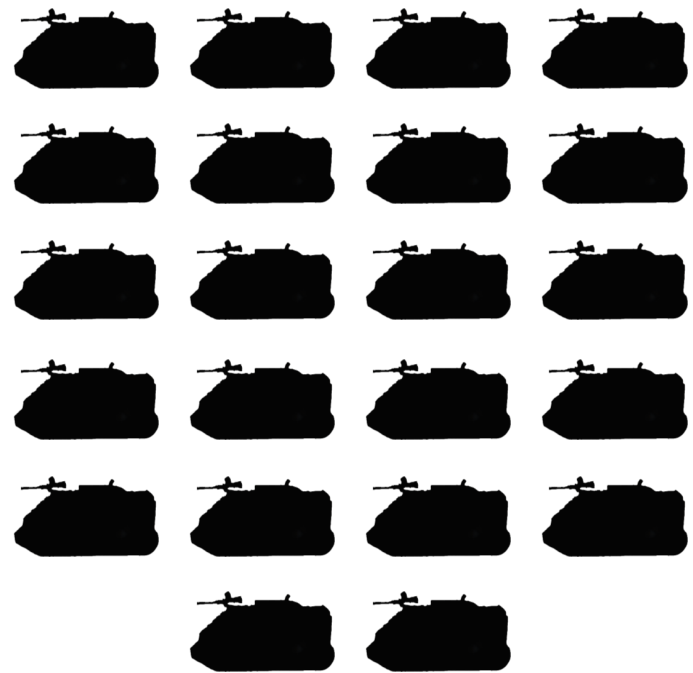


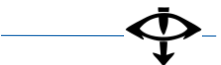
TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE MILITIA OR LEVY COMPANY
Twenty Two Aurox Armored Transports



Point Value 650



MILITIA AUROX ARMORED
TRANSPORT

Break Point +9: The Aurox Armored Transports adds +9 to the break point of the formation it is added to.

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



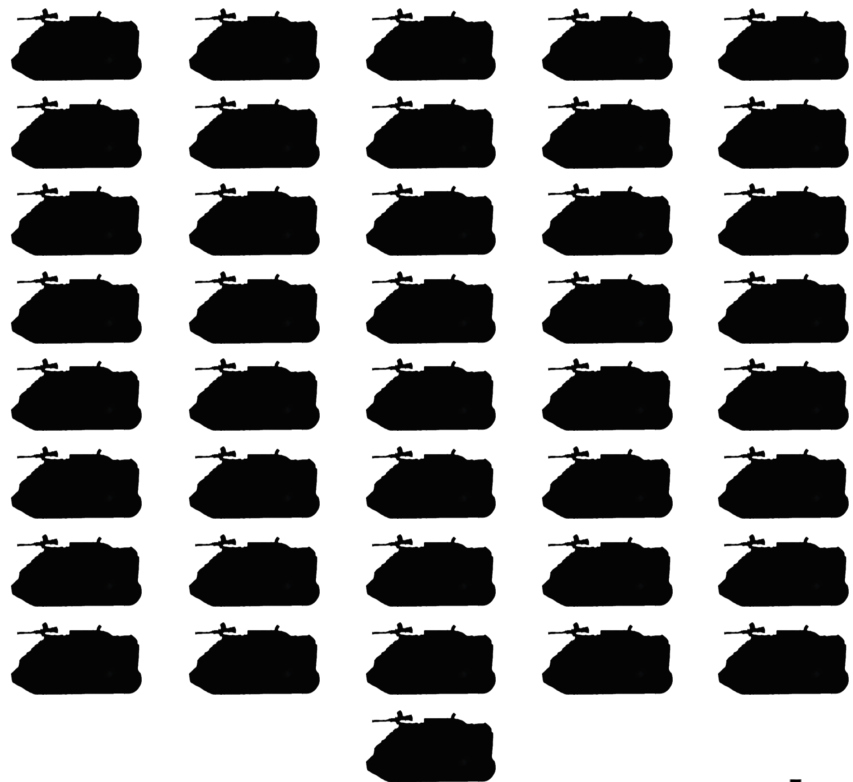
Victory Points +7


Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL


MILITIA AUROX ARMORED
TRANSPORT

ONE MILITIA OR LEVY GRAND COMPANY
Forty One Aurox Armored Transports





Point Value 1200



MILITIA AUROX ARMORED
TRANSPORT

Break Point +16: The Aurox Armored Transports adds +16 to the break point of the formation it is added to.

