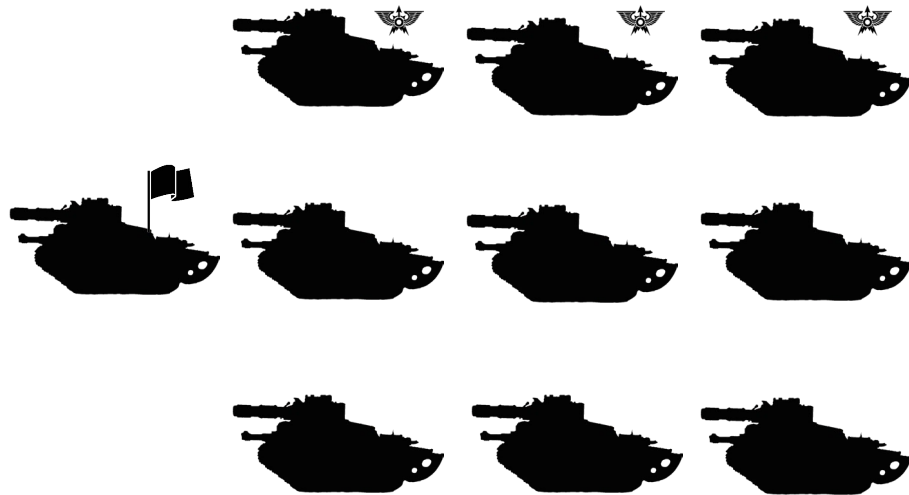
The Auxilia Leman Russ Battle Tank Type 1 Company consists of one command detachment of 1 Leman Russ Battle Tank Type 1 and three detachments of 3 Leman Russ Battle Tanks Type 1.

Command

Leman Russ
Type 1
Detachment

Leman Russ
Type 1
Detachment

Leman Russ
Type 1
Detachment



Point Value 600



AUXILIA LEMAN RUSS BATTLE TANK TYPE 1 COMPANY

Break Point 5: The Auxilia Leman Russ Battle Tank Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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 6

Your opponent gains 3 VPs when this Company is broken

AUXILIA LEMAN RUSS BATTLE TANK TYPE 2 COMPANY

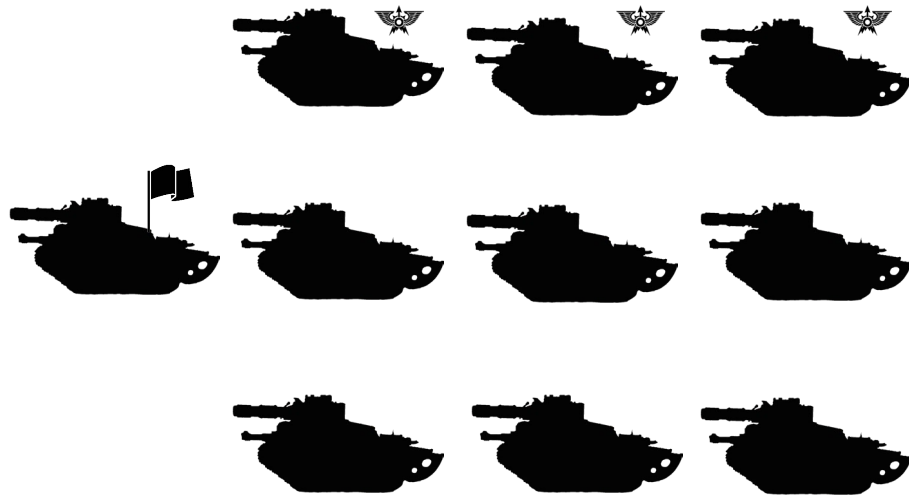
The Auxilia Leman Russ Battle Tank Type 2 Company consists of one command detachment of 1 Leman Russ Battle Tank Type 2 and three detachments of 3 Leman Russ Battle Tanks Type 2.

Command

Leman Russ
Type 2
Detachment

Leman Russ
Type 2
Detachment

Leman Russ
Type 2
Detachment



Point Value 600



AUXILIA LEMAN RUSS BATTLE TANK TYPE 2 COMPANY

Break Point 5: The Auxilia Leman Russ Battle Tank Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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 6

Your opponent gains 3 VPs when this Company is broken

AUXILIA LEMAN RUSS STRIKE COMPANY

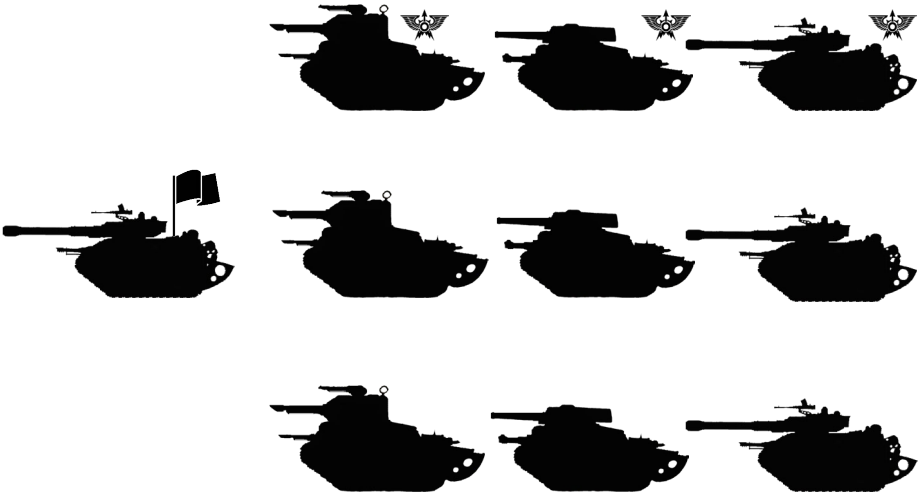
The Auxilia Leman Russ Strike Company consists of one command detachment of 1 Leman Russ Vanquisher and three detachments of 3 Leman Russ Annihilator, Exterminator or Vanquisher Tanks.

Command

Annihilator
Detachment

Exterminator
Detachment

Vanquisher
Detachment



Point Value 600



AUXILIA LEMAN RUSS STRIKE COMPANY

Break Point 5: The Auxilia Leman Russ Strike Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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	Mov e	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	
Leman Russ Exterminator	20	2+	2/-1	TL Exterminator	25/50	3	-1	[AG]
				Autocannon [TL2]	25	4	0	
				Anti-Personnel	25	4	0	
Leman Russ Vanquisher	20	2+	2/-1	Vanquisher	35/70	1	-3	[AG], Special
				Battlecannon	25/50	1	-2	
				Lascannon	25	2	0	



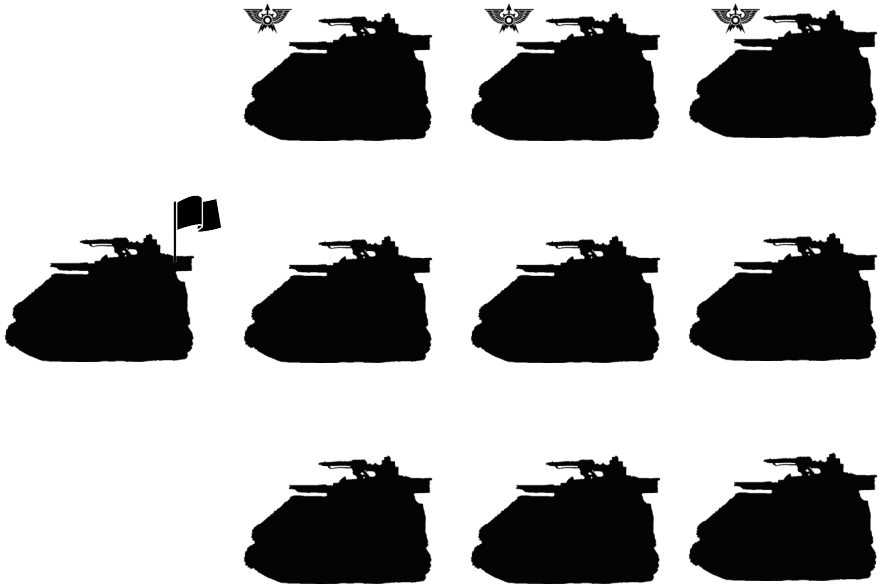
Victory Points 6

Your opponent gains 3 VPs when this Company is broken

AUXILIA CARNODON TYPE 1 COMPANY

The Auxilia Carnodon Type 1 Company consists of one command detachment of 1 Carnodon Type 1 Tank and three detachments of 3 Carnodon Type 1 Tanks.

Command	Carnodon Type 1 Detachment	Carnodon Type 1 Detachment	Carnodon Type 1 Detachment
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Point Value 750



AUXILIA CARNODON TYPE 1 COMPANY

Break Point 5: The Auxilia Carnodon Type 1 Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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	25	3+	2/-1	Lascannons [TL2]	25/50	1	-2	[AG],
Carnodon				Lascannons	25/50	2	-2	[RA]
Type 1				Anti-Personnel	25	2	0	



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

AUXILIA CARNODON TYPE 2 COMPANY

The Auxilia Carnodon Type 2 Company consists of one command detachment of 1 Carnodon Type 2 Tank and three detachments of 3 Carnodon Type 2 Tanks.

Command

Carnodon Type 2 Detachment

Carnodon Type 2 Detachment

Carnodon Type 2 Detachment





Point Value 850



AUXILIA CARNODON TYPE 2 COMPANY

Break Point 5: The Auxilia Carnodon Type 2 Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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]

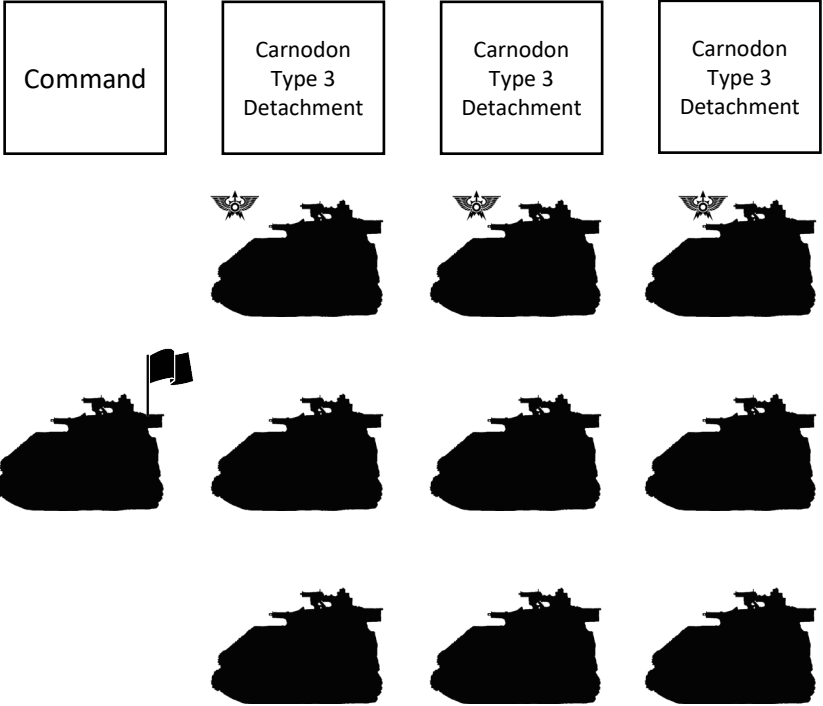


Victory Points 8

Your opponent gains 4 VPs when this Company is broken

AUXILIA CARNODON TYPE 3 COMPANY

The Auxilia Carnodon Type 3 Company consists of one command detachment of 1 Carnodon Type 3 Tank and three detachments of 3 Carnodon Type 3 Tanks.





