

SOLAR AUXILIA



SPECIAL 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.

SPECIAL CARDS

INFANTRY [1]

SPECIAL FORMATION

AUXILIA THALLAX FERROX MANIPLE

The Auxilia Thallax Ferrox Maniple consists of 5 Thallax stands.



Point Value 200



AUXILIA THALLAX FERROX MANIPLE

Break Point 4: The Auxilia Thallax Maniple is broken when 4 Thallax stands are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Ferrox	15[J]	4+	2/-2	Lightning Gun [IC]	20	1	-3	[SU], [MB], [RC], [R], Special



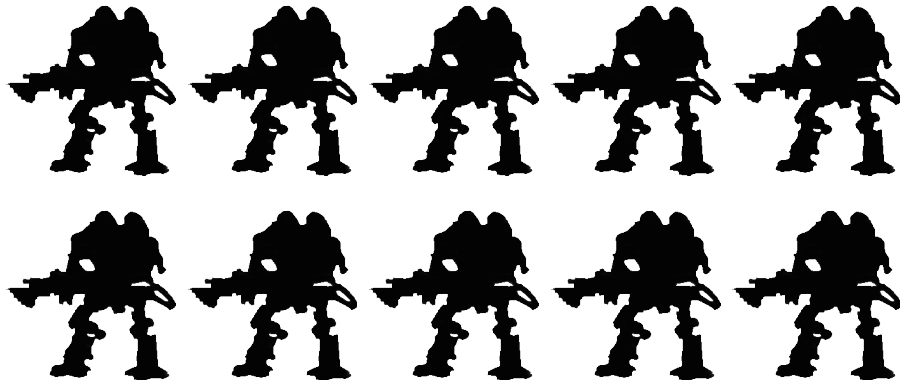
Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA THALLAX FERROX
GRAND MANIPLE

The Auxilia Thallax Ferrox Grand Maniple consists of 10 Thallax stands.



Point Value 400



AUXILIA THALLAX FERROX
GRAND MANIPLE

Break Point 7: The Auxilia Thallax Grand Maniple is broken when 7 Thallax stands are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Ferrox	15[J]	4+	2/-2	Lightning Gun [IC]	20	1	-3	[SU], [MB], [RC], [R], Special



Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA THALLAX DESTRUCTOR
MANIPLE

The Auxilia Thallax Destructor Maniple consists of 5 Thallax stands.



Point Value 200



AUXILIA THALLAX DESTRUCTOR
MANIPLE

Break Point 4: The Auxilia Thallax Maniple is broken when 4 Thallax stands are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Destructor	15[J]	4+	1/0	Photon Thruster	25/50	2	-2	[SU], [MB], [RC], [R], Special



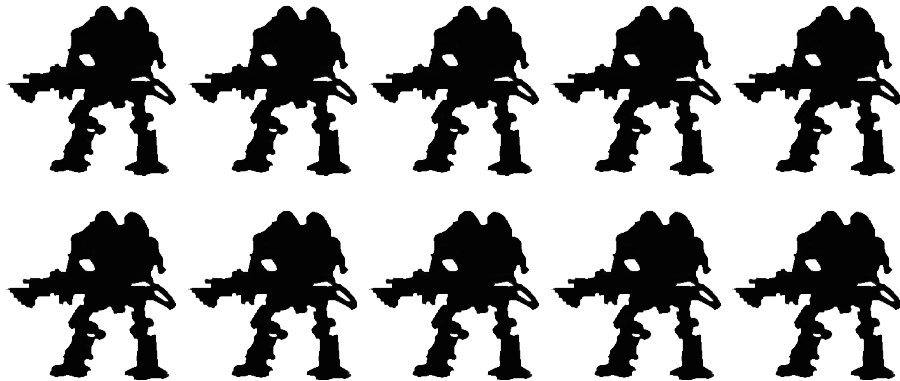
Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA THALLAX DESTRUCTOR
GRAND MANIPLE

The Auxilia Thallax Destructor Grand Maniple consists of 10 Thallax stands.



Point Value 400



AUXILIA THALLAX DESTRUCTOR
GRAND MANIPLE

Break Point 7: The Auxilia Thallax Grand Maniple is broken when 7 Thallax stands are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Destructor	15[J]	4+	1/0	Photon Thruster	25/50	2	-2	[SU], [MB], [RC], [R], Special



Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA THALLAX ICARIAN
MANIPLE

The Auxilia Thallax Icarian Maniple consists of 5 Thallax stands.



Point Value 200



AUXILIA THALLAX ICARIAN
MANIPLE

Break Point 4: The Auxilia Thallax Maniple is broken when 4 Thallax stands are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Icarian	15[J]	4+	2/-1	Multi Laser AA	20/35	3	-1	[SU], [MB], [RC], [R], Special



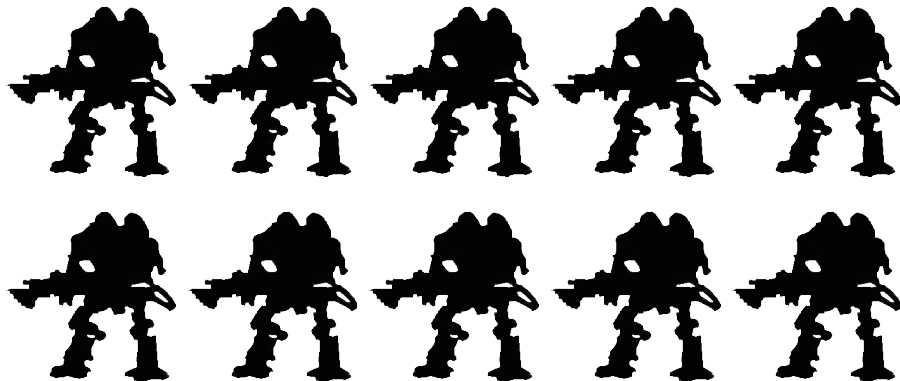
Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA THALLAX ICARIAN
GRAND MANIPLE

The Auxilia Thallax Icarian Grand Maniple consists of 10 Thallax stands.