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



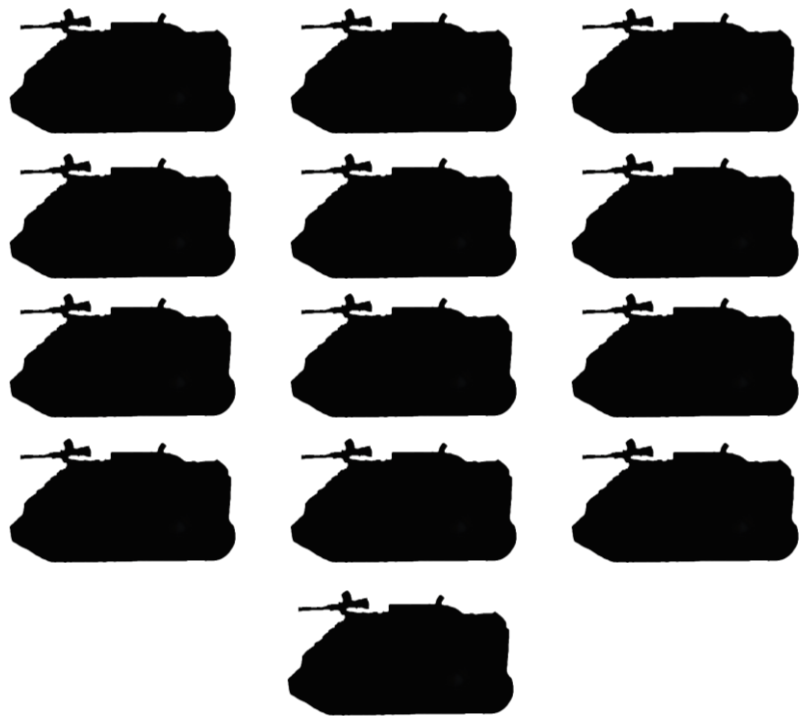
Victory Points +12

Your opponent gains +6 VP when attached formation is broken

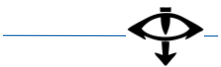
TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE GRENADIER COMPANY
Thirteen Aurox Armored Transports



Point Value 400



MILITIA AUROX ARMORED
TRANSPORT

Break Point +5: The Aurox Armored Transports adds +5 to the break point of the formation it is added to.

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



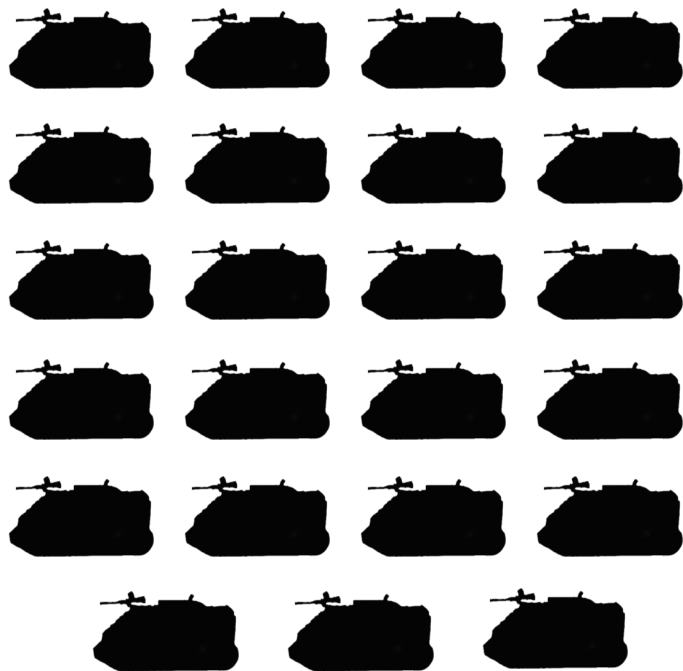
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE GRENADIER GRAND COMPANY
Twenty Three Aurox Armored Transports



Point Value 700



MILITIA AUROX ARMORED
TRANSPORT

Break Point +9: The Aurox Armored Transports adds +9 to the break point of the formation it is added to.

