

SOLAR AUXILIA IMPERIALIS MILITIA AND KNIGHT HOUSEHOLDS

Army List

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General Traits

This section covers the basic traits for the different factions

Solar Auxilia Traits

These characteristics apply to the Solar Auxilia:

- **The Faction value is 400**
- **To-hit value for the Solar Auxilia is 7+ for ranged and close combat attacks**
- 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.

Imperialis Militia

These characteristics apply to the Imperialis Militia:

- **The Faction Value is 150**
- **To-hit value for Imperialis Militia is 7+ for ranged and close combat attacks.**
- **To-hit value for Levy is 8+ for ranged and close combat attacks.**
- The player can pick ONE (and only one) of the following traits:
 - Warrior Elite/Discipline Collars. Infantry elements gain +1 bonus to morale
 - Feral Warriors/Genecraftred. Infantry elements gain +1 bonus to hit in close combat
 - Alchemical Jackers. Infantry elements gain stubborn [SU] ability
 - Dark Age survivor/Cyberaugmentics. Infantry elements gain +1 bonus to armor save or +1 to invulnerable save.
 - Cult Horde (traitor infantry only). Gains indomitable [ID], +1 to hit in close combat and +1 to close combat outcome rolls, must charge opposing elements within 20cms, may not add grenadier squads, may not use first fire orders.

- Tainted Flesh/Zombies (Traitor infantry only). Infantry elements gain invulnerable save 10+, +1 bonus to close combat outcome rolls, fear [FR] (versus infantry only). Must take twice as many levy formations than any infantry formation type, cannot benefit from any morale bonuses, slow gait -5cms to charge move, -1 penalty to hit, must charge enemies within 15cm, +1 on reserve rolls.

Questoris Knight Households

The characteristics apply to Questoris Knights:

- The Faction Value is 400
- To-hit value for Questoris Knight Household is 6+ for ranged and close combat attacks.
- Knights gain fear [FR], Agile [AG], night vision [N], +1 bonus to damage table rolls [Dmg+1], receive -1 to damage table rolls on hits against them, gains auto-repair on roll of 10+.
- Knight tactics. Knight Player gains +1 on initiative rolls, opponents receive -1 penalty to reserve rolls. The Knight Player has access to special order (hero versus fool) **Hell Rider**: Formation gains +5cm to charge move and +1 to close combat resolutions.
- Ion Shield. All Knight gain re-rolls on failed saves (second result stands).

Solar Auxilia Element Descriptions

All detailed Solar Auxilia element descriptions are noted in this section by type.

Solar Auxilia Command and Specialists [1]



Auxilia Medicae

Highly trained and issued specialized equipment they are responsible for keeping their troops healthy and treat combat wounds. They have the apothecary [Apo] ability.



Charonite Ogryns

Biochemically altered abhumans that are living weapons. Obidient and brutally effective. The have an invulnerability save of 8+, have the stubborn [SU] ability, have a close combat to hit of 6+. Must Charge enemy formations within 20cms and cannot hold objectives (no VP's for claiming objectives). Each turn this formation has the fallback condition it loses one element (stand), until the condition is removed.



Enginseer Auxilia

There is no prosecution of war in the Imperium without the support of the Mechanicum as only their adepts can maintain the staggering array of wargear and warmachines. The Enginseer has an invulnerable save of 7+, melta bombs [MB] (Gains attack versus structures in base-to-base contact -2 TSM and [Dmg+1, Str+1]). They have the Mechanicus [MK] and night vision [N] abilities.



Legate Commander and Lord Marshal

Of noble bearing, motivated by the promise of planetary settlement at the end of long, hard fought campaigns. They are the tough master of strategy and tactics that lead the Solar Auxilia. The Legate Commander have an invulnerable save of 6+, are level 2 commanders [HQ2]. The Lord Marshal have an invulnerable save of 5+ and are level 3 commanders [HQ3]. They both have night vision [N] and melta bombs [MB] (Gains attack

versus structures in base-to-base contact -2 TSM and [Dmg+1, Str+1]).



Troop Master

They command the tercios actions as junior officers, facilitating the flow of information and orders from higher command. They are level 1 commanders [HQ1] and have melta bombs [MB] (Gains attack versus structures in base-to-base contact -2 TSM and [Dmg+1, Str+1]).