Point Value 400



AUXILIA THALLAX ICARIAN
GRAND MANIPLE

Break Point 7: The Auxilia Thallax Grand Maniple is broken when 7 Thallax stands are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Icarian	15[J]	4+	2/-1	Multi Laser AA	20/35	3	-1	[SU], [MB], [RC], [R], Special



Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA THALLAX EMPYRITE
MANIPLE

The Auxilia Thallax Empyrite Maniple consists of 5 Thallax stands.



Point Value 200



AUXILIA THALLAX EMPYRITE
MANIPLE

Break Point 4: The Auxilia Thallax Maniple is broken when 4 Thallax stands are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Empyrite	15[T,J]	4+	2/-1	I-rad Cleanser [A,RAD]	10cm	4	0	[SU], [MB], [RC], [R], Special



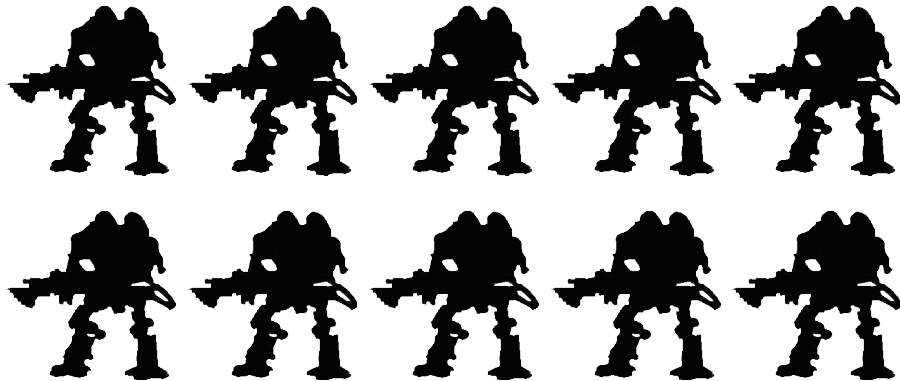
Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA THALLAX EMPYRITE
GRAND MANIPLE

The Auxilia Thallax Empyrite Grand Maniple consists of 10 Thallax stands.



Point Value 400



AUXILIA THALLAX EMPYRITE
GRAND MANIPLE

Break Point 7: The Auxilia Thallax Grand Maniple is broken when 7 Thallax stands are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thallax Empyrite	15[T,J]	4+	2/-1	I-rad Cleanser [A,RAD]	10cm	4	0	[SU], [MB], [RC], [R], Special



Victory Points 4

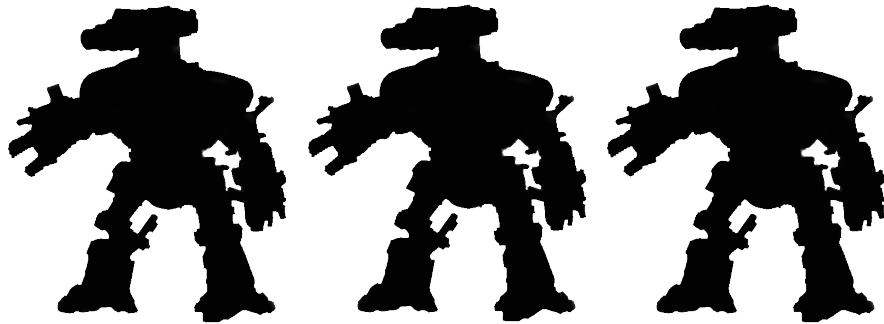
Your opponent gains 2 VP when this Detachment is broken

SPECIAL CARDS WALKERS [2]

SPECIAL FORMATION

AUXILIA CASTELLAX BATTLE AUTOMATA TYPE 1 MANIPLE

The Auxilia Castellax Battle Automata Type 1 Maniple consists of 3 Castellax Battle Automata Type 1.



Point Value 200



AUXILIA CASTELLAX SIEGE AUTOMATA TYPE 1 MANIPLE

Break Point 2: The Auxilia Castellax Maniple is broken when 2 Castellax Automata are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type 1	10	4+	3/-3	Mauler Bolt Cannon [AP] Flamers [FW] Siege Wrecker [B,W]	25 10 -	3 2 -	-1 0 -	[RC], [N], [RA], Special



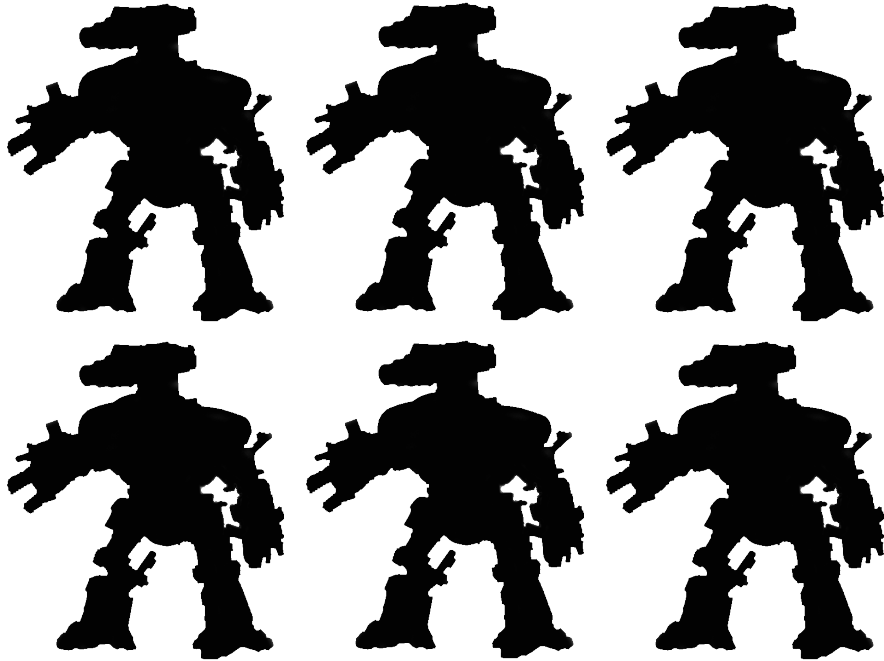
Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA CASTELLAX BATTLE AUTOMATA TYPE 1 GRAND MANIPLE

The Auxilia Castellax Battle Automata Type 1 Grand Maniple consists of 6 Castellax Battle Automata Type 1.