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE MILITA OR LEVY PLATOON
Seven Aurox Armored Transports



Point Value 200



MILITIA AUROX ARMORED
TRANSPORT

Break Point +3: The Aurox Armored Transports adds +3 to the break point of the formation it is added to.

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE MILITA OR LEVY GRAND PLATOON
Thirteen Aurox Armored Transports



Point Value 400



MILITIA AUROX ARMORED
TRANSPORT

Break Point +5: The Aurox Armored Transports adds +5 to the break point of the formation it is added to.

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE GRENADIER PLATOON
Four Aurox Armored Transports



Point Value 100



MILITIA AUROX ARMORED
TRANSPORT

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

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



Victory Points +1

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MILITIA AUROX ARMORED
TRANSPORT

ONE GRENADIER GRAND PLATOON
Seven Aurox Armored Transports



Point Value 150



MILITIA AUROX ARMORED
TRANSPORT

Break Point +3: The Aurox Armored Transports adds +3 to the break point of the formation it is added to.

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE MILITIA OR LEVY COMPANY
Five Gorgon Heavy Transports



Point Value 700



MILITIA GORGON HEAVY
TRANSPORTERS

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

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10], [AG], Special*
				Anti-Personnel	25	6	-1	

*Incoming fire received a -1 penalty to damage table rolls against it.



Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE MILITIA OR LEVY GRAND COMPANY
Nine Gorgon Heavy Transports



Point Value 1200



MILITIA GORGON HEAVY
TRANSPORTERS

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

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10],
				Anti-Personnel	25	6	-1	[AG], Special*

*Incoming fire received a -1 penalty to damage table rolls against it.



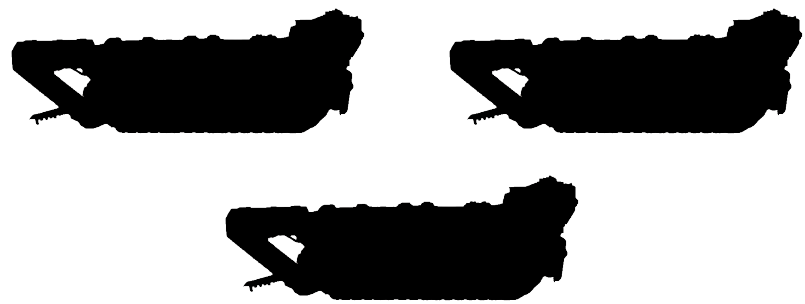
Victory Points +12

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE GRENADIER COMPANY
Three Gorgon Heavy Transports



Point Value 400



MILITIA GORGON HEAVY
TRANSPORTERS

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

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10],
				Anti-Personnel	25	6	-1	[AG], Special*

*Incoming fire received a -1 penalty to damage table rolls against it.



Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE GRENADIER GRAND COMPANY
Five Gorgon Heavy Transports



Point Value 650



MILITIA GORGON HEAVY
TRANSPORTERS

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

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10], [AG], Special*
				Anti-Personnel	25	6	-1	

*Incoming fire received a -1 penalty to damage table rolls against it.



Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE MILITIA OR LEVY PLATOON
Two Gorgon Heavy Transports



Point Value 250



MILITIA GORGON HEAVY
TRANSPORTERS

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

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10], [AG], Special*
				Anti-Personnel	25	6	-1	

*Incoming fire received a -1 penalty to damage table rolls against it.