Point Value 750



AUXILIA CARNODON TYPE 3 COMPANY

Break Point 5: The Auxilia Carnodon Type 3 Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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]

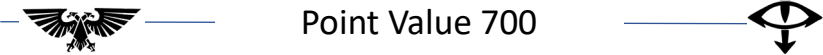
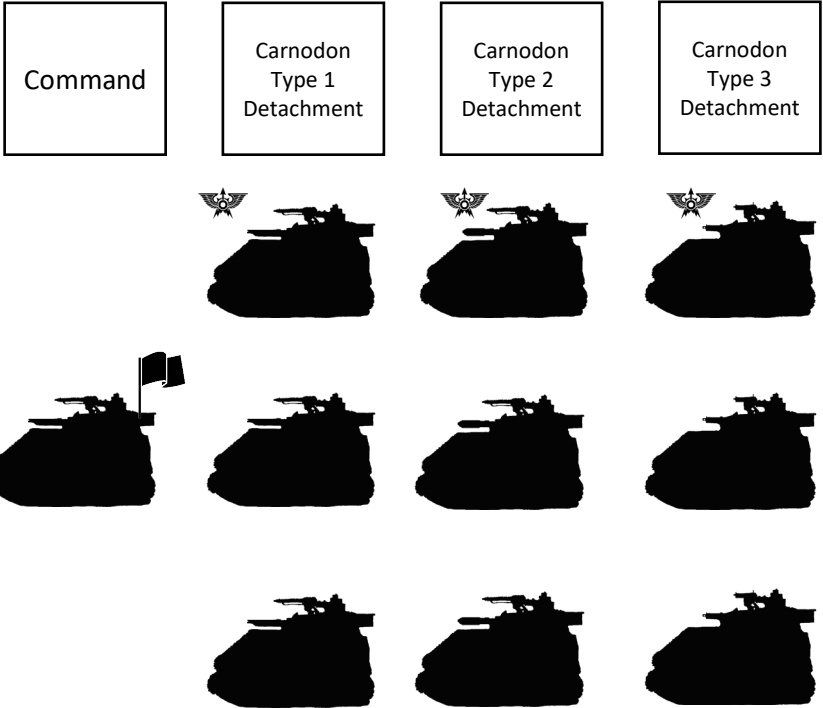


Victory Points 8

Your opponent gains 4 VPs when this Company is broken

AUXILIA CARNODON STRIKE COMPANY

The Auxilia Carnodon Strike Company consists of one command detachment of 1 Carnodon Type 1 Tank and three detachments of 3 Carnodon (Type 1, 2 and 3) Tanks.



AUXILIA CARNODON STRIKE COMPANY

Break Point 5: The Auxilia Carnodon Strike Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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	Mov e	AV	CAF	Weapons	Range	AD	TSM	Notes
Saturyne Carnodon Type 1	25	3+	2/-1	Lascannons [TL2] Lascannons Anti-Personnel	25/50 25/50 25	1 2 2	-2 -2 0	[AG], [RA]
Saturyne Carnodon Type 2	25	3+	2/-1	Volkite Culverin (VK,TL2) Anti-Personnel	25/50 25	2 4	-1 0	[AG], [RA]
Saturyne Carnodon Type 3	25	3+	2/-1	Anti-Personnel	25	8	0	[AG], [RA]



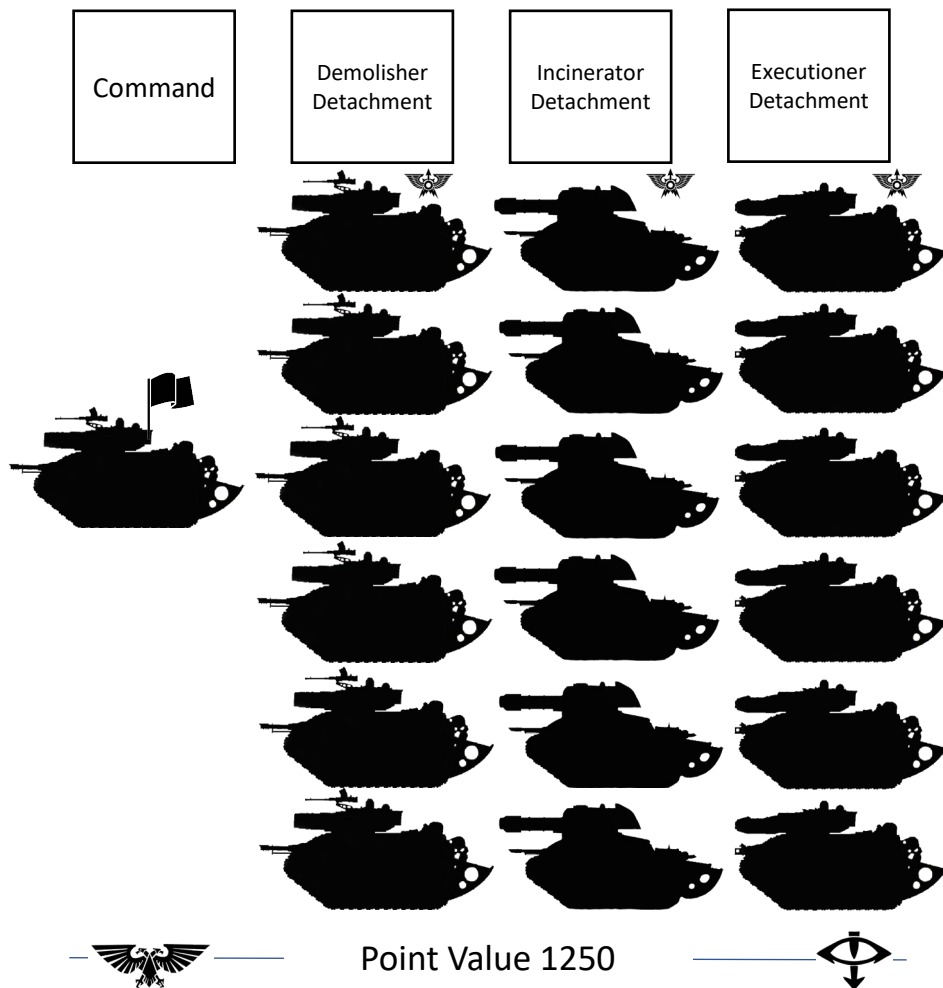
Victory Points 7

Your opponent gains 4 VPs when this Company is broken

GRAND COMPANY CARDS VEHICLES [3]

AUXILIA LEMAN RUSS ASSAULT GRAND COMPANY

The Auxilia Leman Russ Assault Grand Company consists of one command detachment of 1 Leman Russ Demolisher and three detachments of 6 Leman Russ Demolishers, Incinerators or Executioner Tanks.



AUXILIA LEMAN RUSS ASSAULT GRAND COMPANY

Break Point 10: The Auxilia Leman Russ Assault Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment 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] Heavy Flamer Anti-Personnel	25/50 10 25	1 2 2	-3 0 0	[AG]
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]
Leman Russ Executioner	20	2+	2/-1	Executioner Plasma Cannon [Fire] Multi laser Anti-Personnel	20/35 20/35 25	3 2 2	-2 -1 0	[AG]



Victory Points 13

Your opponent gains 7 VPs when this Company is broken

AUXILIA LEMAN RUSS BATTLE TANK TYPE 1 GRAND COMPANY

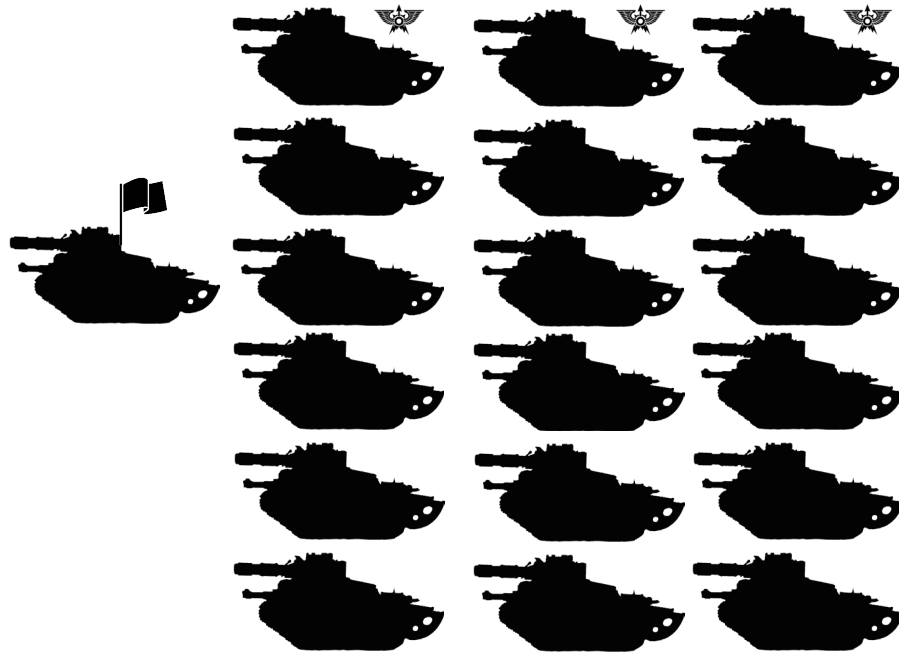
The Auxilia Leman Russ Battle Tank Type 1 Grand Company consists of one command detachment of 1 Leman Russ Battle Tank Type 1 and three detachments of 6 Leman Russ Battle Tanks Type 1.

Command

Leman Russ
Type 1
Detachment

Leman Russ
Type 1
Detachment

Leman Russ
Type 1
Detachment



Point Value 1150



AUXILIA LEMAN RUSS BATTLE TANK TYPE 1 GRAND COMPANY

Break Point 10: The Auxilia Leman Russ Battle Tank Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment 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 12

Your opponent gains 6 VPs when this Company is broken

AUXILIA LEMAN RUSS BATTLE TANK TYPE 2 GRAND COMPANY

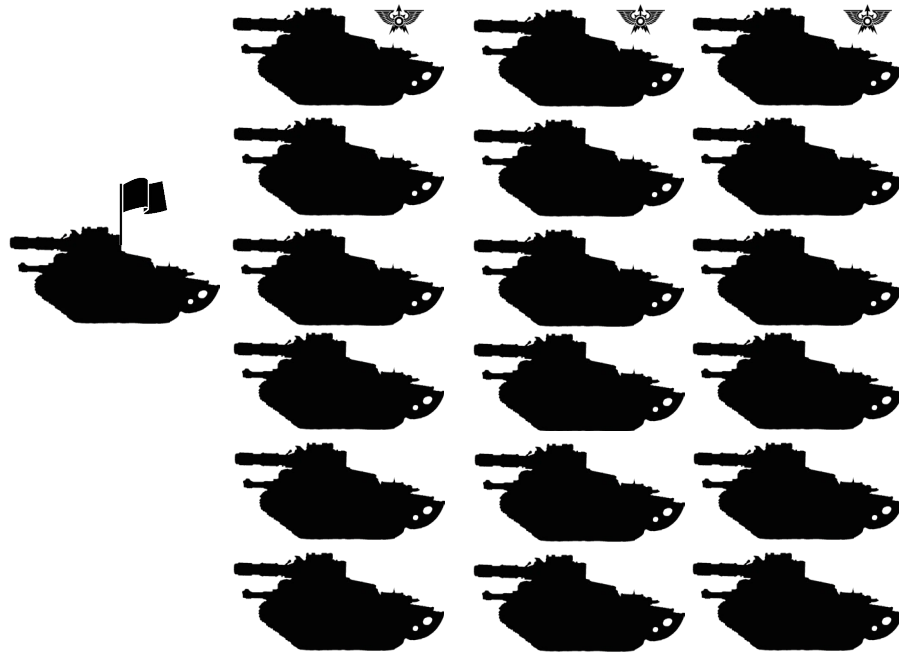
The Auxilia Leman Russ Battle Tank Type 2 Grand Company consists of one command detachment of 1 Leman Russ Battle Tank Type 2 and three detachments of 6 Leman Russ Battle Tanks Type 2.