Point Value 400



AUXILIA CASTELLAX BATTLE AUTOMATA TYPE 1 GRAND MANIPLE

Break Point 4: The Auxilia Castellax Maniple is broken when 4 Castellax Automata are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type 1	10	4+	3/-3	Mauler Bolt Cannon [AP] Flamers [FW] Siege Wrecker [B,W]	25 10 -	3 2 -	-1 0 -	[RC], [N], [RA], Special



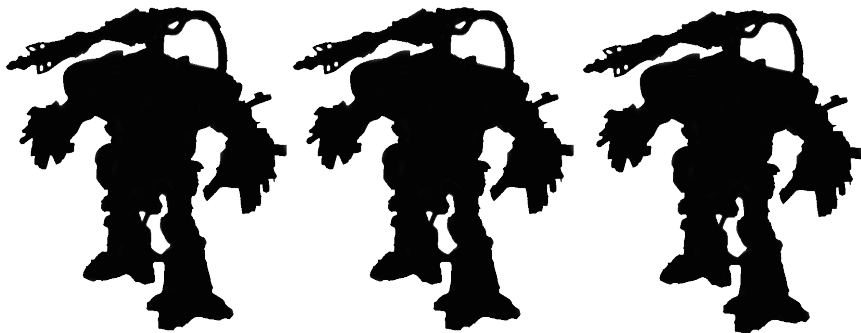
Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA CASTELLAX BATTLE
AUTOMATA TYPE 2 MANIPLE

The Auxilia Castellax Battle Automata Type 2 Maniple consists of 3 Castellax Automata.



Point Value 200



AUXILIA CASTELLAX BATTLE
AUTOMATA TYPE 2 MANIPLE

Break Point 2: The Auxilia Castellax Battle Automata Maniple is broken when 2 Castellax Automata are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type 2	10	4+	3/-2	Darkfire Cannon Anti-Personnel	30/60 25	2 2	-3 0	[RC], [N], [RA], Special



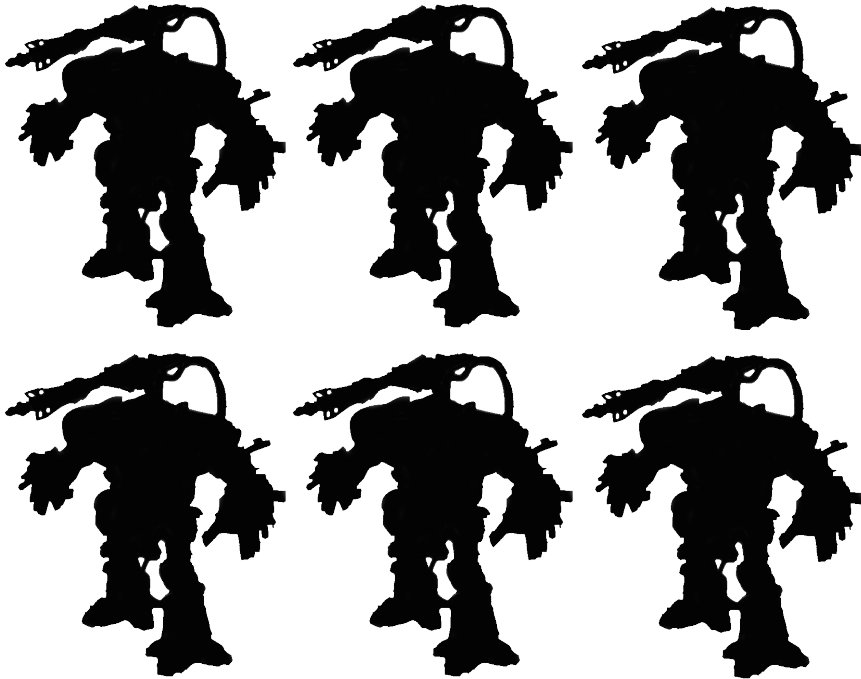
Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA CASTELLAX BATTLE AUTOMATA
TYPE 2 GRAND MANIPLE

The Auxilia Castellax Battle Automata Type 2 Grand Maniple consists of 6 Castellax Automata.



Point Value 400



AUXILIA CASTELLAX BATTLE AUTOMATA
TYPE 2 GRAND MANIPLE

Break Point 4: The Auxilia Castellax Battle Automata Maniple is broken when 4 Castellax Automata are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type 2	10	4+	3/-2	Darkfire Cannon Anti-Personnel	30/60 25	2 2	-3 0	[RC], [N], [RA], Special



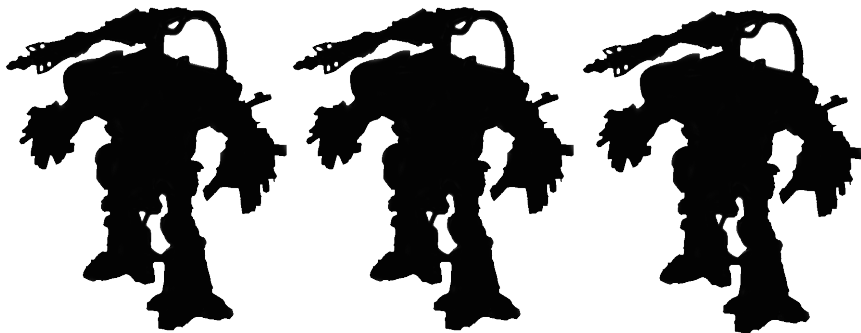
Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA CASTELLAX BATTLE
AUTOMATA TYPE 3 MANIPLE

The Auxilia Castellax Battle Automata Type 3 Maniple consists of 3 Castellax Automata.