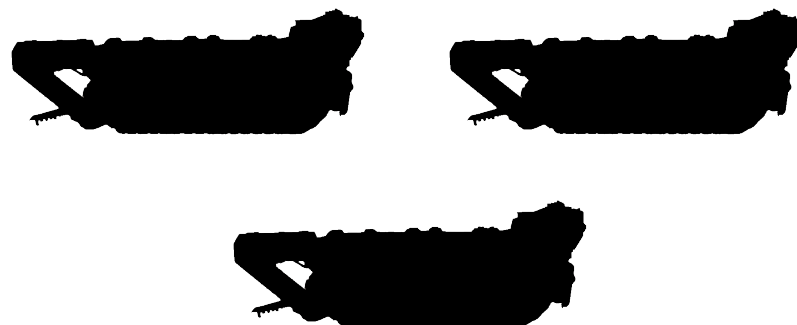
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

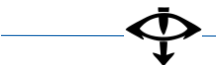
TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE MILITIA OR LEVY GRAND PLATOON
Three Gorgon Heavy Transports



Point Value 400



MILITIA GORGON HEAVY
TRANSPORTERS

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

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10], [AG], Special*
				Anti-Personnel	25	6	-1	

*Incoming fire received a -1 penalty to damage table rolls against it.



Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE GRENADE PLATOON
One Gorgon Heavy Transports



Point Value 150



MILITIA GORGON HEAVY
TRANSPORTERS

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

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10], [AG], Special*
				Anti-Personnel	25	6	-1	

*Incoming fire received a -1 penalty to damage table rolls against it.



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MILITIA GORGON HEAVY
TRANSPORTERS

ONE GRENADIER GRAND PLATOON
Two Gorgon Heavy Transports



Point Value 200



MILITIA GORGON HEAVY
TRANSPORTERS

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

Morale Value 7+: Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorgon	15	2[6]+	4/-3	2x TL Autocannons	25/50	8TL4	-2	[DR3], [TR10], [AG], Special*
				Anti-Personnel	25	6	-1	

*Incoming fire received a -1 penalty to damage table rolls against it.



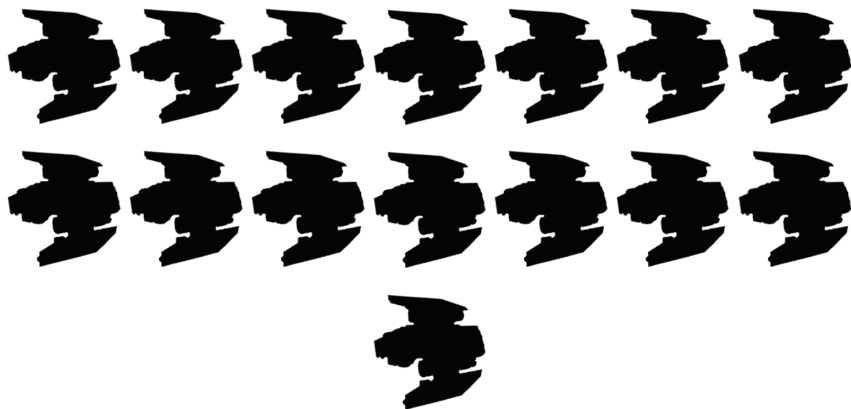
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE MILITIA OR LEVY COMPANY
Fifteen Arvus Lighter Orbital Shuttles



Point Value 600



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +6: The Arvus Lighter Orbital Shuttles adds +6 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



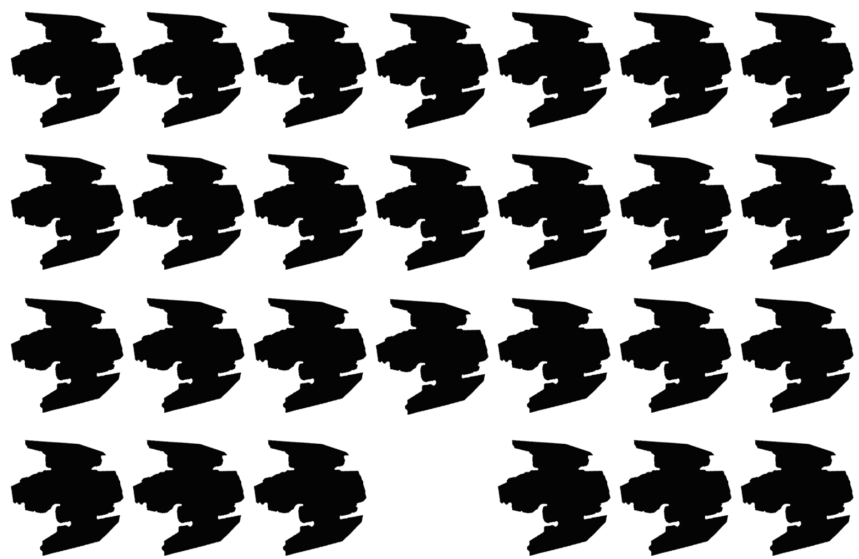
Victory Points +6


Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL


MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE MILITIA OR LEVY GRAND COMPANY
Twenty Seven Arvus Lighter Orbital Shuttles