Command

Leman Russ
Type 2
Detachment

Leman Russ
Type 2
Detachment

Leman Russ
Type 2
Detachment



Point Value 1100



AUXILIA LEMAN RUSS BATTLE TANK TYPE 2 GRAND COMPANY

Break Point 10: The Auxilia Leman Russ Battle Tank Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment 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]

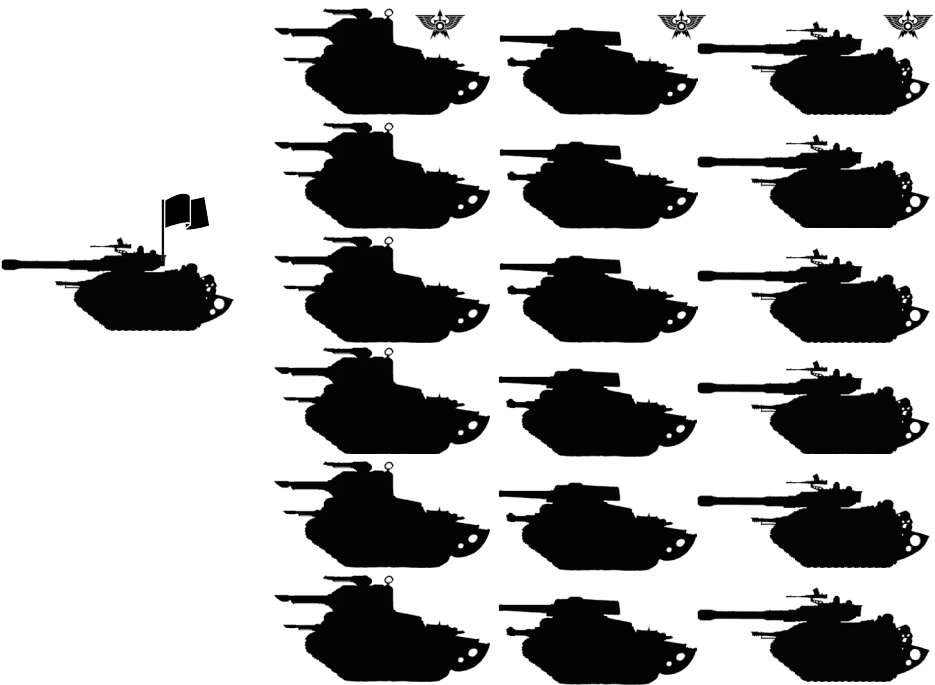
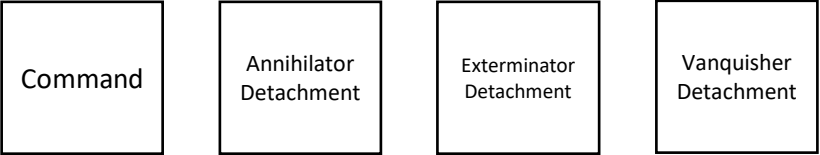


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

AUXILIA LEMAN RUSS STRIKE GRAND COMPANY

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





Point Value 1150



AUXILIA LEMAN RUSS STRIKE GRAND COMPANY

Break Point 10: The Auxilia Leman Russ Strike Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment 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	Mov e	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	
Leman Russ Exterminator	20	2+	2/-1	TL Exterminator	25/50	3	-1	[AG]
				Autocannon [TL2]	25	4	0	
				Anti-Personnel	25	4	0	
Leman Russ Vanquisher	20	2+	2/-1	Vanquisher	35/70	1	-3	[AG], Special
				Battlecannon	25/50	1	-2	
				Lascannon	25	2	0	

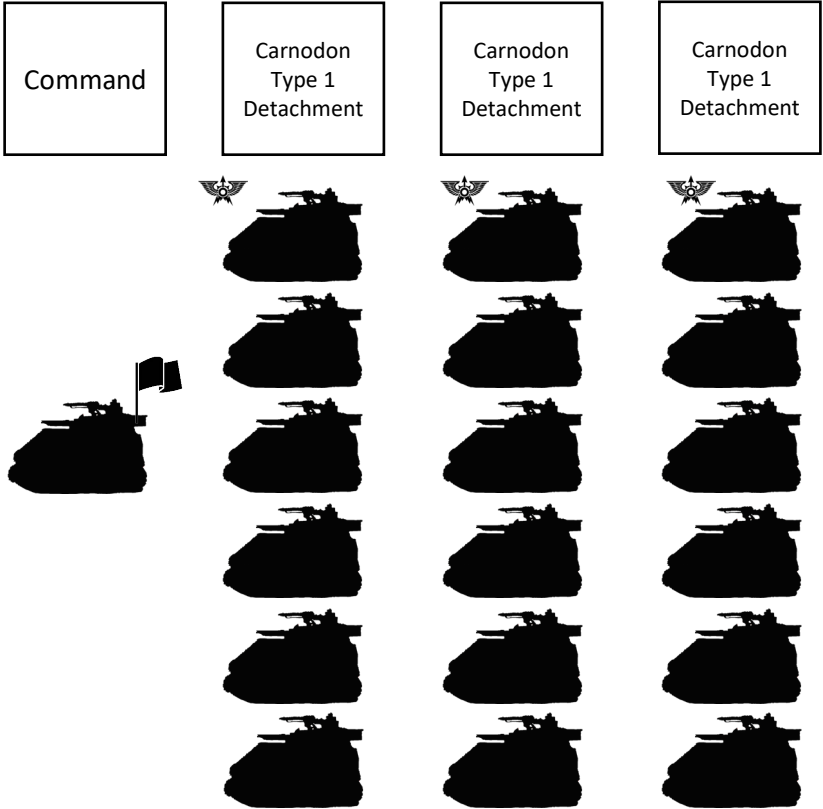


Victory Points 12

Your opponent gains 6 VPs when this Company is broken

AUXILIA CARNODON TYPE 1 GRAND COMPANY

The Auxilia Carnodon Type 1 Grand Company consists of one command detachment of 1 Carnodon Type 1 Tank and three detachments of 6 Carnodon Type 1 Tanks.



Point Value 1350



AUXILIA CARNODON TYPE 1 GRAND COMPANY

Break Point 10: The Auxilia Carnodon Type 1 Grand Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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	25	3+	2/-1	Lascannons [TL2]	25/50	1	-2	[AG],
Carnodon				Lascannons	25/50	2	-2	[RA]
Type 1				Anti-Personnel	25	2	0	

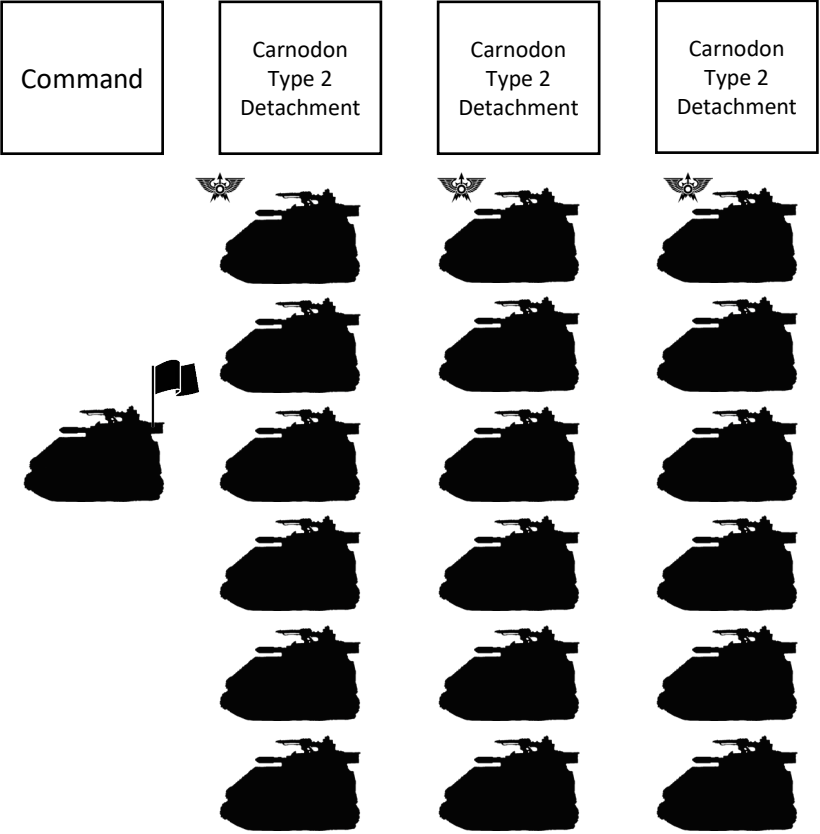


Victory Points 14

Your opponent gains 7 VPs when this Company is broken

AUXILIA CARNODON TYPE 2 GRAND COMPANY

The Auxilia Carnodon Type 2 Grand Company consists of one command detachment of 1 Carnodon Type 2 Tank and three detachments of 6 Carnodon Type 2 Tanks.



 Point Value 1550 

AUXILIA CARNODON TYPE 2 GRAND COMPANY

Break Point 10: The Auxilia Carnodon Type 2 Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment 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 16

Your opponent gains 8 VPs when this Company is broken

AUXILIA CARNODON TYPE 3 GRAND COMPANY

The Auxilia Carnodon Type 3 Grand Company consists of one command detachment of 1 Carnodon Type 3 Tank and three detachments of 6 Carnodon Type 3 Tanks.

Command



Carnodon Type 3 Detachment








Carnodon Type 3 Detachment








Carnodon Type 3 Detachment










Point Value 1400



AUXILIA CARNODON TYPE 3 GRAND COMPANY

Break Point 10: The Auxilia Carnodon Type 3 Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment 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 14

Your opponent gains 7 VPs when this Company is broken

AUXILIA CARNODON STRIKE GRAND COMPANY

The Auxilia Carnodon Strike Grand Company consists of one command detachment of 1 Carnodon (Type 1) Tank and three detachments of 6 Carnodon (Type 1, 2 and 3) Tanks.