Point Value 150



AUXILIA CASTELLAX BATTLE
AUTOMATA TYPE 3 MANIPLE

Break Point 2: The Auxilia Castellax Battle Automata Maniple is broken when 2 Castellax Automata are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type 3	10	4+	4/-2	Multi Melta	25	1	-3	[RC], [N], [RA], Special
				Anti-Personnel [AP]	25	2	0	
				Power blades	-	-	-	



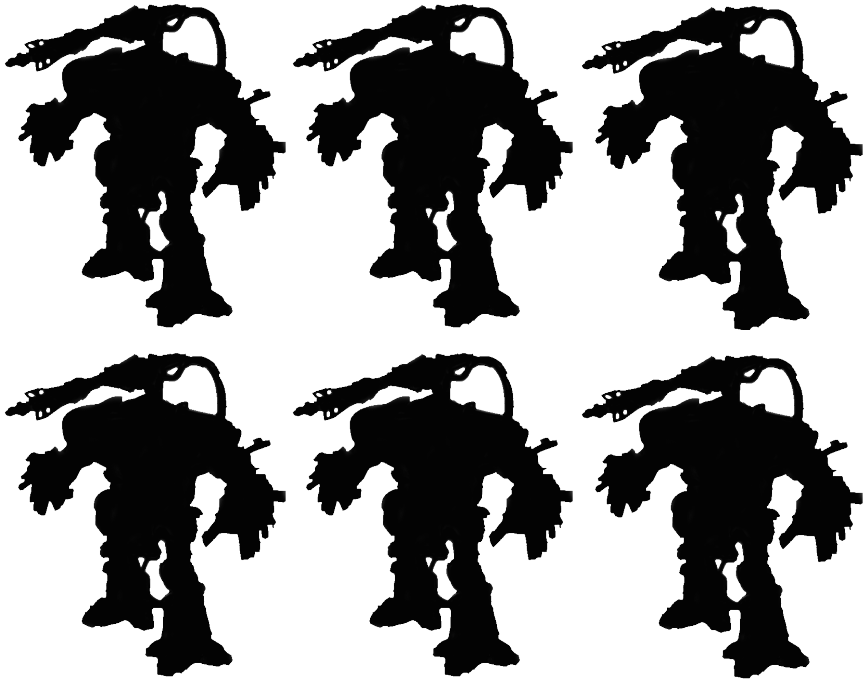
Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

SPECIAL FORMATION

AUXILIA CASTELLAX BATTLE AUTOMATA
TYPE 3 GRAND MANIPLE

The Auxilia Castellax Battle Automata Type 3 Grand Maniple consists of 6 Castellax Automata.



Point Value 350



AUXILIA CASTELLAX BATTLE AUTOMATA
TYPE 3 GRAND MANIPLE

Break Point 4: The Auxilia Castellax Battle Automata Maniple is broken when 4 Castellax Automata are lost.

Morale Value -: The Mechanicum does not take morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax Battle Automata Type 3	10	4+	4/-2	Multi Melta	25	1	-3	[RC], [N], [RA], Special
				Anti-Personnel [AP]	25	2	0	
				Power blades	-	-	-	



Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

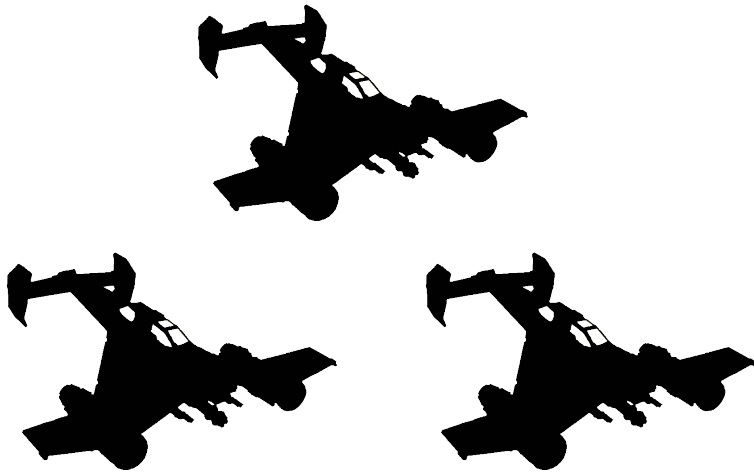
SPECIAL CARDS

FLIERS [F]

SPECIAL FORMATION

AUXILIA AVENGER STRIKE FIGHTER TYPE 1 SQUADRON

The Avenger Strike Fighter Type 1 Squadron consists of 3 Avenger Strike Type 1 Fighters.



Point Value 300



AUXILIA AVENGER STRIKE FIGHTER TYPE 1 SQUADRON

Break Point 2: The Avenger Strike Fighter Squadron is broken when it has lost 2 models.

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
Avenger Strike Fighter Type 1	60F	4(6+)	3/-2	Bolt Cannon	20/35	4	-1	
				Lascannons [TL2]	25/50	1	-2	
				Skystrike Missiles [AA]	25/50	1	-1	
				Air Defense	25	2	0	



Victory Points 3

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA AVENGER STRIKE FIGHTER
TYPE 1 WING

The Avenger Strike Fighter Type 1 Wing consists 2 squadrons of 3
Avenger Strike Type 1 Fighters.

Avenger
Type 1
Squadron



Avenger
Type 1
Squadron



Point Value 650



AUXILIA AVENGER STRIKE FIGHTER
TYPE 1 WING

Break Point 3: The Avenger Strike Fighter Wing is broken when it has lost
3 models.

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
Avenger Strike Fighter Type 1	60F	4[6+]	3/-2	Bolt Cannon	20/35	4	-1	
				Lascannons [TL2]	25/50	1	-2	
				Skystrike Missiles	25/50	1	-1	
				[AA]				
				Air Defense	25	2	0	



Victory Points 7

Your opponent gains 4 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA AVENGER STRIKE FIGHTER TYPE 1 AIR FORCE

The Avenger Strike Fighter Type 1 Air Force consists 3 squadrons of 3 Avenger Strike Type 1 Fighters.

Avenger
Type 1
Squadron

Avenger
Type 1
Squadron

Avenger
Type 1
Squadron



Point Value 950



AUXILIA AVENGER STRIKE FIGHTER TYPE 1 AIR FORCE

Break Point 5: The Avenger Strike Fighter Air Force is broken when it has lost 5 models.