Veletaris Storm Prime

Seasoned warriors that command the elite Veletaris formations. They are level 1 commanders [HQ1] and the Volkite Charger has the Volkite [VK] and Assault [A] traits.

Solar Auxilia Infantry [1]



Auxiliary

Recruited from all corners of the Imperium, only those that have shown to be aggressive, disciplined, and skilled men at arms are taken into the ranks of the Solar Auxilia. They are second only to the Legiones Astartes as an elite amongst humanities forces. While the lasrifle is the main weapon, they can be armed with Flamers [FW] and ignore cover [IC].



Thallax

Heavily augmented cyborgs shock troops of the Ordo Reductor, they are often attached to Solar Auxilia forces to boost effectiveness and replace losses. All variants have an invulnerable save of 8+, melta bombs [MB] (Gains attack versus structures in base-to-base contact -2 TSM and [Dmg+1, Str+1]) and the stubborn [SU] ability. Their attacks decrease cover modifiers by one step (light cover becomes no cover). Opponents cannot deploy stealth formations within 25cms of these elements. Their weapons gain +1 on damage [Dmg+1] table rolls. They count as support cards for formations that have an attached engineer equipped with cortex controllers.



Veletaris Storm

The most skilled and dedicated warriors amongst the Solar Auxilia. Armed with potent weaponry to confront the most difficult battlefield operations. The Prime is a level 1 commander [HQ1] with melta bombs [MB] (Gains attack versus structures in base-to-base contact -2 TSM and [Dmg+1, Str+1]). Those armed with the Volkite charger have the Volkite [VK] and assault [A] traits.

Solar Auxilia Walkers [2]



Castellax Class Battle Automata

The most common of the Castellan type automata, primarily intended for siege work and shock assault. It is notoriously aggressive with an enviable battlefield reputation. All variants can re-roll failed armor saves (second result stands), damage rating [DR] of 2, night vision [N] and robotic [RC] abilities. The Siege variant has flamer weapons [FW] and a siege wrecker [W] that receives +1 to structure damage [Str+1] table rolls. They count as support cards for formations that have an attached engineer equipped with cortex controllers.

Solar Auxilia Vehicles [3]



Cyclops Remote Demolitions Unit

Remotely controlled, it is used to breach heavy fortifications and destroy key enemy defences where direct assault would be too costly. May function within 35cms of the company command. It is not given orders but moves up to its base move in a direction chosen by the owning player. Once in contact with an element one of three types of charges may be chosen: Demolition charge (versus structures only), -3 save modifier, +2 to structure damage [Str+2] table rolls; Incineration charge (versus infantry elements), blast 3. -1 save modifier, ignores cover [IC], causes fires, +1 to fire table roll; Atomantic imploder, against vehicles/titans, -4 save modifier.



Leman Russ Tanks

A common, reliable, and proven battle tank named in honor of the 6th legions primarch and his savage ferocity. All Leman Russ variants have the Agile [AG] ability. Variants armed with the Demolisher Cannon are macroweapons [M] and receive +2 to structure damage [Str+2] table rolls. Variants armed with the Volkite demi-culverin have the Volkite [V] trait. Variants with the Vanquisher Battlecannon have no short-range band and do not receive the penalty for firing in the long-range band (no -1 to-hit) and receives +2 to damage [Dmg+2] table rolls.



Saturnyne Pattern Aurox Armored Transport

Ordered into existence by the Mechanicum it is a mass produced, easily maintained armored transport that is key to the Auxilia's transport needs. Its importance to the Solar Auxilia is equal to the Rhino's importance to the legions astartes. It has a transport [TR] capacity of 2 and the agile [AG] ability.



Saturnyne Pattern Carnodon

A premier mobile fire support platform that can be armed in a variety of ways to suit the theater of operations. It has a symbol for the conquests of the Crusade early on. All variants have the Agile [AG] ability and can re-roll failed armor saves (second result stands). Variants armed with the Volkite culverin have the Volkite [V] trait.



