



COMPANY CARDS

# SOLAR AUXILIA GENRAL RULES

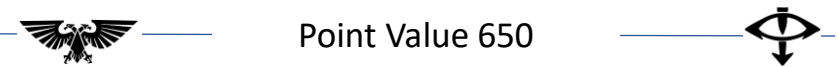
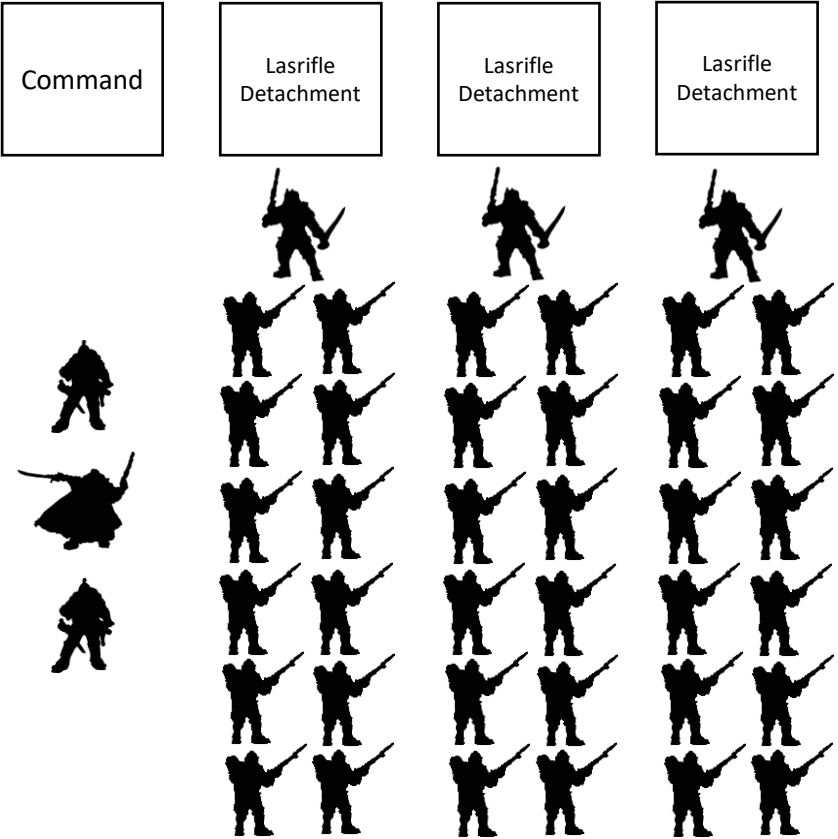
## (FACTION VALUE 400)

**Army to Hit Value is: 7+**

- **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)
- **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.
- **Super Heavy Command tanks.** Elements within 25cms of a super heavy command tank gain +1 bonus to morale checks
- **Artillery Tactics.** +1 bonus to artillery fire support table versus structures and +1 bonus to damage table versus structures by artillery fire.
- **Leadership Tactics.** Solar Auxilia player gains +1 bonus to the leader replacement table.

# 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.



# AUXILIA LASRIFLE TERCIO

**Break Point 21:** The Auxilia Lasrifle Tercio is broken if it has lost 21 stands either the, Legate, Troop masters, or Auxiliary 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.

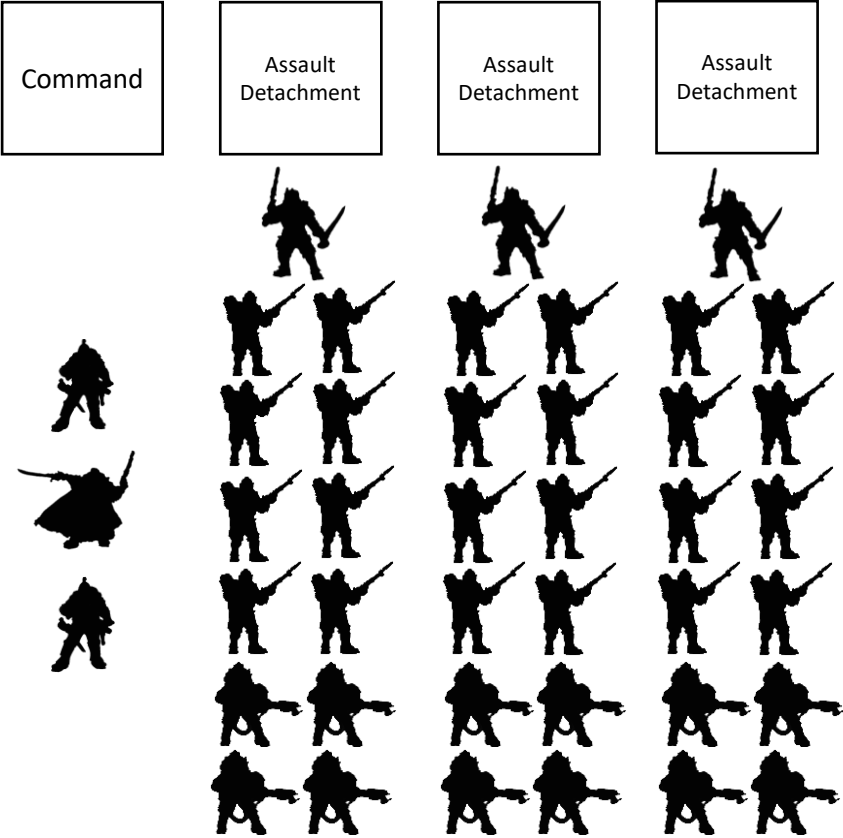
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Troop Master	10	7+	3/-2	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	