Command








Carnodon Type 1 Detachment








Carnodon Type 2 Detachment








Carnodon Type 3 Detachment











Point Value 1350



AUXILIA CARNODON STRIKE GRAND COMPANY

Break Point 10: The Auxilia Carnodon Strike Grand Company is broken if it has lost 10 models. Once the Company is broken each Detachment 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	Mov e	AV	CAF	Weapons	Range	AD	TSM	Notes
Saturyne Carnodon Type 1	25	3+	2/-1	Lascannons [TL2] Lascannons Anti-Personnel	25/50 25/50 25	1 2 2	-2 -2 0	[AG], [RA]
Saturyne Carnodon Type 2	25	3+	2/-1	Volkite Culverin (VK,TL2) Anti-Personnel	25/50 25	2 4	-1 0	[AG], [RA]
Saturyne Carnodon Type 3	25	3+	2/-1	Anti-Personnel	25	8	0	[AG], [RA]



Victory Points 14

Your opponent gains 7 VPs when this Company is broken

STANDARD COMPANY CARDS
SUPER HEAVY VEHICLES [4]

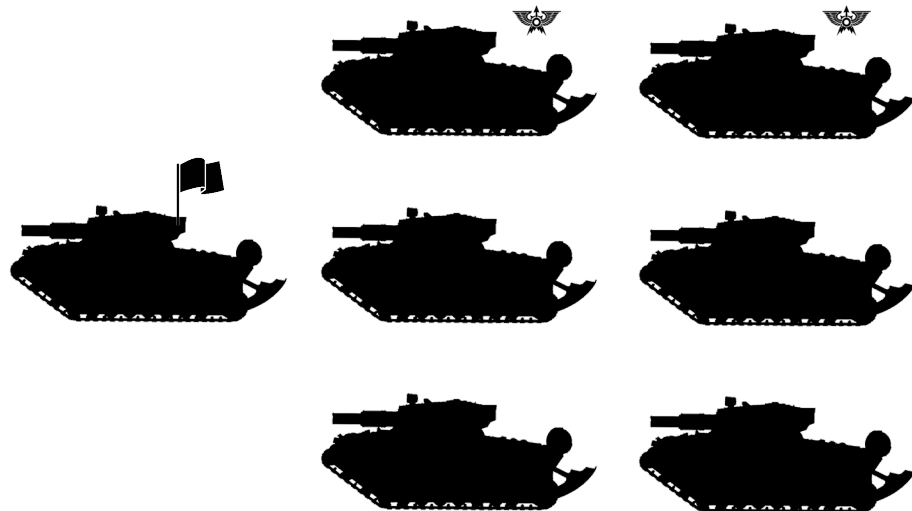
AUXILIA MALCADOR HEAVY TANK TYPE 1 COMPANY

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

Command

Malcador
Type 1
Detachment

Malcador
Type 1
Detachment



Point Value 700



AUXILIA MALCADOR HEAVY TANK TYPE 1 COMPANY

Break Point 4: The Auxilia Malcador Heavy Tank Type 1 Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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]
				Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Sponson Autocannons [TL2]	25/50	2	-1	
				Bolters [AP]	25	2	0	



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

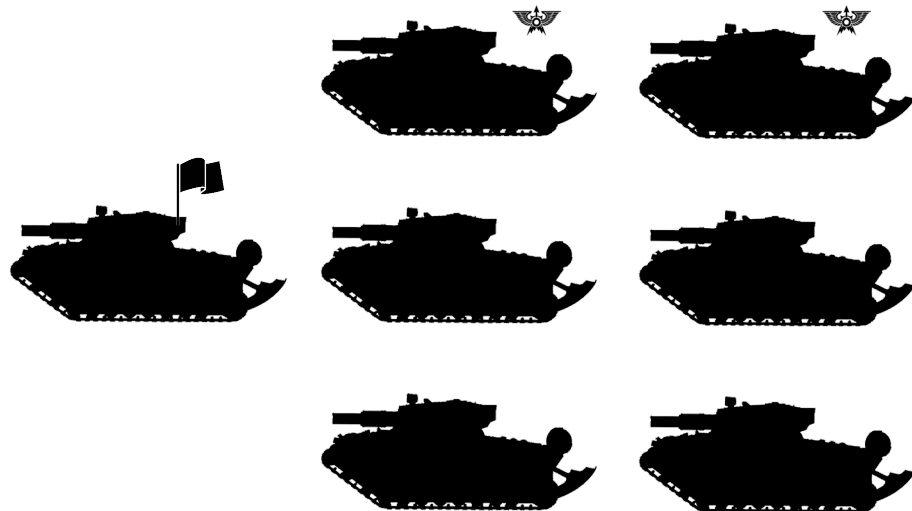
AUXILIA MALCADOR HEAVY TANK TYPE 2 COMPANY

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

Command

Malcador
Type 2
Detachment

Malcador
Type 2
Detachment



Point Value 550



AUXILIA MALCADOR HEAVY TANK TYPE 2 COMPANY

Break Point 4: The Auxilia Malcador Heavy Tank Type 2 Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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 6

Your opponent gains 3 VPs when this Company is broken

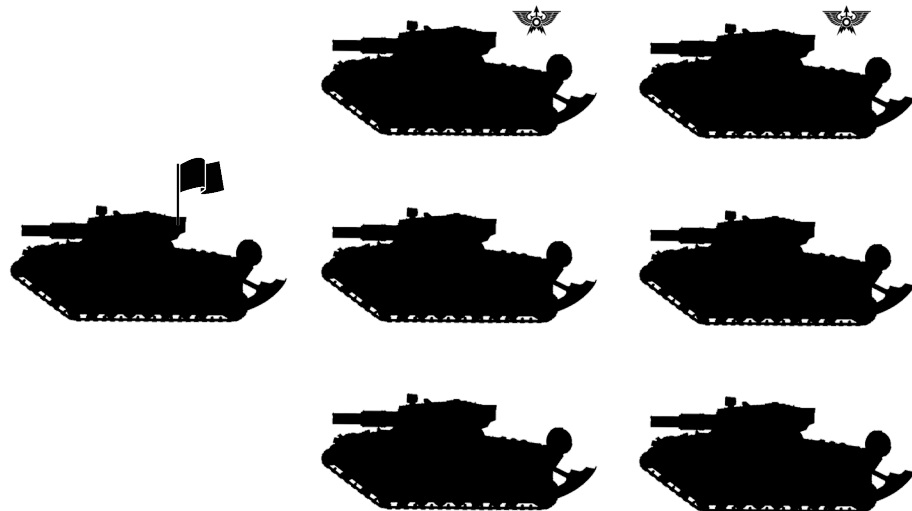
AUXILIA MALCADOR HEAVY TANK TYPE 3 COMPANY

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

Command

Malcador
Type 3
Detachment

Malcador
Type 3
Detachment



Point Value 600



AUXILIA MALCADOR HEAVY TANK TYPE 3 COMPANY

Break Point 4: The Auxilia Malcador Heavy Tank Type 3 Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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 6

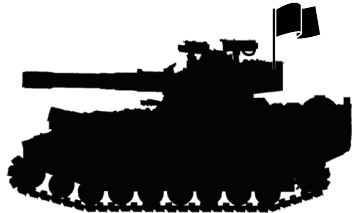
Your opponent gains 3 VPs when this Company is broken

AUXILIA BANEBLADE SUPER HEAVY BATTLE TANK COMPANY

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

Command

Baneblade
Detachment



Point Value 800



AUXILIA BANEBLADE SUPER HEAVY BATTLE TANK COMPANY

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

Morale Value 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 8

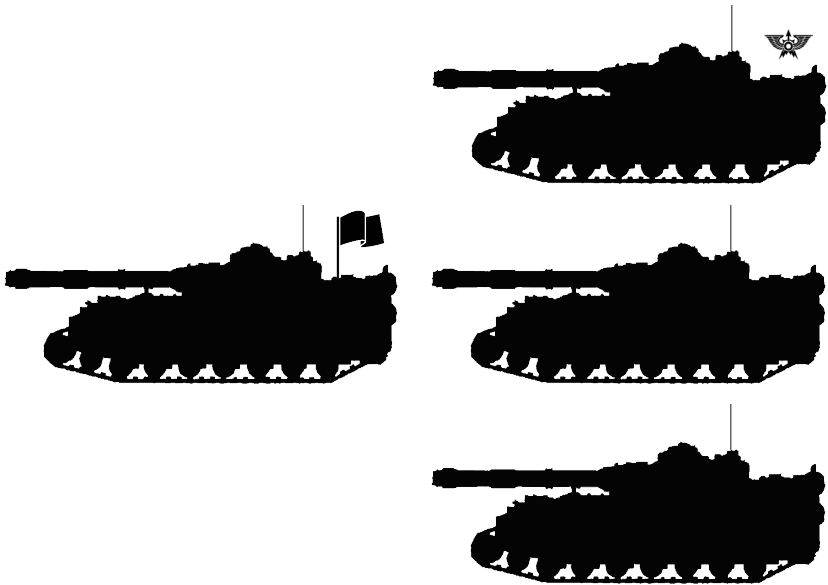
Your opponent gains 4 VPs when this Company is broken

AUXILIA SHADOWSWORD SUPER HEAVY TANK COMPANY

The Auxilia Shadowsword Super Heavy Tank Company consists of one command detachment of 1 Shadowsword Super Heavy Tank and one detachment of 3 Shadowsword Super Heavy Tanks.

Command

Shadowsword
Detachment



Point Value 950



AUXILIA SHADOWSWORD SUPER HEAVY TANK COMPANY

Break Point 2: The Auxilia Shadowsword Super Heavy Tank Company is broken if it has lost 2 models. Once the Company is broken each Detachment 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] Lascannons Bolters [AP]	60/120 25/50 25	1 2 14	-6 -2 0	[DR3]



Victory Points 10

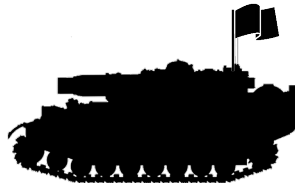
Your opponent gains 5 VPs when this Company is broken

AUXILIA STORMBLADE SUPER HEAVY TANK COMPANY

The Auxilia Stormblade Super Heavy Tank Company consists of one command detachment of 1 Stormblade Super Heavy Tank and one detachment of 3 Stormblade Super Heavy Tanks.