Termite Assault Drill

Originally designed for the tasks of rooting out burrowing xenos species, some commanders quickly figured out the use of the termite to burrow underneath or through enemy fortifications and barriers. Although slow and cumbersome when surfaced, underground in borrows with speed and accuracy. Termites are tunnelers [TN] with a transport [TR] capacity of

3 and gain deep strike [T], the melta cutters receive a +2 bonus on structure damage [Str+2] table rolls and are Durable [DU].

Solar Auxilia Heavy Vehicles [3]



Dracosian Armored Transport

Employed exclusively by the Solar Auxilia it is made to a standard normally reserves for the legions astartes. Large enough to carry sections of Auxilia its heavy armor protects them from all but the most intense firepower. The

Dracosian has a damage rating [DR] of 2, transport [TR] capacity of 5 and the agile [AG] ability.

Solar Auxilia Super Heavy Vehicles [4]



damage [Str+2] table rolls.

Baneblade Super Heavy Battle Tank

A common sight on the battlefields of the Heresy, even seeing service in the legions. While being pushed aside from the astartes by more advanced designs it saw more use in the Auxilia and even militia. The Baneblade has a damage rating [DR] of 3. The Demolisher Cannon is a macroweapon [M] with +2 to structure



Stormblade Super Heavy Tank

A product of the feudal structure of the mechanicum, the Ryza Forgeworld, using their superior plasma technology makes the Stormblade. The Stormblade has a damage rating [DR] of 3. The plasma blastgun is a macroweapon [M] with a +2 to damage [Dmg+2] table rolls. Some variants have flamer weapons [FW].



Stormhammer Super Heavy Assault Tank

Armed with a massive array of turret to cover all avenues of attack, it's configured to be at the vanguard of attacks and can be deployed to any environment. All variants have a damage rating [DR] of 4. The Stormhammer Cannon causes suppression as artillery and has +1 bonus to-hit due to targeters.

Some variants have flamer weapons [FW]. Stormhammers ignore TSM penalty from incoming shots in rear arc.



Stormlord Super Heavy Assault Tank

Employed as a mobile fortress due to its enormous anti-personnel firepower, it is ideal in supporting the Solar Auxilia. It serves as a muster point and center to defense lines to repel counter attacks. All variants have a damage rating [DR] of 3 and transport [TR] capacity of 8. Up to 4 infantry elements can fire from within the tanks (use same order as tank formation). Some variants have flamer weapons [FW].



Shadowsword Super Heavy Tank

Carrying the most potent armor destroyer in the Imperialis arsenal, no other can stand against the god engines. Its role proved to be crucial during the Heres as its weapon could penetrate the heavy armor of knights and titans on both sides of the conflict. The Shadowsword has a damage rating [DR] of 3 and the Volcano

Cannon is a heavy macroweapon [HM] with a damage table bonus of +3.



Stormsword Super Heavy Siege Tank

Its main gun is an STC pattern that is widely modified by the Mechanicum in the field of battle. Quite often they are constructed from salvaged hulls of other super heavy tanks, particularly the Baneblade variant. It is unparalleled in an urban assault role. The Stormsword has a damage rating [DR] of 3 and the Siege Cannon is a macroweapon [M] that ignores cover [IC] and gains a +4 bonus to structure damage table rolls.



Malcador Heavy Tanks

An ancient design dating to the Age of Strife named after the Emperor's right hand, Malcador the Sigillite. While not as heavily armed as its larger brethren, its speed is formidable for a tank this size. While in time it was relegated to reserves due to the wider use of the Leman Russ Battle Tank, it saw wide use during the Heresy. All variants have a damage rating [DR] of 2. Variants with the demolisher cannon are macroweapon [M] with a structure table roll bonus of +2. Variants armed with the Inferno Gun are flamer weapons [FW], they ignore cover [IC], gain a +1 bonus to hit and can cause fires.



Valdor Tank Hunter

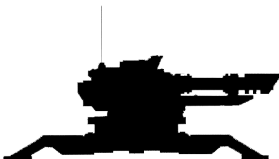
A relative new tank to enter Imperialis service named for the Emperor's legendary guard, Constantin Valdor. Its main gun is a relic from the Dark Age of Technology and its demand during the Heresy was high against opponents fielding heavy armor. The Valdor Tank Hunter has a Damage Rating [DR] of 2. Its Neutron Beam Laser is a macroweapon [M] and gains a +1 bonus to damage table rolls.