Point Value 1100



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +11: The Arvus Lighter Orbital Shuttles adds +11 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



Victory Points +11
Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE GRENADIER COMPANY
Nine Arvus Lighter Orbital Shuttles



Point Value 600



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +4: The Arvus Lighter Orbital Shuttles adds +4 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE GRENADIER GRAND COMPANY
Fifteen Arvus Lighter Orbital Shuttles



Point Value 600



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +6: The Arvus Lighter Orbital Shuttles adds +6 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



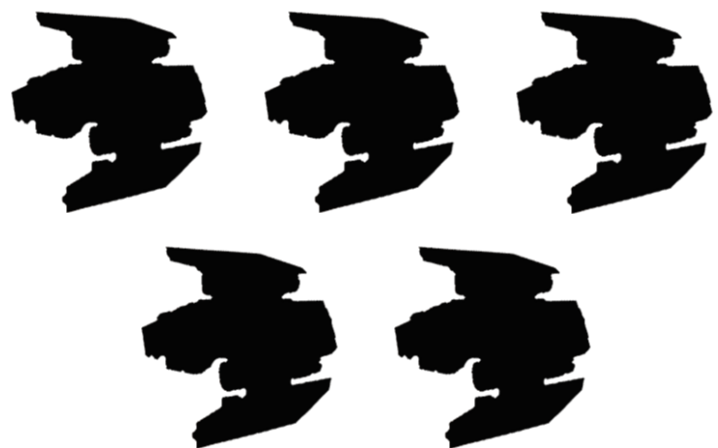
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

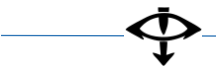
TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE MILITIA OR LEVY PLATOON
Five Arvus Lighter Orbital Shuttles



Point Value 200



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

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

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE MILITIA OR LEVY GRAND PLATOON
Nine Arvus Lighter Orbital Shuttles



Point Value 350



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +4: The Arvus Lighter Orbital Shuttles adds +4 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE GRENADIER PLATOON
Three Arvus Lighter Orbital Shuttles



Point Value 100



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

Break Point +1: The Arvus Lighter Orbital Shuttles adds +1 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



Victory Points +1

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

ONE GRENADIER GRAND PLATOON
Four Arvus Lighter Orbital Shuttles



Point Value 150



MILITIA ARVUS LIGHTER ORBITAL SHUTTLE

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

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Orbital Shuttle	[F]	5+	1/0	Air Défense	25	2	-1	[TR3]



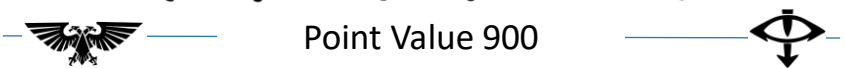
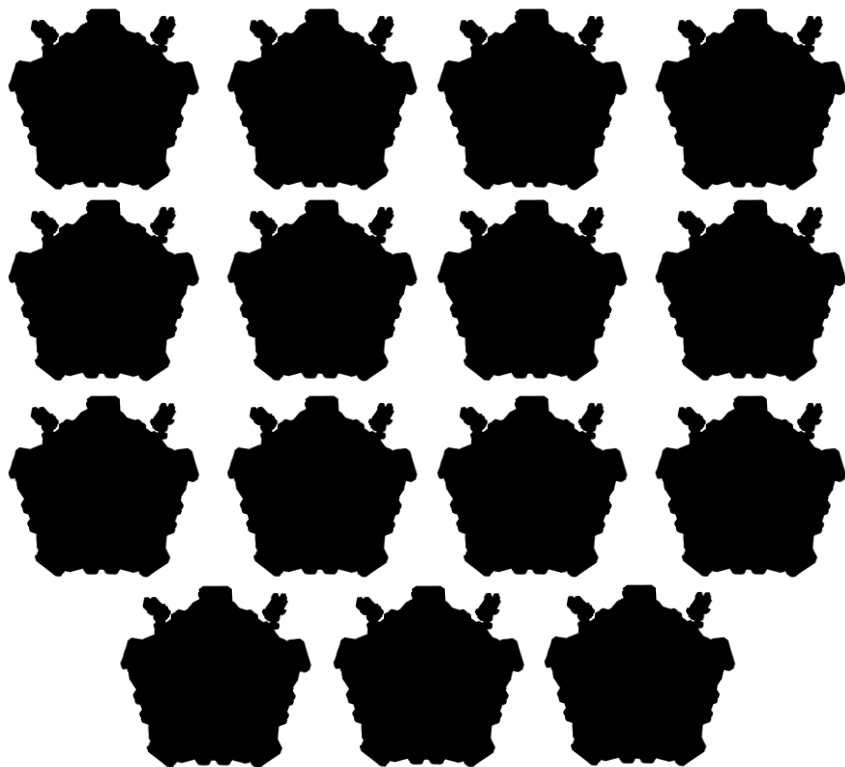
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE MILITIA OR LEVY COMPANY
Fifteen Termite Assault Drills