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
Avenger Strike Fighter Type 1	60F	4(6+)	3/-2	Bolt Cannon	20/35	4	-1	
				Lascannons [TL2]	25/50	1	-2	
				Skystrike Missiles	25/50	1	-1	
				[AA]				
				Air Defense	25	2	0	



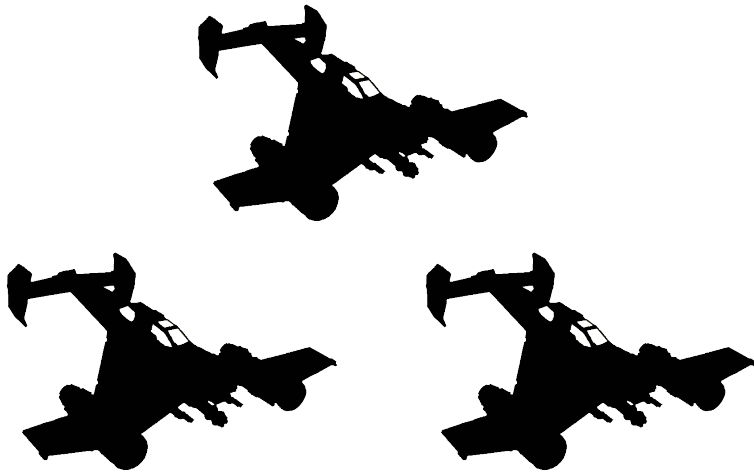
Victory Points 10

Your opponent gains 5 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA AVENGER STRIKE FIGHTER TYPE 2 SQUADRON

The Avenger Strike Fighter Type 2 Squadron consists of 3 Avenger Strike Type 2 Fighters.



Point Value 350



AUXILIA AVENGER STRIKE FIGHTER TYPE 2 SQUADRON

Break Point 2: The Avenger Strike Fighter Squadron is broken when it has lost 2 models.

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
Avenger Strike Fighter Type 2	60F	4(6+)	3/-2	Bolt Cannon	20/35	4	-1	
				Autocannons [TL2]	25/50	2	-1	
				Hellstrike Missiles [B]	35/75	1	-2	
				Air Defense	25	2	0	



Victory Points 4

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA AVENGER STRIKE FIGHTER
TYPE 2 WING

The Avenger Strike Fighter Type 2 Wing consists 2 squadrons of 3
Avenger Strike Type 2 Fighters.

Avenger
Type 2
Squadron



Avenger
Type 2
Squadron



Point Value 700



AUXILIA AVENGER STRIKE FIGHTER
TYPE 2 WING

Break Point 3: The Avenger Strike Fighter Wing is broken when it has lost
3 models.

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
Avenger Strike Fighter Type 2	60F	4(6+)	3/-2	Bolt Cannon	20/35	4	-1	
				Autocannons [TL2]	25/50	2	-1	
				Hellstrike Missiles [B]	35/75	1	-2	
				Air Defense	25	2	0	



Victory Points 7

Your opponent gains 4 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA AVENGER STRIKE FIGHTER TYPE 2 AIR FORCE

The Avenger Strike Fighter Type 2 Air Force consists 3 squadrons of 3 Avenger Strike Type 2 Fighters.

Avenger
Type 2
Squadron

Avenger
Type 2
Squadron

Avenger
Type 2
Squadron



Point Value 1050



AUXILIA AVENGER STRIKE FIGHTER TYPE 2 AIR FORCE

Break Point 5: The Avenger Strike Fighter Air Force is broken when it has lost 5 models.

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
Avenger Strike Fighter Type 2	60F	4(6+)	3/-2	Bolt Cannon	20/35	4	-1	
				Autocannons [TL2]	25/50	2	-1	
				Hellstrike Missiles [B]	35/75	1	-2	
				Air Defense	25	2	0	



Victory Points 11

Your opponent gains 6 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA MARAUDER BOMBER SQUADRON

The Marauder Bomber Squadron consists of 3 Marauder Bombers.



Point Value 500



AUXILIA MARAUDER BOMBER SQUADRON

Break Point 2: The Marauder Squadron is broken when it has lost 2 models.

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
Marauder Bomber	40F	4+	4/-1	Lascannons [TL2]	25/50	1	-2	[DR3],
				4 Heavy Bomb [B2]	0	6	-1	[N],
				Air Defense	25	8	0	Special



Victory Points 5

Your opponent gains 3 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA MARAUDER BOMBER WING

The Marauder Bomber Wing consists of two squadrons of 3 Marauder Bombers.

Marauder Bomber Squadron



Marauder Bomber Squadron



Point Value 1000



AUXILIA MARAUDER BOMBER WING

Break Point 3: The Marauder Wing is broken when it has lost 3 models.

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
Marauder Bomber	40F	4+	4/-1	Lascannons [TL2]	25/50	1	-2	[DR3], [N], Special
				4 Heavy Bomb [B2]	0	6	-1	
				Air Defense	25	8	0	



Victory Points 10

Your opponent gains 5 VP when this Wing is broken

SPECIAL FORMATION

AUXILIA MARAUDER BOMBER AIR FORCE

The Marauder Bomber Air Force consists of Three squadrons of 3 Marauder Bombers.

Marauder Bomber Squadron

Marauder Bomber Squadron

Marauder Bomber Squadron





Point Value 1450



AUXILIA MARAUDER BOMBER AIR FORCE

Break Point 5: The Marauder Air Force is broken when it has lost 5 models.

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
Marauder Bomber	40F	4+	4/-1	Lascannons [TL2]	25/50	1	-2	[DR3], [N], Special
				4 Heavy Bomb [B2]	0	6	-1	
				Air Defense	25	8	0	



Victory Points 15

Your opponent gains 8 VP when this Air Force is broken

SPECIAL FORMATION

AUXILIA MARAUDER COLOSSUS SQUADRON

The Marauder Colossus Squadron consists of 3 Marauder Colossi.



Point Value 550



AUXILIA MARAUDER COLOSSUS SQUADRON

Break Point 2: The Marauder Squadron is broken when it has lost 2 models.

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
Marauder Colossus	40F	4+	4/-1	1 Colossus Bomb	0	10	-4	[DR3], [N], Special
				[B4,W,D2]				
				Air Defense	25	8	0	
				Hellstrike Missiles	35/75	2	-2	
				[B]				



Victory Points 6

Your opponent gains 3 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA MARAUDER COLOSSUS WING

The Marauder Colossus Wing consists of two squadrons of 3 Marauder Colossi.