Light Weapons Platforms [1]



Rapier Batteries

The Auxilia makes extensive use of tracked heavier weapon support used in both attack and defense. Its deployment is wide ranging and variable, from vanguard strikes to planetary assault and bastion defense. Its versatility is well known. All variants of the Rapier cannot charge move. Variants with the Quad launcher may fire one type of munition per round. Incendiary rounds count as flamer weapons [FW] and ignore cover [IC], cause fires and gain a +1 bonus to fire table rolls. Variants armed with the twin linked laser destroyer gain a +1 bonus to damage table rolls.



Tarantula Sentry Gun Batteries

Automated sentry guns with formidable firepower used in point defense and security details. All variants possess the robotic [RC], infiltrate [IF] and deep strike [T] abilities and cannot charge move. Tarantula sentry weapons are considered to have stealth [SH] until they fire for the first time. Variants armed with the Hyperios possess the anti-aircraft [AA] ability.

Artillery [3]



Basilisk

Self propelled artillery tank that is the mainstay of the Solar Auxilia. Its Earthshaker cannon is a heavy macroweapon [HM] that gains a +1 bonus to damage table rolls and has the agile [AG] ability.



Bombard

Specialized artillery used mainly against foes in entrenched positions and fortifications. The colossus siege mortar is a heavy macroweapon [HM] that gains +2 to structure table rolls, ignores cover [IC] and has the agile [AG] ability.



Medusa

Capable of firing projectiles at a steep arc to hit more vulnerable top armor. Its Siege Gun is a heavymacroweapon [HM] that gains a +1 bonus to structure damage table rolls and has the agile [AG] ability.

Fliers [F]



Arvus Lighter Orbital Shuttle

A light transport craft used to shuttle supplies or small formations of auxilia between void ships or to planetary surfaces. The Arvus is a flier [F], can re-roll failed armor saves (second result stands), and a transport capacity [TR] of 3.



Primaris Lightning Strike Fighter Interceptor and Ground Attack Fighter

A recent addition to the Imperial arsenal, it is a high-speed fighter aircraft that excels in the role of interception, interdiction, and surgical strikes. All Primaris variants are fliers [F], can re-roll failed armor saves (second result stands). Variants with phosphex bombs, ignore cover [IC], cause fires and gain a +2 bonus to fire table rolls. Attacks against ground targets, gain improved -1 to save modifier. May be equipped with

special missile support cards.



Thunderbolt Heavy Fighter

A combination of high speed, maneuverability and strike potential makes this aircraft the workhorse of the Auxilia in the sky. The thunderbolt is a flier [F], can re-roll failed armor saves (second result stands). The kinetic piercer missiles gain +1 on damage table rolls and have the anti-aircraft [AA] ability.

Special Characters [1]



Lord Marshal Ireton MaSade

A legend amongst the Solar Auxilia, rising from a common void soldier to obtain the rare honor of commanding an entire expeditionary fleet of the Great Crusade. His great intelligence, cold blooded bravery and phenomenal talent for warfare make him a warlord of great renown. Ireton is a level 3 commander [HQ3] with an invulnerable save of 6+ and has the "it will not die" [IWD] ability. Once per game any one destroyed tank can be returned to service with 1 DR point.

Imperialis Militia Element Descriptions

All detailed Solar Auxilia element descriptions are noted in this section by type.

Command and Specialists [1]



Ogryn Brutes

A stable strain of abhumans from high gravity worlds, hugely strong and phenomenally durable serve as specialist heavy infantry. Though lacking in intelligence, they make up for it with their loyalty and incredible endurance. Ogryns have the stubborn [SU] ability and have a close combat to-hit of 6+.



Discipline Master

Veterans warriors and imperial official tasked to ensure the Imperial Truth and humanities right to rule the galaxy is upheld. Often from technologically advanced and civilized worlds they inspire courage, they are the embodiment of the rule of Terra on the battlefield. Discipline Masters are level 1 commanders [HQ1] and have invulnerable saves of 8+. Any time an infantry formation within command radius fails a morale check, it must re-roll the check and the second roll stands. The formation that is forced to re-roll a failed check must lose one infantry element automatically per forced re-roll.