**Victory Points 7**  
Your opponent gains 4 VPs when this Company is broken

# AUXILIA ASSAULT TERCIO

The Auxilia Assault Tercio consists of one command detachment of 1 Legate stand and 2 Veteran Auxiliaries and three detachments of 1 Troop Master and 8 Auxiliary stands and 4 Auxiliary Flamer stands.



Point Value 700



# AUXILIA ASSAULT TERCIO

**Break Point 21:** The Auxilia Assault Tercio is broken if it has lost 21 stands either the, Legate, Troop masters, or Auxiliary 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/-2	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	
Auxilia (Flamers)	10	6+	1/0	Flamers [FW]	10	2	0	

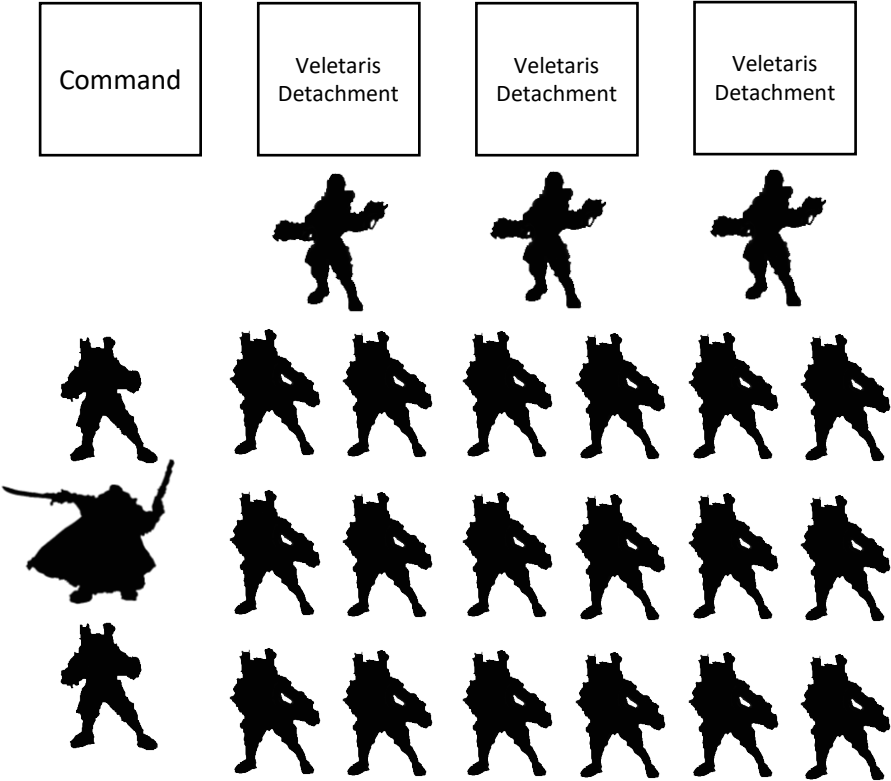


Victory Points 7

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.



Point Value 550



# VELETARIS STORM TERCIO

**Break Point 12:** The Veletaris Storm Tercio is broken if it has lost 12 stands either the, Legate, Veletari Prime, or Veletaris Storm 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/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
Veletaris Storm	10	6+	1/0	Volkite Charger [A,VK]	20	2	-1	



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 450



## VELETARIS STORM ASSAULT TERCIO

**Break Point 12:** The Veletaris Storm Assault Tercio is broken if it has lost 12 stands either the, Legate, Veletari Prime, or Veletaris Storm Assault 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/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
Veletaris Storm Assault	10	6+	2/-1	CC Weapons	-	-	-	