Command

Stormblade
Detachment



Point Value 700



AUXILIA STORMBLADE SUPER HEAVY TANK COMPANY

Break Point 2: The Auxilia Stormblade Super Heavy Tank Company is broken if it has lost 2 models. Once the Company is broken each Detachment 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] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	35/70 50/100 25/50 25	4 4 2 12	-2 -3 -2 0	[DR3], Special

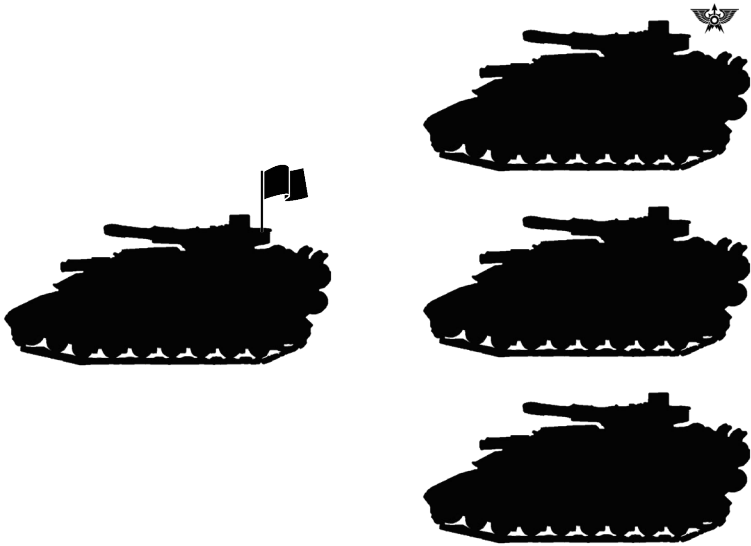
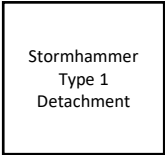


Victory Points 7

Your opponent gains 4 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 1 COMPANY

The Auxilia Stormhammer Super Heavy Tank Type 1 Company consists of one command detachment of 1 Stormhammer Super Heavy Tank Type 1 and one detachment of 3 Stormhammer Super Heavy Tanks Type 1.



Point Value 800



AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 1 COMPANY

Break Point 2: The Auxilia Stormhammer Super Heavy Tank Type 1 Company is broken if it has lost 2 models. Once the Company is broken each Detachment 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	

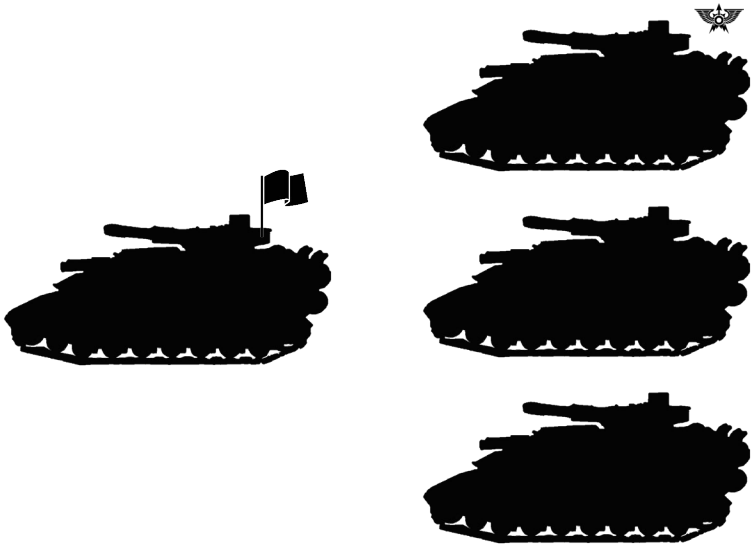
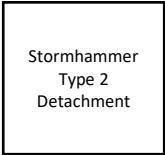


Victory Points 8

Your opponent gains 4 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 2 COMPANY

The Auxilia Stormhammer Super Heavy Tank Type 2 Company consists of one command detachment of 1 Stormhammer Super Heavy Tank Type 2 and one detachment of 3 Stormhammer Super Heavy Tanks Type 2.



Point Value 800



AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 2 COMPANY

Break Point 2: The Auxilia Stormhammer Super Heavy Tank Type 2 Company is broken if it has lost 2 models. Once the Company is broken each Detachment 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	

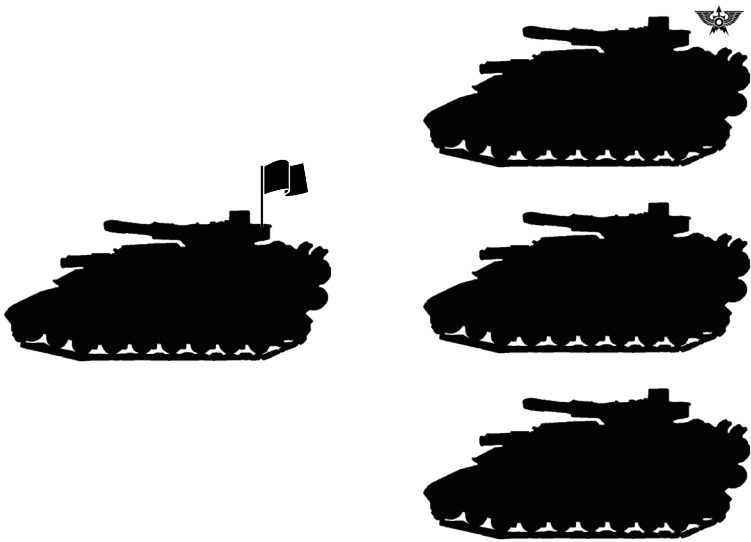
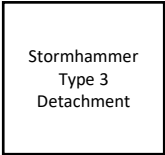


Victory Points 8

Your opponent gains 4 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 3 COMPANY

The Auxilia Stormhammer Super Heavy Tank Type 3 Company consists of one command detachment of 1 Stormhammer Super Heavy Tank Type 3 and one detachment of 3 Stormhammer Super Heavy Tanks Type 3.



Point Value 750



AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 3 COMPANY

Break Point 2: The Auxilia Stormhammer Super Heavy Tank Type 3 Company is broken if it has lost 2 models. Once the Company is broken each Detachment 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	

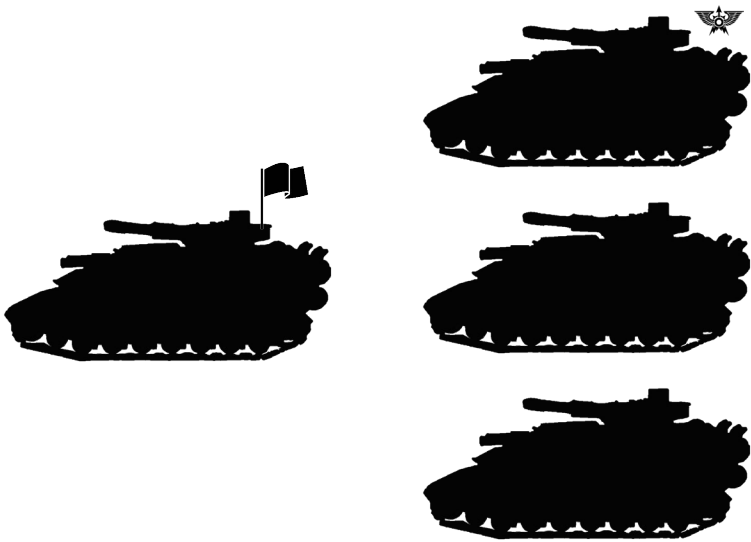
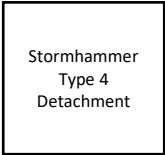


Victory Points 8

Your opponent gains 4 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 4 COMPANY

The Auxilia Stormhammer Super Heavy Tank Type 4 Company consists of one command detachment of 1 Stormhammer Super Heavy Tank Type 4 and one detachment of 3 Stormhammer Super Heavy Tanks Type 4.



Point Value 700



AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 4 COMPANY

Break Point 2: The Auxilia Stormhammer Super Heavy Tank Type 4 Company is broken if it has lost 2 models. Once the Company is broken each Detachment 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 7

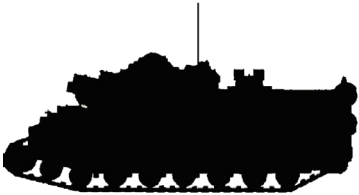
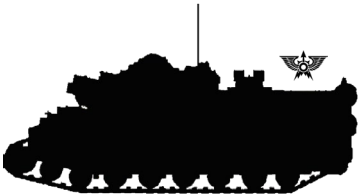
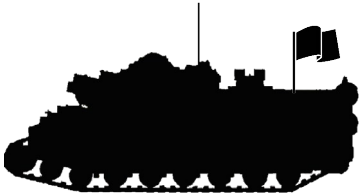
Your opponent gains 4 VPs when this Company is broken

AUXILIA STORMLORD SUPER HEAVY TANK COMPANY

The Auxilia Stormlord Super Heavy Tank Company consists of one command detachment of 1 Stormlord Super Heavy Tank and one detachment of 3 Stormlord Super Heavy Tanks.

Command

Stormlord
Detachment



Point Value 800



AUXILIA STORMLORD SUPER HEAVY TANK COMPANY

Break Point 2: The Auxilia Stormlord Super Heavy Tank Company is broken if it has lost 2 models. Once the Company is broken each Detachment 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],
				Lascannons	25/50	2	-2	[TR8]
				Bolters [AP]	25	6	0	
				Heavy Flamers [FW]	10	8	0	



Victory Points 8

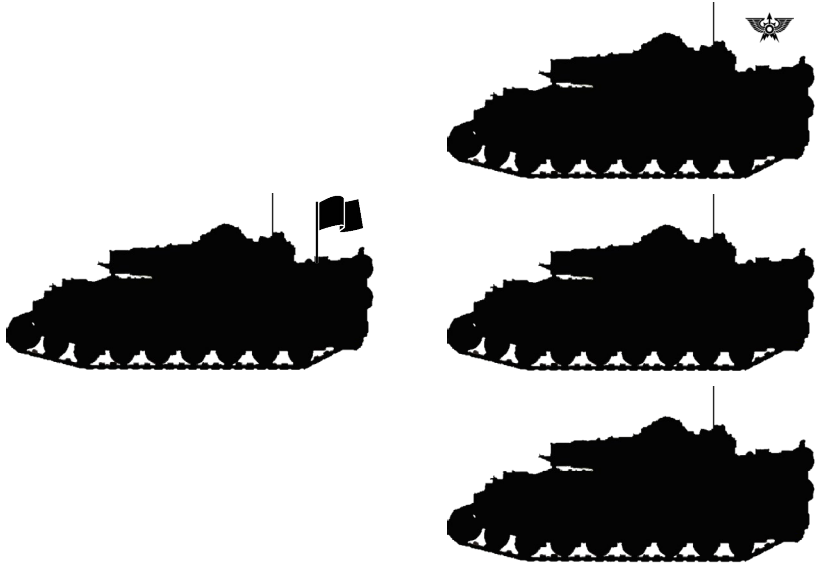
Your opponent gains 4 VPs when this Company is broken

AUXILIA STORMSWORD SUPER HEAVY TANK COMPANY

The Auxilia Stormsword Super Heavy Tank Company consists of one command detachment of 1 Stormsword Super Heavy Tank and one detachment of 3 Stormsword Super Heavy Tanks.