Marauder Colossus Squadron



Marauder Colossus Squadron



Point Value 1150



AUXILIA MARAUDER COLOSSUS WING

Break Point 3: The Marauder Wing is broken when it has lost 3 models.

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
Marauder Colossus	40F	4+	4/-1	1 Colossus Bomb	0	10	-4	[DR3], [N], Special
				[B4,W,D2]				
				Air Defense	25	8	0	
				Hellstrike Missiles	35/75	2	-2	
				[B]				



Victory Points 12

Your opponent gains 6 VP when this Wing is broken

SPECIAL FORMATION

AUXILIA MARAUDER COLOSSUS AIR FORCE

The Marauder Colossus Air Force consists of Three squadrons of 3 Marauder Colossi.

Marauder Colossus Squadron

Marauder Colossus Squadron

Marauder Colossus Squadron



Point Value 1700



AUXILIA MARAUDER COLOSSUS AIR FORCE

Break Point 5: The Marauder Air Force is broken when it has lost 5 models.

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
Marauder Colossus	40F	4+	4/-1	1 Colossus Bomb [B4,W,D2] Air Defense Hellstrike Missiles [B]	0 25 35/75	10 8 2	-4 0 -2	[DR3], [N], Special



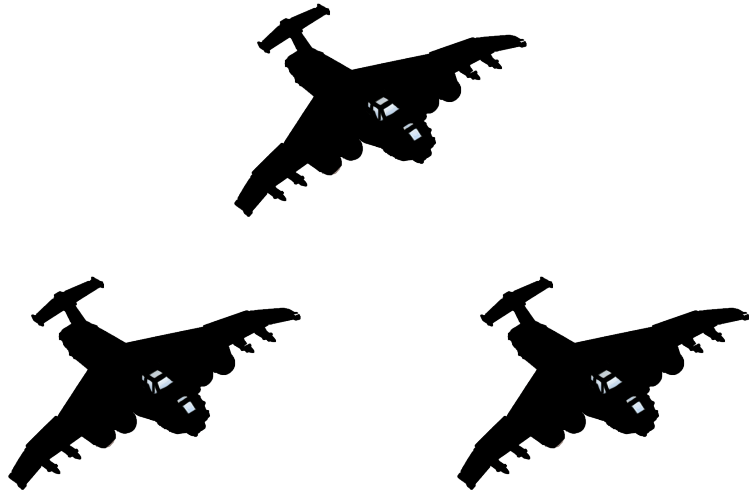
Victory Points 17

Your opponent gains 9 VP when this Air Force is broken

SPECIAL FORMATION

AUXILIA MARAUDER DESTROYER SQUADRON

The Marauder Destroyer Squadron consists of 3 Marauder Destroyers.



Point Value 600



AUXILIA MARAUDER DESTROYER SQUADRON

Break Point 2: The Marauder Squadron is broken when it has lost 2 models.

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
Marauder Destroyer	40F	4+	4/-2	Autocannons [TL4]	25/50	3	-1	[DR3], [N], Special
				Air Defense [TL2]	25	3	-1	
				2 Heavy Bomb [B2]	0	6	-1	
				Hellstrike Missile [B]	35/75	2	-2	
				Air Defense	25	4	0	



Victory Points 6

Your opponent gains 3 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA MARAUDER DESTROYER WING

The Marauder Destroyer Wing consists of two squadrons of 3 Marauder Destroyers.

Marauder Destroyer Squadron



Marauder Destroyer Squadron



Point Value 1200



AUXILIA MARAUDER DESTROYER WING

Break Point 3: The Marauder Wing is broken when it has lost 3 models.

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
Marauder Destroyer	40F	4+	4/-2	Autocannons [TL4]	25/50	3	-1	[DR3], [N], Special
				Air Defense [TL2]	25	3	-1	
				2 Heavy Bomb [B2]	0	6	-1	
				Hellstrike Missile [B]	35/75	2	-2	
				Air Defense	25	4	0	



Victory Points 12

Your opponent gains 6 VP when this Wing is broken

SPECIAL FORMATION

AUXILIA MARAUDER DESTROYER
AIR FORCE

The Marauder Destroyer Air Force consists of Three squadrons of 3
Marauder Destroyers.

Marauder
Destroyer
Squadron

Marauder
Destroyer
Squadron

Marauder
Destroyer
Squadron



Point Value 1850



AUXILIA MARAUDER DESTROYER
AIR FORCE

Break Point 5: The Marauder Air Force is broken when it has lost 5
models.

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
Marauder Destroyer	40F	4+	4/-2	Autocannons [TL4]	25/50	3	-1	[DR3], [N], Special
				Air Defense [TL2]	25	3	-1	
				2 Heavy Bomb [B2]	0	6	-1	
				Hellstrike Missile [B]	35/75	2	-2	
				Air Defense	25	4	0	



Victory Points 19

Your opponent gains 10 VP when this Air Force is broken

SPECIAL FORMATION

AUXILIA MARAUDER PATHFINDER SQUADRON

The Marauder Pathfinder Squadron consists of 3 Marauder Pathfinders.



Point Value 450



AUXILIA MARAUDER PATHFINDER SQUADRON

Break Point 2: The Marauder Squadron is broken when it has lost 2 models.

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
Marauder Pathfinder	40F	4+	4/-1	Hellstrike Missiles [B]	35/70	1	-2	[DR3],
				1 Heavy Bomb [B2]	0	6	-1	[N],
				Air Defense	25	8	0	Special



Victory Points 5

Your opponent gains 3 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA MARAUDER PATHFINDER WING

The Marauder Pathfinder Wing consists of two squadrons of 3 Marauder Pathfinders.

Marauder Pathfinder Squadron



Marauder Pathfinder Squadron



Point Value 900



AUXILIA MARAUDER PATHFINDER WING

Break Point 3: The Marauder Wing is broken when it has lost 3 models.

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
Marauder Pathfinder	40F	4+	4/-1	Hellstrike Missiles [B]	35/70	1	-2	[DR3],
				1 Heavy Bomb [B2]	0	6	-1	[N],
				Air Defense	25	8	0	Special



Victory Points 9

Your opponent gains 5 VP when this Wing is broken

SPECIAL FORMATION

AUXILIA MARAUDER PATHFINDER
AIR FORCE

The Marauder Pathfinder Air Force consists of Three squadrons of 3 Marauder Pathfinders.