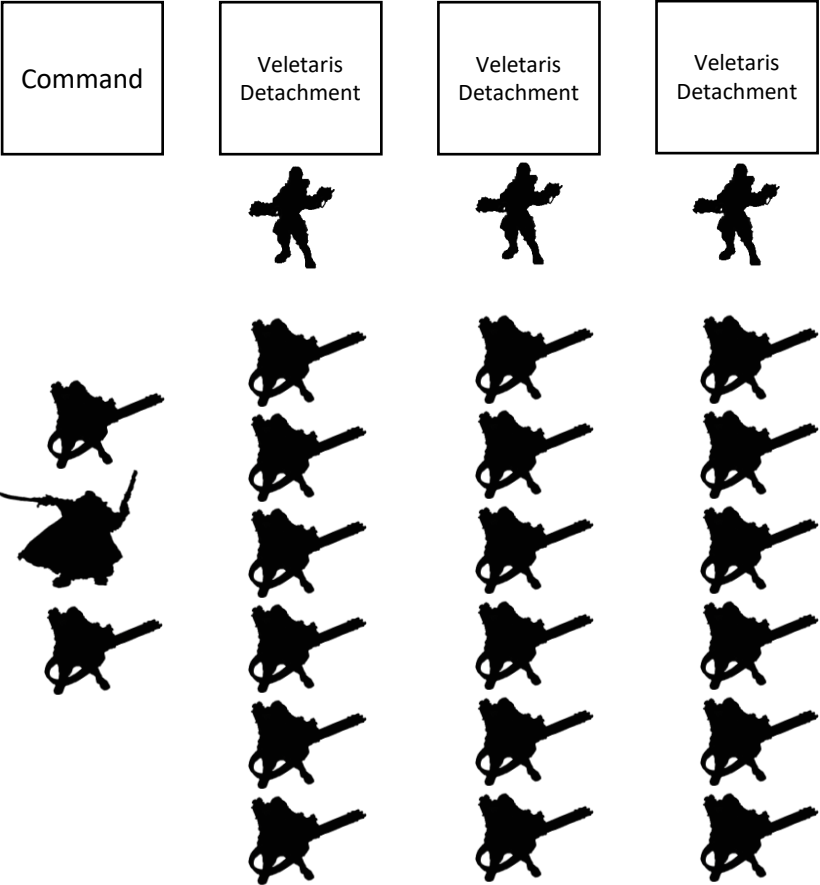




### Victory Points 5

Your opponent gains 3 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 stands either the, Legate, Veletari Prime, or Veletaris Storm Support 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/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
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 or Assault stands.

Command












Veletaris Detachment








  
  
  
  
  
  



Point Value 550

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 either the, Legate, Veletari Prime, or Veletaris Storm, Support and Assault 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/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
Veletaris Storm	10	6+	1/0	Volkite Charger [A,VK]	20	2	-1	
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



# 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 600



# 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 Command	25	2+	2/-1	Demolisher Cannon [M, Str+2]	25/50	B2	-4	[HQ2], [AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
Leman Russ Demolisher	25	2+	2/-1	Demolisher Cannon [M, Str+2]	25/50	B2	-4	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
Leman Russ Incinerator	25	2+	2/-1	TL Volkite Demi-Culverin [VK]	25/50	2TL1	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
Leman Russ Executioner	25	2+	2/-1	Executioner Plasma Cannon	35	3	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	



Victory Points 6

Your opponent gains 3 VPs when this Company is broken

## AUXILIA LEMAN RUSS BATTLE TANK COMPANY

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

Command

Battle Tank  
Detachment

Battle Tank  
Detachment

Battle Tank  
Detachment



Point Value 550



## AUXILIA LEMAN RUSS BATTLE TANK COMPANY

**Break Point 5:** The Auxilia Lemman 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 Command	25	2+	2/-1	Battlecannon	35/70	B1	-2	[HQ2], [AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
Leman Russ Battle Tank	25	2+	2/-1	Battlecannon	35/70	B1	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	



### 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	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Command	25	2+	2/-1	Vanquisher Battlecannon [Dmg+2]	-/70	1	-3	[HQ2], [AG], Special*
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
				TL Lascannons	25/50	2TL1	-3	
Leman Russ Annihilator	25	2+	2/-1	Lascannon	25/50	1	-3	[AG]
				Anti-Personnel	25	2	-1	
				TL Exterminator Autocannon	25/50	4TL2	-2	
Leman Russ Exterminator	25	2+	2/-1	Lascannon	25/50	1	-3	[AG]
				Anti-Personnel	25	2	-1	
				Vanquisher Battlecannon [Dmg+2]	70	1	-3	
Leman Russ Vanquisher	25	2+	2/-1	Lascannon	25/50	1	-3	[AG], Special*
				Anti-Personnel	25	2	-1	
				Vanquisher Battlecannon [Dmg+2]	70	1	-3	

\* Vanquisher Battlecannon have no short-range band and do not receive the penalty for firing in the long-range band (no -1 to-hit)



Victory Points 6

Your opponent gains 3 VPs when this Company is broken

## AUXILIA CARNODON COMPANY (TYPE 1)

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



Point Value 650



## AUXILIA CARNODON COMPANY (TYPE 1)

**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
Carnodon Command	25	3+	2/-1	TL Lascannons	25/50	2TL1	-3	[HQ2], [AG]
				Lascannon	25/50	2	-3	
				Anti-Personnel	25	2	-1	
Carnodon (Type 1)	25	3+	2/-1	TL Lascannons	25/50	2TL1	-3	[AG], Special*
				Lascannon	25/50	2	-3	
				Anti-Personnel	25	2	-1	

\* Can re-roll failed armor saves (second result stands).