Command

Stormsword
Detachment



Point Value 950



AUXILIA STORMSWORD SUPER HEAVY TANK COMPANY

Break Point 2: The Auxilia Stormsword Super Heavy Tank Company is broken if it has lost 2 models. Once the Company is broken each Detachment 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 [IC,M,B3,W,TL4]	35/70	1	-4	[DR3]
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	14	0	



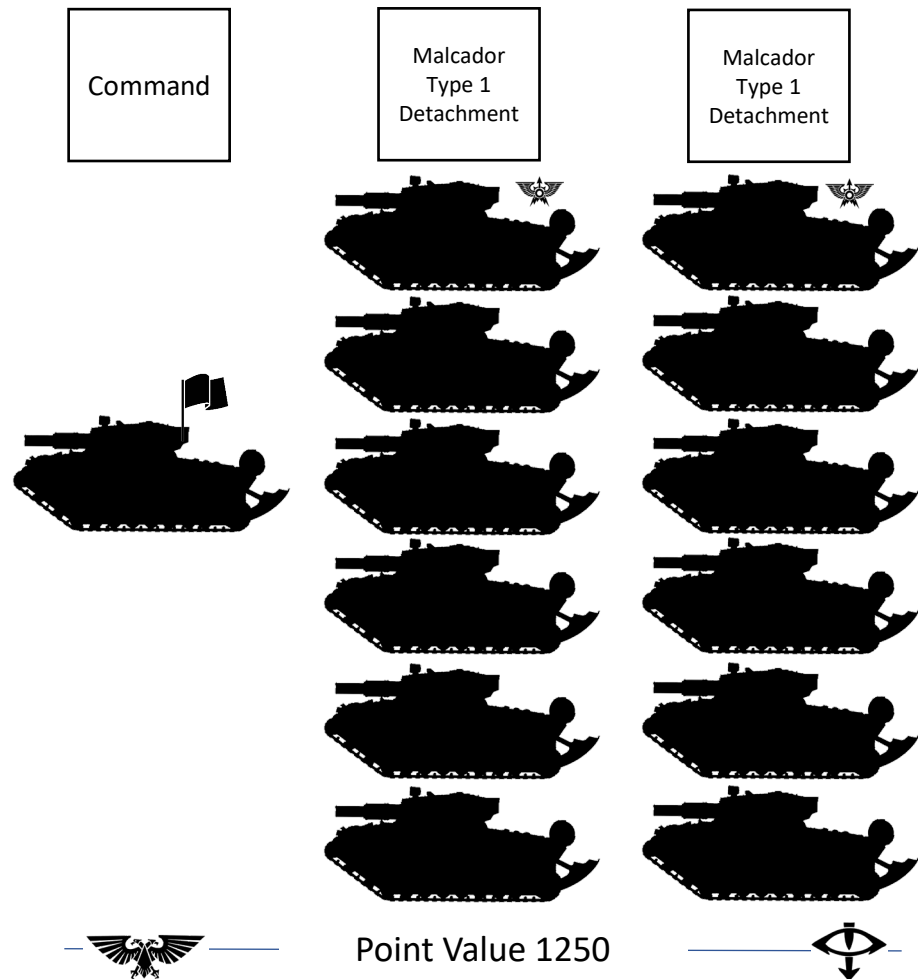
Victory Points 10

Your opponent gains 5 VPs when this Company is broken

GRAND COMPANY CARDS
SUPER HEAVY VEHICLES [4]

AUXILIA MALCADOR HEAVY TANK TYPE 1 GRAND COMPANY

The Auxilia Malcador Heavy Tank Type 1 Grand Company consists of one command detachment of 1 Malcador Heavy Type 1 Tank and two detachments of 6 Malcador Heavy Type 1 Tanks.



AUXILIA MALCADOR HEAVY TANK TYPE 1 GRAND COMPANY

Break Point 5: The Auxilia Malcador Heavy Tank Type 1 Grand Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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]
				Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Sponson Autocannons [TL2]	25/50	2	-1	
				Bolters [AP]	25	2	0	

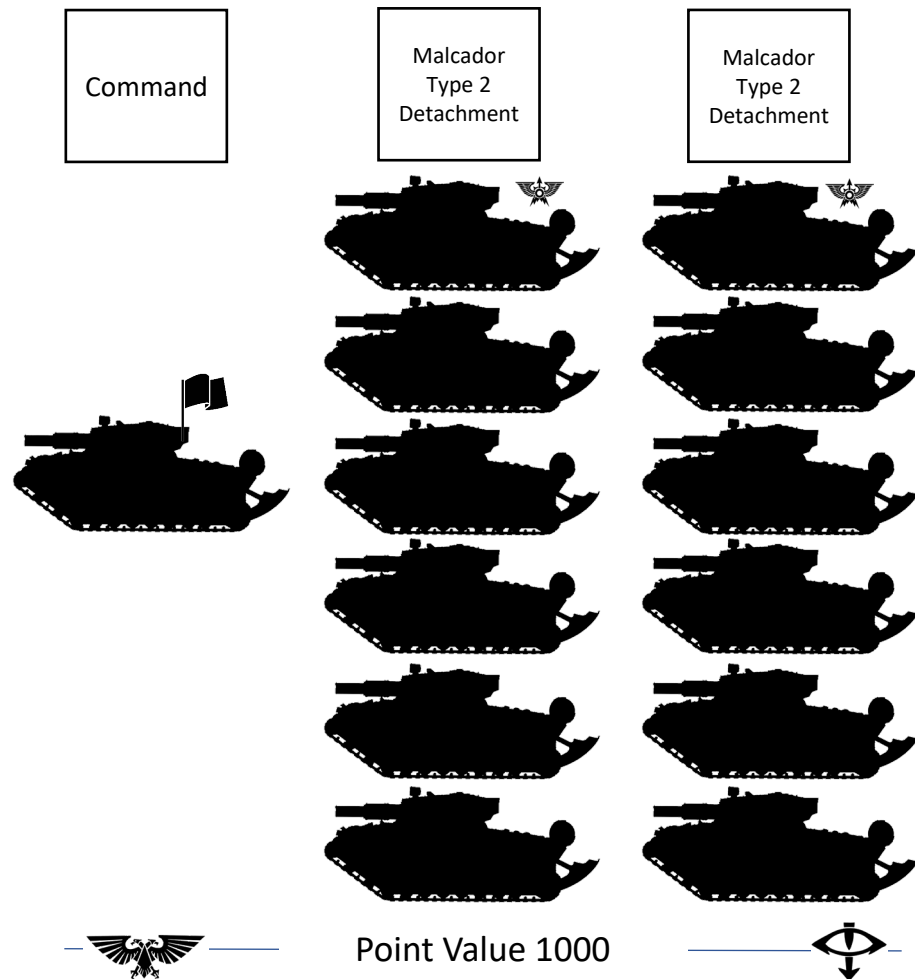


Victory Points 13

Your opponent gains 7 VPs when this Company is broken

AUXILIA MALCADOR HEAVY TANK TYPE 2 GRAND COMPANY

The Auxilia Malcador Heavy Tank Type 2 Grand Company consists of one command detachment of 1 Malcador Heavy Type 2 Tank and two detachments of 6 Malcador Heavy Type 2 Tanks.



AUXILIA MALCADOR HEAVY TANK TYPE 2 GRAND COMPANY

Break Point 5: The Auxilia Malcador Heavy Tank Type 2 Grand Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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 10

Your opponent gains 5 VPs when this Company is broken

AUXILIA MALCADOR HEAVY TANK TYPE 3 GRAND COMPANY

The Auxilia Malcador Heavy Tank Type 3 Grand Company consists of one command detachment of 1 Malcador Heavy Type 3 Tank and two detachments of 6 Malcador Heavy Type 3 Tanks.

Command

Malcador
Type 3
Detachment

Malcador
Type 3
Detachment





Point Value 1100



AUXILIA MALCADOR HEAVY TANK TYPE 3 GRAND COMPANY

Break Point 5: The Auxilia Malcador Heavy Tank Type 3 Grand Company is broken if it has lost 5 models. Once the Company is broken each Detachment 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]

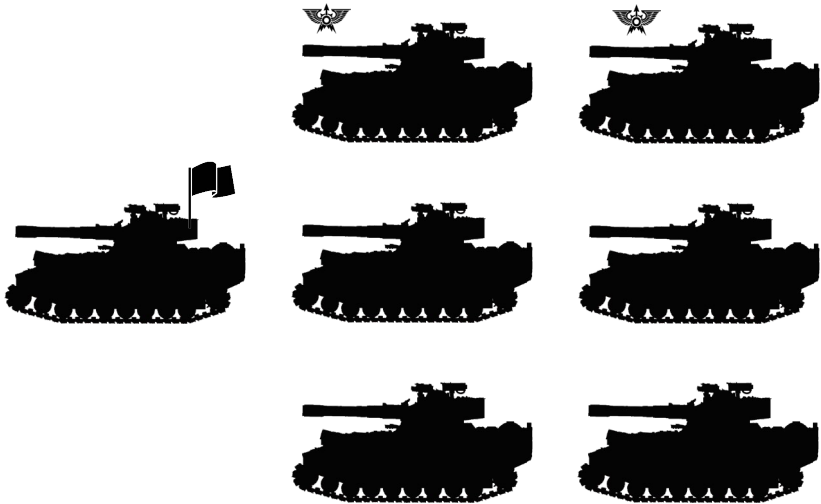


Victory Points 11

Your opponent gains 6 VPs when this Company is broken

AUXILIA BANEBLADE SUPER HEAVY BATTLE TANK GRAND COMPANY

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



Point Value 1350



AUXILIA BANEBLADE SUPER HEAVY BATTLE TANK GRAND COMPANY

Break Point 4: The Auxilia Baneblade Super Heavy Battle Tank Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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 14

Your opponent gains 7 VPs when this Company is broken

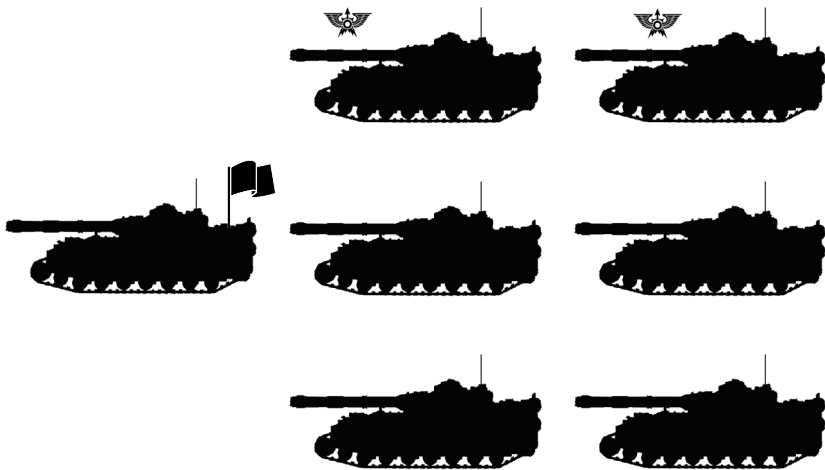
AUXILIA SHADOWSWORD SUPER HEAVY TANK GRAND COMPANY

The Auxilia Shadowsword Super Heavy Tank Grand Company consists of one command detachment of 1 Shadowsword Super Heavy Tank and two detachments of 3 Shadowsword Super Heavy Tanks.