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +6: The Termites add +6 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



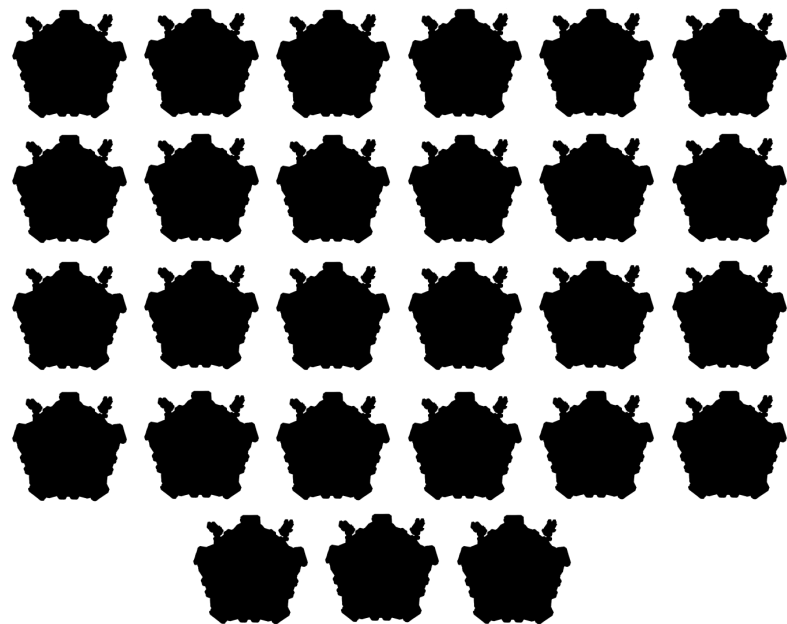
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE MILITIA OR LEVY GRAND COMPANY
Twenty Seven Termite Assault Drills



Point Value 1650



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +11: The Termites add +11 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



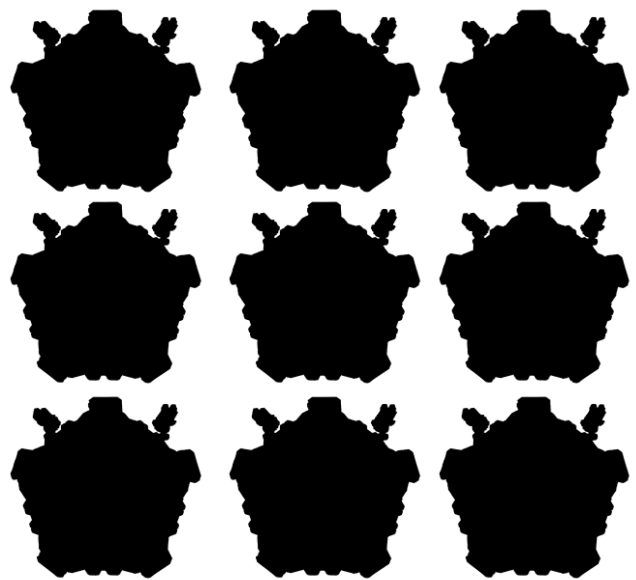
Victory Points +17

Your opponent gains +9 VP when attached formation is broken

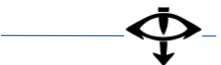
TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE GRENADIER COMPANY
Nine Termite Assault Drills