### Victory Points 7

Your opponent gains 4 VPs when this Company is broken

## AUXILIA CARNODON COMPANY (TYPE 2)

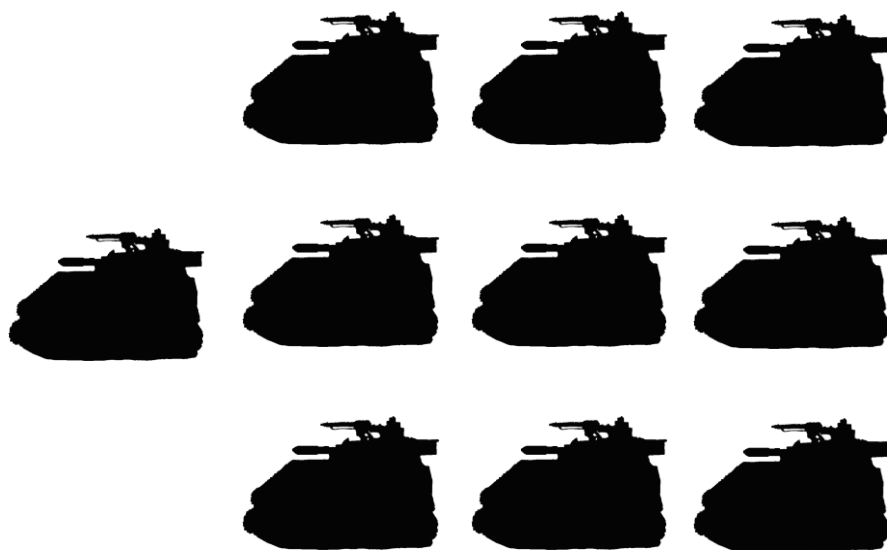
The Auxilia Carnodon (Type 2) Company consists of one command detachment of 1 Carnodon (Type 2) Tank and three detachments of 3 Carnodon (Type 2) Tanks.

Command

Carnodon  
(Type 2)  
Detachment

Carnodon  
(Type 2)  
Detachment

Carnodon  
(Type 2)  
Detachment



Point Value 650



## AUXILIA CARNODON COMPANY (TYPE 2)

**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
Carnodon Command	25	3+	2/-1	Volkite Culverin [VK]	25/50	2TL1	-2	[HQ2], [AG]
				Anti-Personnel	25	6	-1	
Carnodon (Type 2)	25	3+	2/-1	Volkite Culverin [VK]	25/50	2TL1	-2	[AG], Special*
				Anti-Personnel	25	6	-1	

\* Can re-roll failed armor saves (second result stands).



### Victory Points 7

Your opponent gains 4 VPs when this Company is broken

## AUXILIA CARNODON COMPANY (TYPE 3)

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.

Command

Carnodon  
(Type 3)  
Detachment

Carnodon  
(Type 3)  
Detachment

Carnodon  
(Type 3)  
Detachment



Point Value 600



## AUXILIA CARNODON COMPANY (TYPE 3)

**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
Carnodon Command	25	3+	2/-1	Anti-Personnel	25	8	-1	[HQ2], [AG]
Carnodon (Type 3)	25	3+	2/-1	Anti-Personnel	25	8	-1	[AG], Special*

\* Can re-roll failed armor saves (second result stands).



### Victory Points 6

Your opponent gains 3 VPs when this Company is broken

# AUXILIA CARNODON STRIKE COMPANY











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


Command

Carnodon (Type 1) Detachment


Carnodon (Type 2) Detachment

Carnodon (Type 3) Detachment





Point Value 650



# 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	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Carnodon Command	25	3+	2/-1	TL Lascannons	25/50	2TL1	-3	[HQ2], [AG]
				Lascannon	25/50	2	-3	
				Anti-Personnel	25	2	-1	
Carnodon (Type 1)	25	3+	2/-1	TL Lascannons	25/50	2TL1	-3	[AG], Special*
				Lascannon	25/50	2	-3	
				Anti-Personnel	25	2	-1	
Carnodon (Type 2)	25	3+	2/-1	Volkite Culverin [VK]	25/50	2TL1	-2	[AG], Special*
				Anti-Personnel	25	6	-1	
Carnodon (Type 3)	25	3+	2/-1	Anti-Personnel	25	8	-1	[AG], Special*

\* Can re-roll failed armor saves (second result stands).