Command

Shadowsword Detachment

Shadowsword Detachment



Point Value 1650



AUXILIA SHADOWSWORD SUPER HEAVY TANK GRAND COMPANY

Break Point 4: The Auxilia Shadowsword Super Heavy Tank Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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] Lascannons Bolters [AP]	60/120 25/50 25	1 2 14	-6 -2 0	[DR3]



Victory Points 17

Your opponent gains 9 VPs when this Company is broken

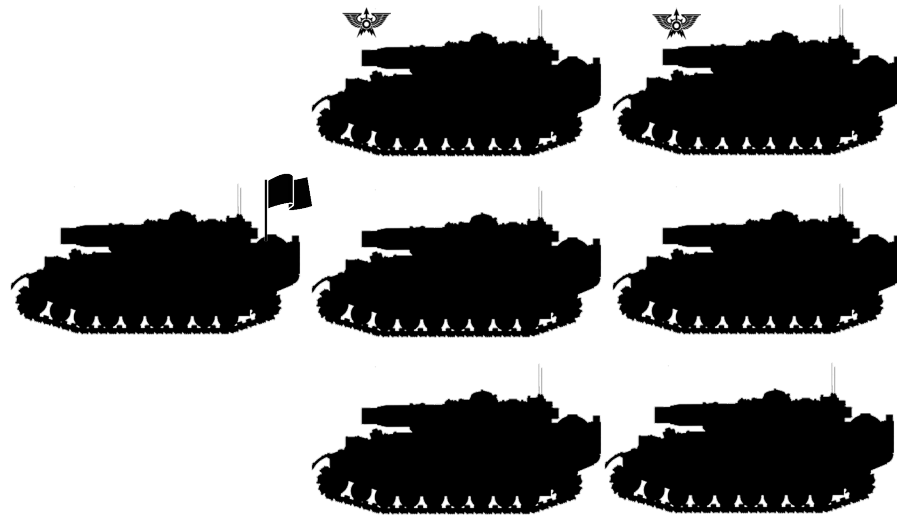
AUXILIA STORMBLADE SUPER HEAVY TANK GRAND COMPANY

The Auxilia Stormblade Super Heavy Tank Grand Company consists of one command detachment of 1 Stormblade Super Heavy Tank and two detachments of 3 Stormblade Super Heavy Tanks.

Command

Stormblade
Detachment

Stormblade
Detachment



Point Value 1250



AUXILIA STORMBLADE SUPER HEAVY TANK GRAND COMPANY

Break Point 4: The Auxilia Stormblade Super Heavy Tank Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	35/70 50/100 25/50 25	4 4 2 12	-2 -3 -2 0	[DR3], Special

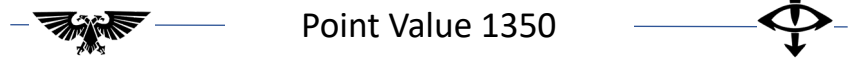
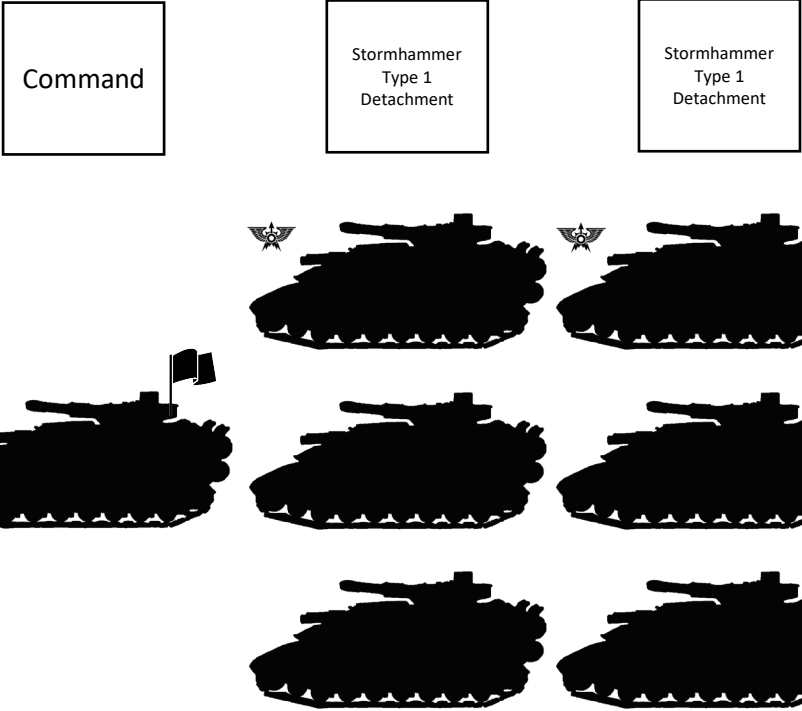


Victory Points 13

Your opponent gains 7 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 1 GRAND COMPANY

The Auxilia Stormhammer Super Heavy Tank Type 1 Grand Company consists of one command detachment of 1 Stormhammer Super Heavy Tank Type 1 and two detachments of 3 Stormhammer Super Heavy Tanks Type 1.



Point Value 1350

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 1 GRAND COMPANY

Break Point 4: The Auxilia Stormhammer Super Heavy Tank Type 1 Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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	

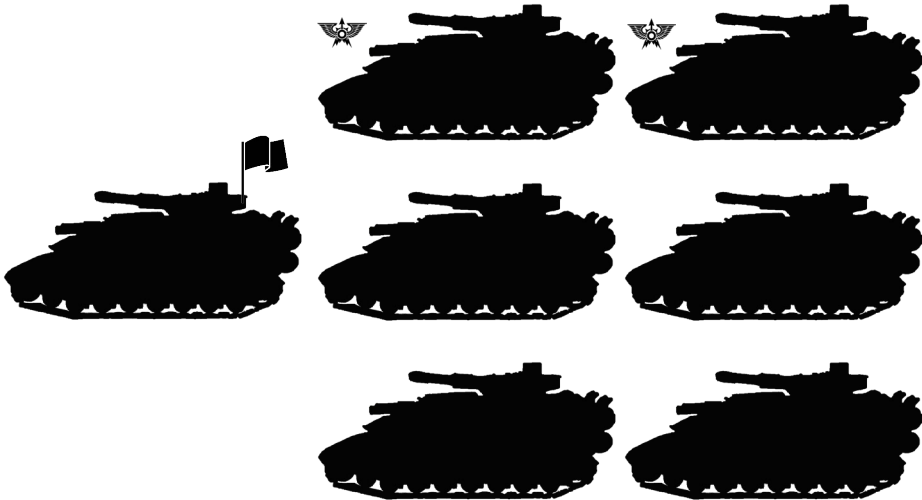
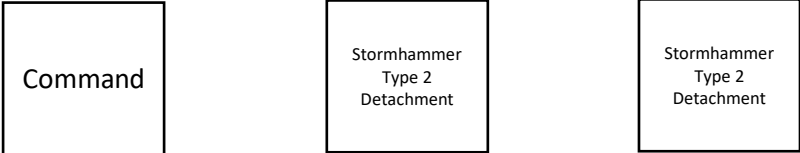


Victory Points 14

Your opponent gains 7 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 2 GRAND COMPANY

The Auxilia Stormhammer Super Heavy Tank Type 2 Grand Company consists of one command detachment of 1 Stormhammer Super Heavy Tank Type 2 and two detachments of 3 Stormhammer Super Heavy Tanks Type 2.



Point Value 1350



AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 2 GRAND COMPANY

Break Point 4: The Auxilia Stormhammer Super Heavy Tank Type 2 Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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	

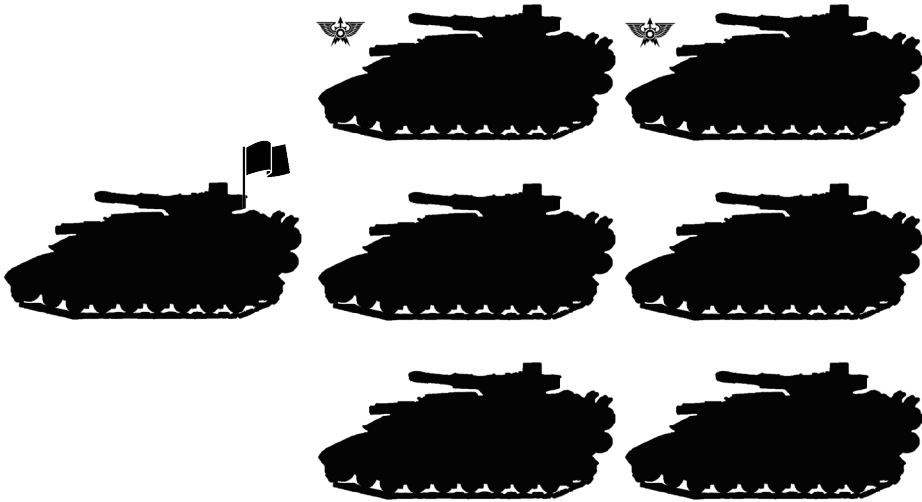
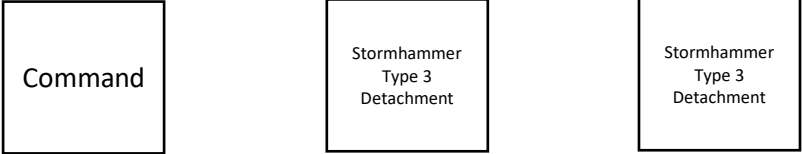


Victory Points 14

Your opponent gains 7 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 3 GRAND COMPANY

The Auxilia Stormhammer Super Heavy Tank Type 3 Grand Company consists of one command detachment of 1 Stormhammer Super Heavy Tank Type 3 and two detachments of 3 Stormhammer Super Heavy Tanks Type 3.



Point Value 1300



AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 3 GRAND COMPANY

Break Point 4: The Auxilia Stormhammer Super Heavy Tank Type 3 Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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	

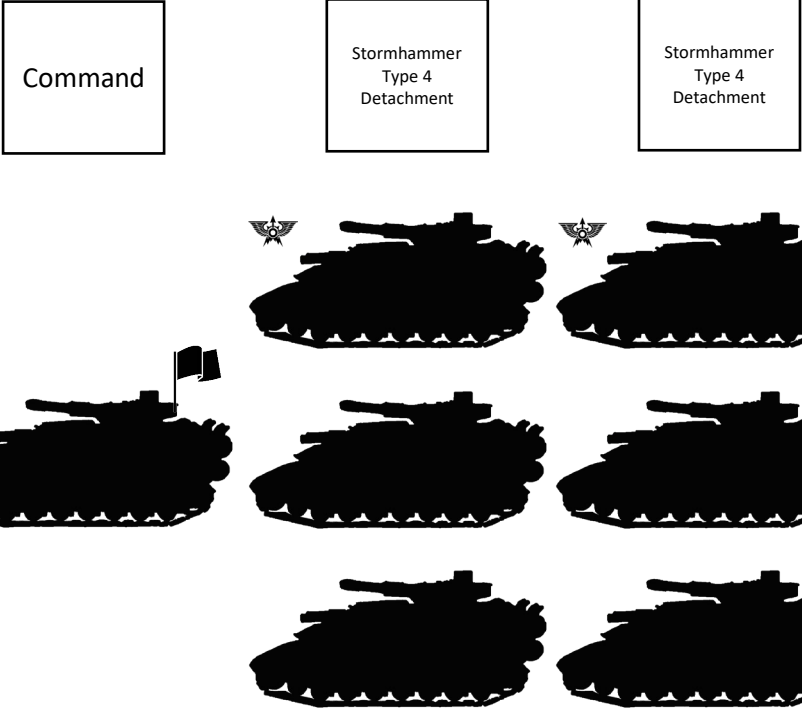


Victory Points 13

Your opponent gains 7 VPs when this Company is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 4 GRAND COMPANY

The Auxilia Stormhammer Super Heavy Tank Type 4 Grand Company consists of one command detachment of 1 Stormhammer Super Heavy Tank Type 4 and two detachments of 3 Stormhammer Super Heavy Tanks Type 4.