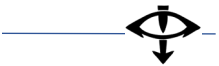
Marauder
Pathfinders
Squadron

Marauder
Pathfinders
Squadron

Marauder
Pathfinders
Squadron



Point Value 1350



AUXILIA MARAUDER PATHFINDER
AIR FORCE

Break Point 5: The Marauder Air Force is broken when it has lost 5 models.

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
Marauder Pathfinder	40F	4+	4/-1	Hellstrike Missiles [B]	35/70	1	-2	[DR3],
				1 Heavy Bomb [B2]	0	6	-1	[N],
				Air Defense	25	8	0	Special



Victory Points 14

Your opponent gains 7 VP when this Air Force is broken

SPECIAL FORMATION

AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR SQUADRON

The Primaris Lightning Strike Fighter Interceptor Squadron consists of 3
Lightning Strike Fighters Interceptors



Point Value 250



AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER INTERCEPTOR SQUADRON

Break Point 2: The Primaris Interceptor Squadron is broken when it has
lost 2 models.

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
Primaris Lightning Strike Fighter Interceptor	60F	5[7+]	3/-2	Lascannons [TL2] Air Defense	25/50 25	1 2	-2 0	



Victory Points 3

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA PRIMARIS LIGHTNING STRIKE
FIGHTER INTERCEPTOR WING

The Primaris Lightning Strike Fighter Interceptor Wing consists of 2
Squadrons of 3 Lightning Strike Fighter Interceptors.

Lightning
Interceptor
Squadron



Point Value 450

Lightning
Interceptor
Squadron



AUXILIA PRIMARIS LIGHTNING STRIKE
FIGHTER INTERCEPTOR WING

Break Point 3: The Primaris Interceptor Wing is broken when it has lost 3
models.

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
Primaris Lightning Strike Fighter Interceptor	60F	5[7+]	3/-2	Lascannons [TL2] Air Defense	25/50 25	1 2	-2 0	



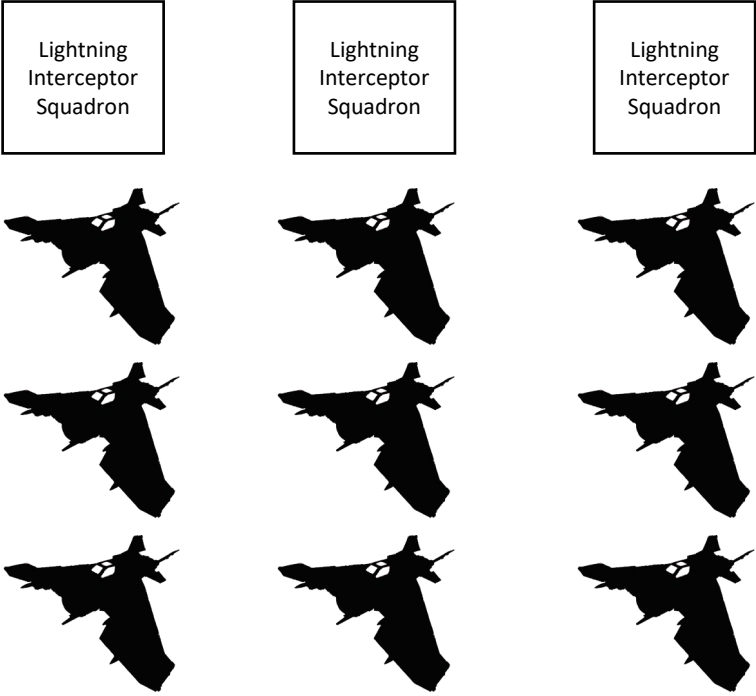
Victory Points 5

Your opponent gains 3 VP when this Wing is broken

SPECIAL FORMATION

AUXILIA PRIMARIS LIGHTNING STRIKE
FIGHTER INTERCEPTOR AIR FORCE

The Primaris Lightening Strike Fighter Interceptor Air Force consists 3
Squadrons of 3 Lightning Strike Fighter Interceptor.



Point Value 700



AUXILIA PRIMARIS LIGHTNING STRIKE
FIGHTER INTERCEPTOR AIR FORCE

Break Point 5: The Primaris Interceptor Air Force is broken when it has
lost 5 models.

Morale Value 6+: The Auxilia have a Morale value of 6+ and must roll 5
or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Primaris Lightning Strike Fighter Interceptor	60F	5[7+]	3/-2	Lascannons [TL2] Air Defense	25/50 25	1 2	-2 0	



Victory Points 7

Your opponent gains 4 VP when this Air Force is broken

SPECIAL FORMATION

AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER GROUND ATTACK SQUADRON

The Primaris Lightning Strike Fighter Ground Attack Squadron consists of
3 Lightning Strike Ground Attack Fighters



Point Value 250



AUXILIA PRIMARIS LIGHTNING STRIKE FIGHTER GROUND ATTACK SQUADRON

Break Point 2: The Primaris Ground Attack Squadron is broken when it has lost 2 models.

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
Primaris Lightning Strike Ground Attack Fighter	60F	5[7+]	2/-2	Lascannons [TL2] Phosphex bombs [IC,Fire,B2] Air Defense	25/50 0 25	1 1 2	-2 -1 0	Special



Victory Points 3

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA PRIMARIS LIGHTNING STRIKE
FIGHTER GROUND ATTACK WING

The Primaris Lightning Strike Fighter Ground Attack Wing consists of 2
Squadrons of 3 Lightning Strike Ground Attack Fighters.

Lightning
Ground
Attack
Squadron



Lightning
Ground
Attack
Squadron



Point Value 500



AUXILIA PRIMARIS LIGHTNING STRIKE
FIGHTER GROUND ATTACK WING

Break Point 3: The Primaris Ground Attack Wing is broken when it has
lost 3 models.