Victory Points 7

Your opponent gains 4 VPs when this Company is broken

## AUXILIA MALCADOR HEAVY TANK COMPANY (TYPE 1)

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 600



## AUXILIA MALCADOR HEAVY TANK COMPANY (TYPE 1)

**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 Command	15	2+	3/-2	Battlecannon (T)	35/70	B1	-2	[HQ2], [DR2], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				TL Sponson Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
Malcador (Type 1)	15	2+	3/-2	Battlecannon (T)	35/70	B1	-2	[DR2], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				TL Sponson Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	



### Victory Points 6

Your opponent gains 3 VPs when this Company is broken



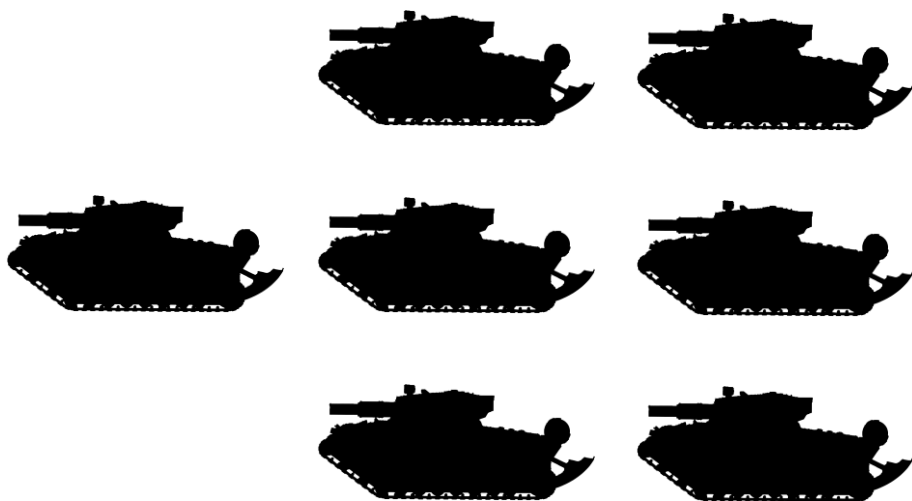
## AUXILIA MALCADOR HEAVY TANK COMPANY (TYPE 2)

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 600



## AUXILIA MALCADOR HEAVY TANK COMPANY (TYPE 2)

**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 Command	15	2+	3/-2	TL Lascannons	25/50	2TL1	-3	[HQ2], [DR2], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				TL Sponson Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
Malcador (Type 2)	15	2+	3/-2	TL Lascannons	25/50	2TL1	-3	[DR2], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				TL Sponson Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	



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 550



# 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 Command	15	2+	4/-3	Baneblade Cannon (T)	35/70	B3	-3	[HQ2], [DR3], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				Coaxial Autocannon (T)	25/50	2TL1	-2	
				Sponson Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	
Baneblade	15	2+	4/-3	Baneblade Cannon (T)	35/70	B3	-3	[DR3], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				Coaxial Autocannon (T)	25/50	2TL1	-2	
				Sponson Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

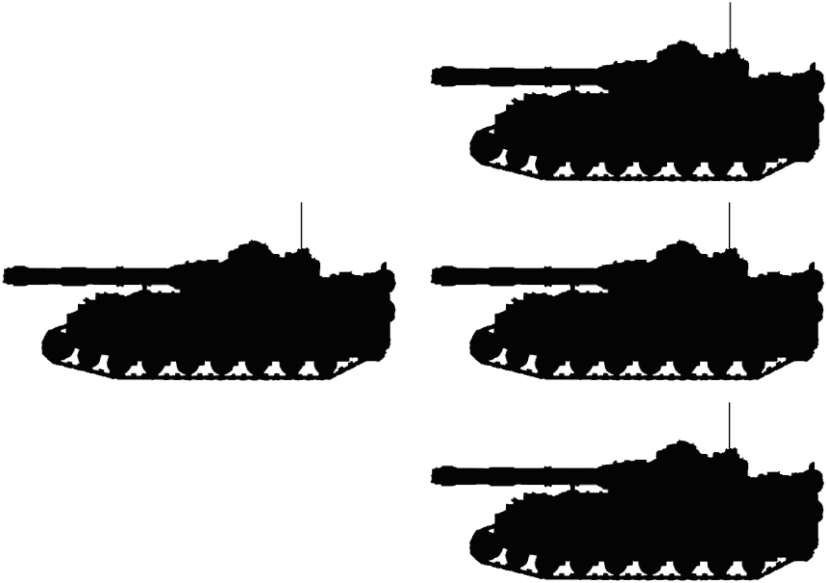


Victory Points 6

Your opponent gains 3 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.