Point Value 1250



AUXILIA STORMHAMMER SUPER HEAVY TANK TYPE 4 GRAND COMPANY

Break Point 4: The Auxilia Stormhammer Super Heavy Tank Type 4 Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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	

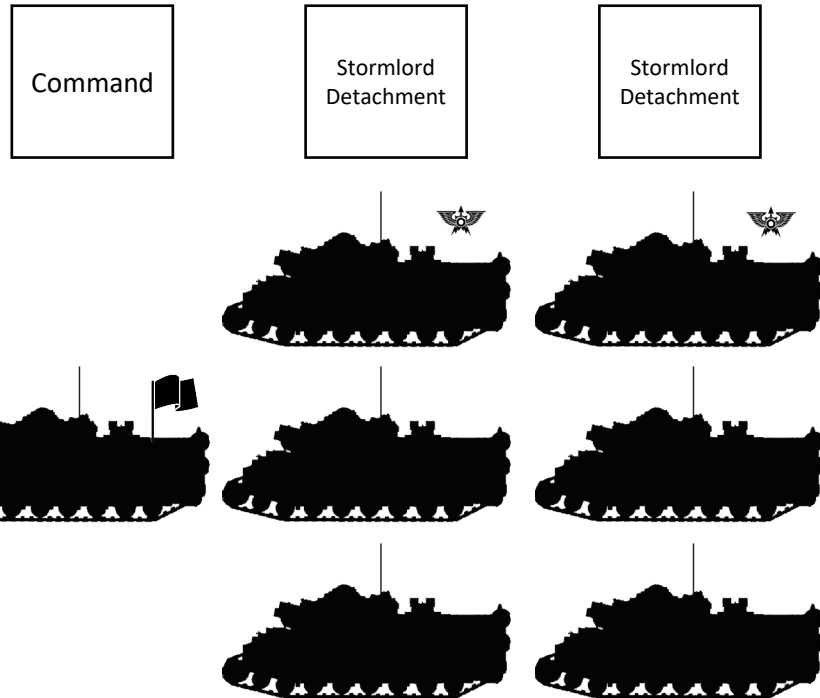


Victory Points 13

Your opponent gains 7 VPs when this Company is broken

AUXILIA STORMLORD SUPER HEAVY TANK GRAND COMPANY

The Auxilia Stormlord Super Heavy Tank Grand Company consists of one command detachment of 1 Stormlord Super Heavy Tank and two detachments of 3 Stormlord Super Heavy Tanks.



Point Value 1400



AUXILIA STORMLORD SUPER HEAVY TANK GRAND COMPANY

Break Point 4: The Auxilia Stormlord Super Heavy Tank Grand Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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	

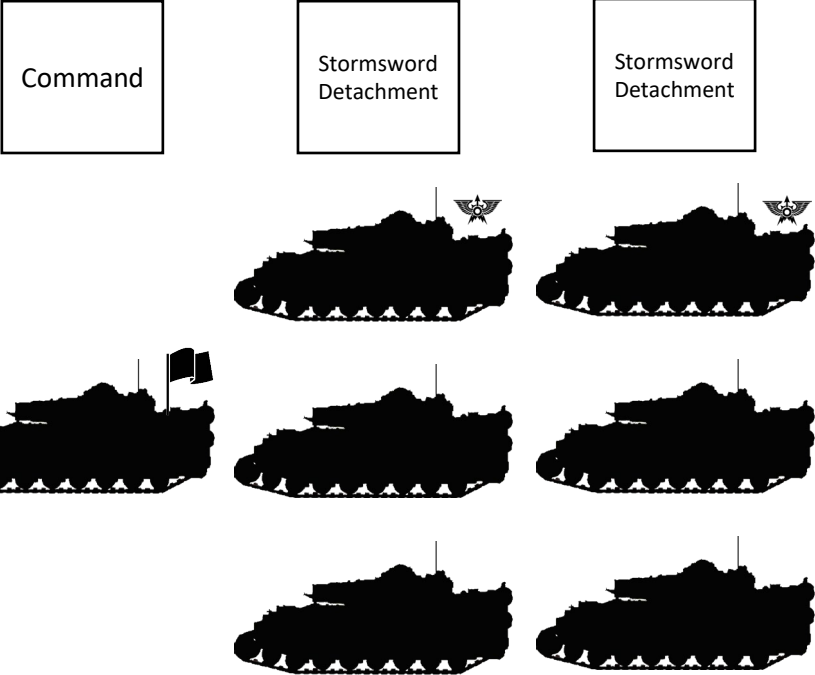


Victory Points 14

Your opponent gains 7 VPs when this Company is broken

AUXILIA STORMSWORD SUPER HEAVY TANK COMPANY

The Auxilia Stormsword Super Heavy Tank Company consists of one command detachment of 1 Stormsword Super Heavy Tank and two detachments of 3 Stormsword Super Heavy Tanks.



 Point Value 1650 

AUXILIA STORMSWORD SUPER HEAVY TANK COMPANY

Break Point 4: The Auxilia Stormsword Super Heavy Tank Company is broken if it has lost 4 models. Once the Company is broken each Detachment 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 [IC,M,B3,W,TL4]	35/70	1	-4	[DR3]
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	14	0	



Victory Points 17
Your opponent gains 9 VPs when this Company is broken

STANDARD COMPANY CARDS

ARTILLERY [3]

AUXILIA ARTILLERY TANK COMPANY

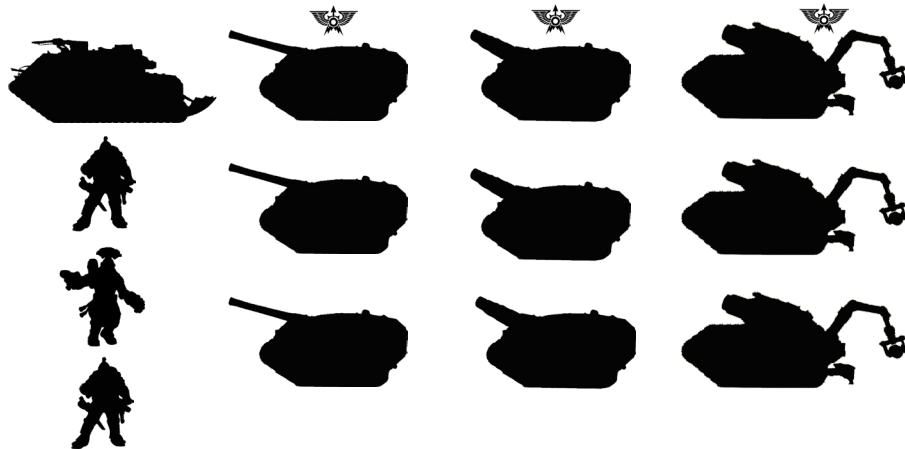
The Auxilia Artillery Tank Company consists of one command detachment of 1 Legate Stand, 2 Veteran Auxiliary Stands and 1 Dracosan Armored Transport A and three detachments of 3 Basilisks, Medusa and Bombards.

Command

Basilisk
Detachment

Medusa
Detachment

Bombard
Detachment



Point Value 900



AUXILIA ARTILLERY TANK COMPANY

Break Point 7: The Auxilia Artillery Tank Company is broken if it has lost 7 models. Once the Company is broken each Detachment 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	Mov e	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]
Bombard	15	3+	2/0	Colossus Mortar [IC,M,AY] Anti-Personnel	30/60 25	2 2	-1 0	[AG]
Medusa	15	3+	2/0	Medusa Siege Gun [HM,AY,W] Anti-Personnel	60/120 25	2 2	-3 0	[AG]



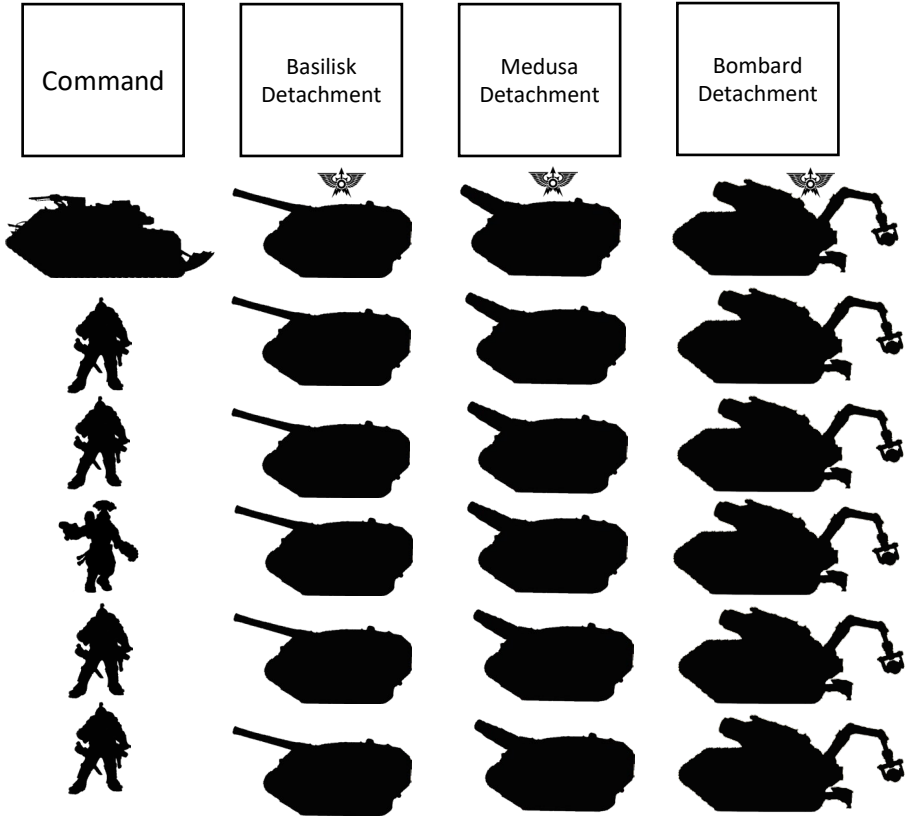
Victory Points 9

Your opponent gains 5 VPs when this Company is broken

GRAND COMPANY CARDS ARTILLERY [3]

AUXILIA ARTILLERY TANK GRAND COMPANY

The Auxilia Artillery Tank Grand Company consists of one command detachment of 1 Legate Commander, 4 Veteran Auxiliary and 1 Dracosan Armored Transport A and three detachments of 6 Basilisks, Medusa and Bombards.



 Point Value 1750 

AUXILIA ARTILLERY TANK GRAND COMPANY

Break Point 12: The Auxilia Artillery Tank Grand Company is broken if it has lost 12 models. Once the Company is broken each Detachment 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	Mov e	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]
Bombard	15	3+	2/0	Colossus Mortar [IC,M,AY] Anti-Personnel	30/60 25	2 2	-1 0	[AG]
Medusa	15	3+	2/0	Medusa Siege Gun [HM,AY,W] Anti-Personnel	60/120 25	2 2	-3 0	[AG]



Victory Points 18
Your opponent gains 9 VPs when this Company is broken