Point Value 550



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +4: The Termites add +4 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



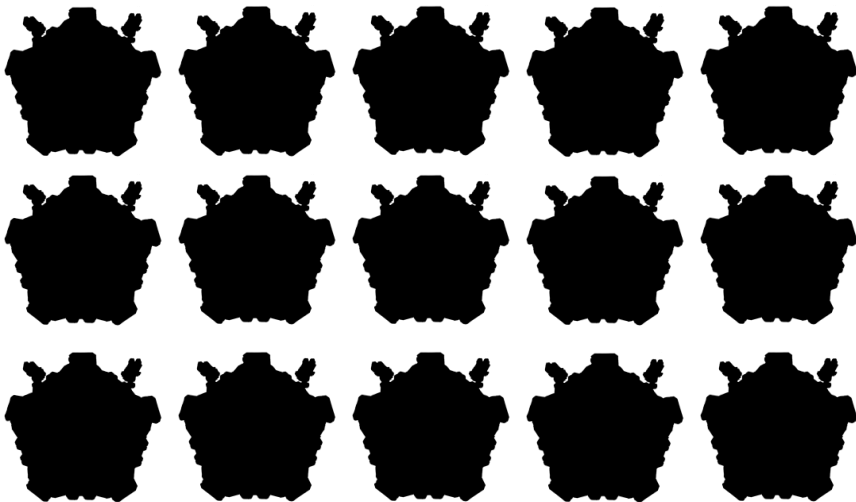
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE GRENADIER GRAND COMPANY
Fifteen Termite Assault Drills



Point Value 900



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +6: The Termites add +6 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE MILITIA OR LEVY PLATOON
Five Termite Assault Drills



Point Value 300



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +2: The Termites add +2 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



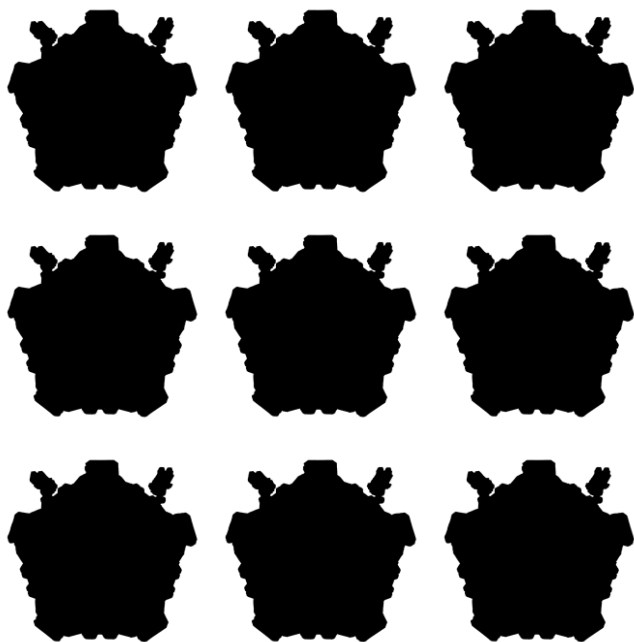
Victory Points +3


Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL


MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE MILITIA OR LEVY GRAND PLATOON
Nine Termite Assault Drills





Point Value 550



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +4: The Termites add +4 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +6
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE GRENADIER PLATOON
Three Termite Assault Drills



Point Value 200



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +1: The Termites add +1 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

MILITIA PATTERN TERMITE ASSAULT
DRILL

ONE GRENADIER GRAND PLATOON
Four Termite Assault Drills



Point Value 250



MILITIA PATTERN TERMITE ASSAULT
DRILL

Break Point +2: The Termites add +2 to the break point of the formation it is added to.

Morale Value 7+: The Militia have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.



Victory Points +3

Your opponent gains +2 VP when attached formation is broken