Point Value 500



# 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 Command	15	2+	4/-3	Volcano Cannon [HM, Dmg+3]	35/70	B3	-3	[HQ2], [DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	
Shadowsword	15	2+	4/-3	Volcano Cannon [HM, Dmg+3]	35/70	B3	-3	[DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	



Victory Points 5

Your opponent gains 3 VPs when this Company is broken

## AUXILIA STORMBLADE SUPER HEAVY TANK COMPANY (TYPE 1)

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

Command

Stormblade  
(Type 1)  
Detachment



Point Value 450



## AUXILIA STORMBLADE SUPER HEAVY TANK COMPANY (TYPE 1)

**Break Point 2:** The Auxilia Stormblade 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
Stormblade Command	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB2	-2	[HQ2], [DR3], [AG]
				Plasma Blastgun Overload [M, Dmg+2]	50/100	B4	-4	
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	
Stormblade (Type 1)	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB2	-2	[DR3], [AG]
				Plasma Blastgun Overload [M, Dmg+2]	50/100	B4	-4	
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	



Victory Points 5

Your opponent gains 3 VPs when this Company is broken

## AUXILIA STORMBLADE SUPER HEAVY TANK COMPANY (TYPE 2)

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

Command

Stormblade  
(Type 2)  
Detachment



Point Value 450



## AUXILIA STORMBLADE SUPER HEAVY TANK COMPANY (TYPE 2)

**Break Point 2:** The Auxilia Stormblade 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
Stormblade Command	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB2	-2	[HQ2], [DR3], [AG]
				Plasma Blastgun Overload [M, Dmg+2]	50/100	B4	-4	
				2x Lascannons	25/50	2	-3	
				Heavy Flamer [FW]	10	6	-1	
Stormblade (Type 2)	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB2	-2	[DR3], [AG]
				Plasma Blastgun Overload [M, Dmg+2]	50/100	B4	-4	
				2x Lascannons	25/50	2	-3	
				Heavy Flamer [FW]	10	6	-1	

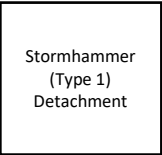


Victory Points 5

Your opponent gains 3 VPs when this Company is broken

# AUXILIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 1)

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 600



# AUXILIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 1)

**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 Command	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[HQ2], [DR4], [AG], Special*
				2x TL Battlecannon	35/70	2TL1xB1	-4	
				Lascannons	25/50	1	-3	
				6x Multi-Lasers	20/35	12	-1	
				Anti-Personnel	25	10	-1	
Stormhammer (Type 1)	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[DR4], [AG], Special*
				2x TL Battlecannon	35/70	2TL1xB1	-4	
				Lascannons	25/50	1	-3	
				6x Multi-Lasers	20/35	12	-1	
				Anti-Personnel	25	10	-1	

\* The Stormhammer Cannon causes suppression as artillery and has +1 bonus to-hit due to targeters.

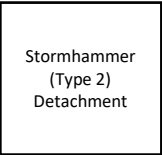


Victory Points 6

Your opponent gains 3 VPs when this Company is broken

# AUXILIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 2)

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 600



# AUXILIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 2)

**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 Command	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[HQ2], [DR4], [AG], Special*
				2x TL Battlecannon	35/70	2TL1xB1	-4	
				Lascannons	25/50	1	-3	
				6x Multi-Lasers	20/35	12	-1	
				Flamer Weapons [FW]	10	10	-1	
Stormhammer (Type 2)	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[DR4], [AG], Special*
				2x TL Battlecannon	35/70	2TL1xB1	-4	
				Lascannons	25/50	1	-3	
				6x Multi-Lasers	20/35	12	-1	
				Flamer Weapons [FW]	10	10	-1	

\* The Stormhammer Cannon causes suppression as artillery and has +1 bonus to-hit due to targeters.

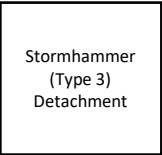


Victory Points 6

Your opponent gains 3 VPs when this Company is broken

# AUXILIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 3)

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 650



# AUXILIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 3)

**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 Command	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[HQ2], [DR4], [AG], Special*
				2x TL Battlecannon	35/70	2TL1xB1	-4	
				7x Lascannons	25/50	7	-3	
				Anti-Personnel	25	10	-1	
Stormhammer (Type 3)	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[DR4], [AG], Special*
				2x TL Battlecannon	35/70	2TL1xB1	-4	
				7x Lascannons	25/50	7	-3	
				Anti-Personnel	25	10	-1	

\* The Stormhammer Cannon causes suppression as artillery and has +1 bonus to-hit due to targeters.



## Victory Points 7

Your opponent gains 4 VPs when this Company is broken



# AUXILIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 4)

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).