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
Primaris Lightning Strike Ground Attack Fighter	60F	5[7+]	2/-2	Lascannons [TL2] Phosphex bombs [IC,Fire,B2] Air Defense	25/50 0 25	1 1 2	-2 -1 0	Special



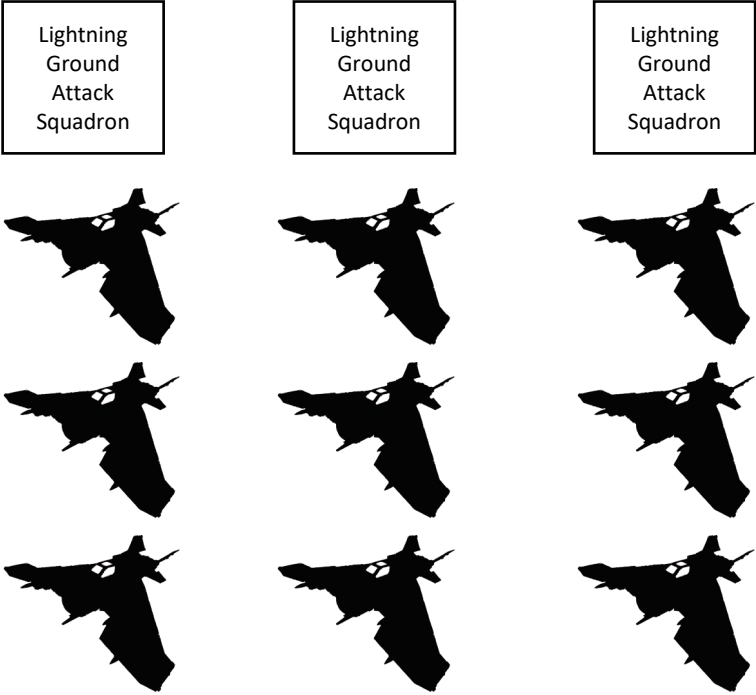
Victory Points 5

Your opponent gains 3 VP when this Wing is broken

SPECIAL FORMATION

AUXILIA PRIMARIS LIGHTNING STRIKE
FIGHTER GROUND ATTACK AIR FORCE

The Primaris Lightning Strike Fighter Ground Attack Air Force consists 3
Squadrons of 3 Lightning Strike Ground Attack Fighters.



Point Value 750



AUXILIA PRIMARIS LIGHTNING STRIKE
FIGHTER GROUND ATTACK AIR FORCE

Break Point 5: The Primaris Ground Attack Air Force is broken when it has
lost 5 models.

Morale Value 6+: The Auxilia have a Morale value of 6+ and must roll 5
or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Primaris Lightning Strike Ground Attack Fighter	60F	5(7+)	2/-2	Lascannons [TL2] Phosphex bombs [IC,Fire,B2] Air Defense	25/50 0 25	1 1 2	-2 -1 0	Special



Victory Points 8

Your opponent gains 4 VP when this Air Force is broken

SPECIAL FORMATION

AUXILIA THUNDERBOLT HEAVY FIGHTER SQUADRON

The Thunderbolt Heavy Fighter Squadron consists of 3 Thunderbolt Heavy Fighters.



Point Value 350



AUXILIA THUNDERBOLT HEAVY FIGHTER SQUADRON

Break Point 2: The Thunderbolt Heavy Fighter Squadron is broken when it has lost 2 models.

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
Thunderbolt	50F	5[7+]	3/-2	Quad Autocannons [TL2]	25/50	4	-1	
				Lascannons [TL2]	25/50	1	-2	
				Skystrike Missile [AA]	25/50	1	-1	
				Air Defense	25	2	0	



Victory Points 4

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

AUXILIA THUNDERBOLT HEAVY FIGHTER WING

The Thunderbolt Heavy Fighter Wing consists of 2 Squadrons of 3 Thunderbolt Heavy Fighters.

Thunderbolt Squadron



Point Value 700

Thunderbolt Squadron



AUXILIA THUNDERBOLT HEAVY FIGHTER WING

Break Point 3: The Thunderbolt Heavy Fighter Wing is broken when it has lost 3 models.

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
Thunderbolt	50F	5[7+]	3/-2	Quad Autocannons [TL2]	25/50	4	-1	
				Lascannons [TL2]	25/50	1	-2	
				Skystrike Missile [AA]	25/50	1	-1	
				Air Defense	25	2	0	



Victory Points 7

Your opponent gains 4 VP when this Wing is broken

SPECIAL FORMATION

AUXILIA THUNDERBOLT HEAVY FIGHTER AIR FORCE

The Thunderbolt Heavy Fighter Air Force consists 3 Squadrons of 3 Thunderbolt Heavy Fighters.

Thunderbolt Squadron

Thunderbolt Squadron

Thunderbolt Squadron



Point Value 1050



AUXILIA THUNDERBOLT HEAVY FIGHTER AIR FORCE

Break Point 5: The Thunderbolt Heavy Fighter Air Force is broken when it has lost 5 models.

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
Thunderbolt	50F	5(7+)	3/-2	Quad Autocannons [TL2]	25/50	4	-1	
				Lascannons [TL2]	25/50	1	-2	
				Skystrike Missile [AA]	25/50	1	-1	
				Air Defense	25	2	0	



Victory Points 11

Your opponent gains 6 VP when this Air Force is broken

SPECIAL CARDS CHARACTERS

SPECIAL FORMATION

LORD MARSHAL

The Lord Marshal consists of 1 Lord Marshal stand.



Point Value Free



LORD MARSHAL

Break Point +1: The Lord Marshal adds +1 to the break point of the company it is added to.

Morale Value 5+: The Lord Marshal has a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lord Marshal	10	4{6}+	5/-2	CC Weapons	-	-	-	{HQ3}, {MB}, {N}



Victory Points +1

Your opponent gains +1 VP when attached Company is broken

SPECIAL FORMATION

LORD MARSHAL IRETON MASADE

The Lord Marshal Ireton Masade consists of 1 Lord Marshal Ireton Masade stand.



Point Value 100



LORD MARSHAL IRETON MASADE

Break Point +1: The Lord Marshal Ireton Masade adds +1 to the break point of the company it is added to.

Morale Value 5+: The Lord Marshal Ireton Masade has a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lord Marshal Ireton MaSade	10	4(6)+	5/-3	CC Weapons	-	-	-	[HQ3], [IWD], Special



Victory Points +1

Your opponent gains +1 VP when attached Company is broken