Command

Stormhammer  
(Type 4)  
Detachment



Point Value 650



# AUXILIA STORMHAMMER SUPER HEAVY TANK COMPANY (TYPE 4)

**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 Command	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[HQ2], [DR4], [AG], Special*
				2x TL Battlecannon	35/70	2TL1xB1	-4	
				7x Lascannons	25/50	7	-3	
				Flamer Weapons [FW]	10	10	-1	
Stormhammer (Type 4)	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[DR4], [AG], Special*
				2x TL Battlecannon	35/70	2TL1xB1	-4	
				7x Lascannons	25/50	7	-3	
				Heavy Flamer [FW]	10	10	-1	

\* The Stormhammer Cannon causes suppression as artillery and has +1 bonus to-hit due to targeters.

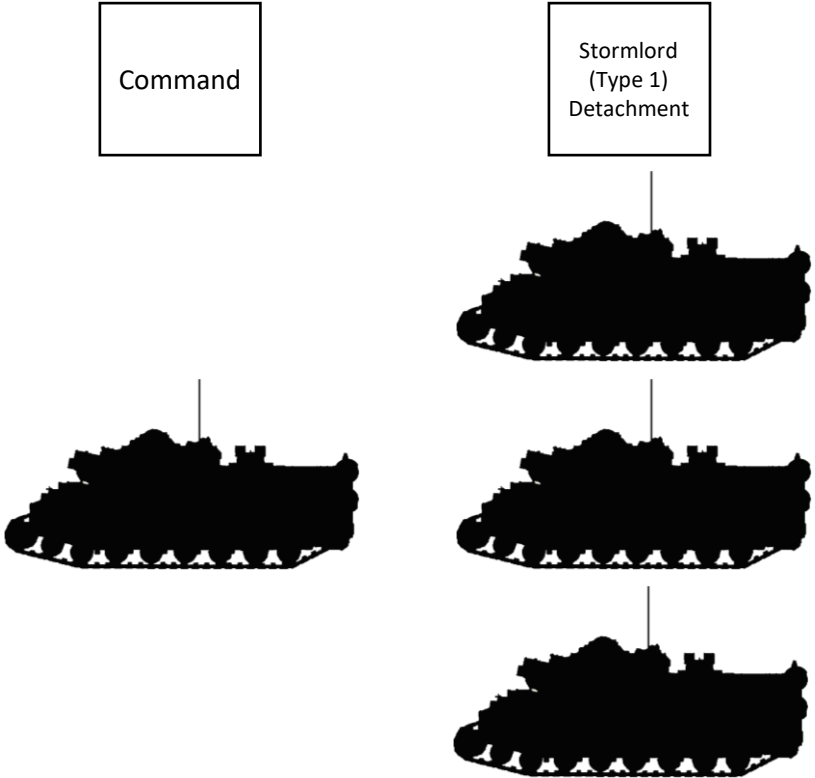




Victory Points 7

Your opponent gains 4 VPs when this Company is broken

# AUXILIA STORMLORD SUPER HEAVY TANK COMPANY (TYPE 1)

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



 Point Value 550 

# AUXILIA STORMLORD SUPER HEAVY TANK COMPANY (TYPE 1)

**Break Point 2:** The Auxilia Stormlord 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.

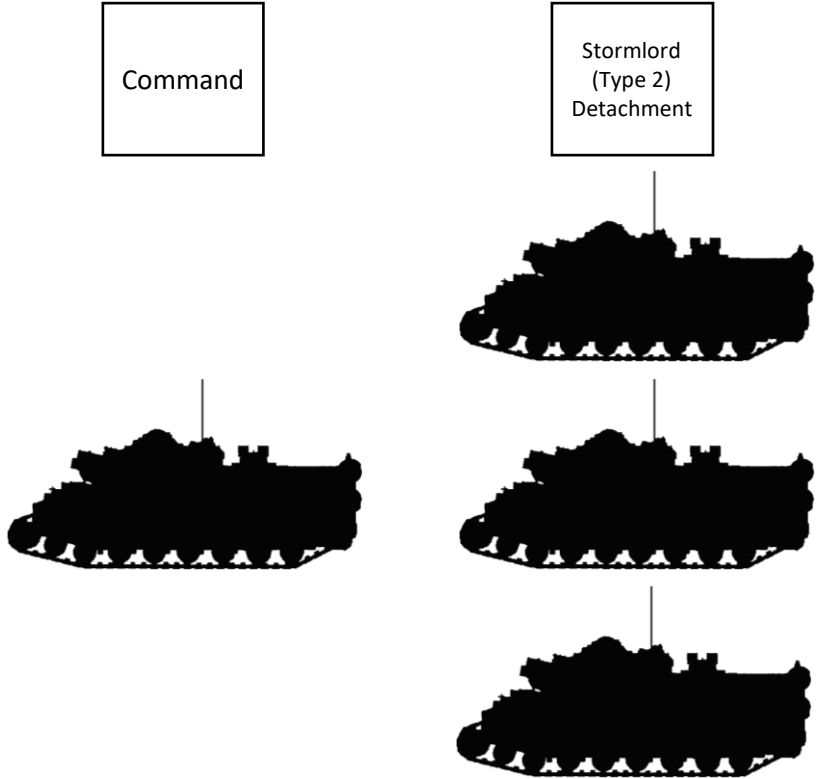
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormlord Command	15	2+	4/-3	Vulcan Mega-Bolter	30/60	8	-1	[HQ2], [DR3], [AG], [TR8], Special*
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	
Stormlord (Type 1)	15	2+	4/-3	Vulcan Mega-Bolter	30/60	8	-1	[DR3], [AG], [TR8], Special*
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	



**Victory Points 6**  
Your opponent gains 3 VPs when this Company is broken

## AUXILIA STORMLORD SUPER HEAVY TANK COMPANY (TYPE 2)

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



Point Value 550



## AUXILIA STORMLORD SUPER HEAVY TANK COMPANY (TYPE 2)

**Break Point 2:** The Auxilia Stormlord 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
Stormlord Command	15	2+	4/-3	Vulcan Mega-Bolter	30/60	8	-1	[HQ2], [DR3],
				2x Lascannons	25/50	2	-3	[AG], [TR8],
				Flamer Weapons [FW]	10	6	-1	Special*
Stormlord (Type 2)	15	2+	4/-3	Vulcan Mega-Bolter	30/60	8	-1	[DR3], [AG],
				2x Lascannons	25/50	2	-3	[TR8],
				Flamer Weapons [FW]	10	6	-1	Special*



## Victory Points 6

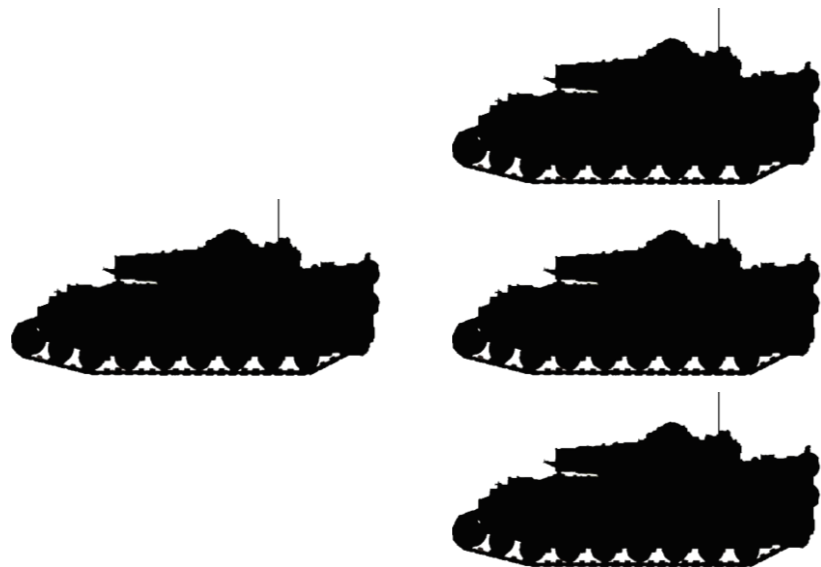
Your opponent gains 3 VPs when this Company is broken

## 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 500



## 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 Command	15	2+	4/-3	Stormsword Cannon [IC, M, Str+4]	35/70	B6	-4	[HQ2], [DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	
Stormsword	15	2+	4/-3	Stormsword Cannon [IC, M, Str+4]	35/70	B6	-4	[DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	



**Victory Points 5**

Your opponent gains 3 VPs when this Company is broken

# AUXILIA ARTILLERY TANK COMPANY

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

Command	Basilisk Detachment	Medusa Detachment	Bombard Detachment
---------	------------------------	----------------------	-----------------------



Point Value 800



# 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	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	[V]
Dracosan Armored Transport	20	3+	3/-2	TL Lascannon	25/50	2TL1	-3	[TR5], [DR2], [AG]
				Anti-Personnel	25	2	-1	
Basilisk	10	3+	2/0	Earthshaker Cannon [M, Dmg+1]	25-240	B2	-3	[AG]
				Anti-Personnel	25	2	-1	
Medusa	10	3+	2/0	Medusa Siege Gun [HM, Str+1]	35-125	B2	-4	[AG]
				Anti-Personnel	25	2	-1	
Bombard	10	3+	2/0	Colossus Mortar [IC, M, Str+2]	25-100	B1	-2	[AG]
				Anti-Personnel	25	2	-1	



Victory Points 8

Your opponent gains 4 VPs when this Company is broken