Force and Company Commanders

Ranging from company commanders to planetary leaders they represent the elite ruling body of the Imperialis Militia. Commanders all gain melta bombs [MB] and the recon [R] ability. Force commanders are level 2 commanders [HQ2] and have an invulnerable save of 6+. Only one force commander may be present as the militia's army commander. Company commanders are level 1 commanders [HQ1] and have invulnerable saves of 8+.



Auxilia Medicae

Unlike the Solar auxilia, medicae assets are usually not integrated into militia formations and are often composed of locally trained medicae and surgeons to lend their skill to the militia. The Medicae possess the apothecary [Apo] ability.



Rogue Psyker

Militia and cult forces serving the Warmaster frequently had individuals who could use the raw power of the warp. Fearsome foes that could also summon entities from the warp. Rogue psykers can only be used by Traitor/Cult militia. They are instil fear [FR], have the recon [R] ability and invulnerable saves of 8+. They can be psykers of power level 1 or 2 [P1, P2]. Possessed rogue psykers have the daemon [DE] ability, cause terror [TE], psykers of level 2 [P2] and an invulnerable save of 6+. When a Rogue psyker is eliminated roll a d10. On a result of 7+ the element becomes a possessed rogue psyker and remains in play. A possessed psyker retains the psy level it has as a rogue psyker.



Militia and Grenadier Sergeants

Combat veterans and survivors, they possess a higher level of training and experience to lead their platoons. Infantry and Grenadier Sergeants count as command but have no command level. They are necessary for the formation to be considered in command of higher-level command elements. You do not roll on the leader replacement rolls upon their loss. Another element within the formation is designated in the end phase of each turn.

Infantry [1]



Inducted Levy

When the populace undergoes general mobilization, every subject deemed able to bear arms is inducted into the levies. With little to no training and experience in war, they are the cannon fodder of battle. If the amount of levy formations are greater than the amount of standard militia formations at the end of a turn, roll a d10, on a roll of 1 that formation routs and is removed from play (awarding any VP's they may give).



Militia Fire Support

When heavier firepower is needed, troops trained in their use are issued anything from Heavy bolters to lascannons massing them at key defensive positions. Militia fire support cannot fire weapons when on charge orders due to the weight and cumbersome nature of their weapons.



Militia Infantry

They are the mainstay and core of the Militia. They receive some basic training or have experience in combat from their native cultures. They exhibit a staggering array of cultural and societal variety meshed into the militia they serve. Imperialis militia armed with lascarbines gain rapid fire adding a +1 bonus to the attack dice when on first fire orders.



Militia Grenadiers

Representing a better trained and equipped warrior than the masses of ordinary militia. They often represent elite troops for commanders they serve. Grenadier variant formations include assault, support, and line (carbines).



Militia Reconnaissance

Frequently under trained and under equipped when compared to the Solar Auxilia, the militia's knowledge of its home ground is exploited through using individuals with skill in scouting, tracking, and laying ambush. They are the eyes and ears of the militia. They have the recon [R], infiltrate [IF], agile [AG], night vision [N] and stealth [SH].



Mutant Spawn

Those militia that declared for the traitors, stepped in the energies of the warp, soon had those with an array of strange and disturbing mutations. Mindless, bestial creatures of tooth and claw. Creatures of chaos! Spawn possess fear [FR], indomitable [ID] and the “it will not die” [IWD] ability. Spawn must charge any within 20cms of the spawn formation. Only traitor militia may use mutant spawns.

Walkers [2]



Sentinel Scouts

Employed extensively through the Militia as long range scouts and patrols. Considered to weak for front line service, they excel at civilian control. However, during the Heresy, they were forced into front line service. The Sentinels possess the recon [R] ability.

Vehicles [3]



Militia Aurox Armored Transport

Created by the writ of the Fabricator General to feed the ever-expanding Imperial Host during the Great Crusade, it is to the Militia what the rhino is to the astartes, the mainstay armored transport. The Aurox has a transport [TR] capacity of 2.



Militia Carnodon

Based on the Aurox chassis, a versatile medium battletank that served as the lynchpin in the success of armored formations during the Great Crusade. The Militia Carnodon has Flamer weapons [FW].



Militia Leman Russ Tanks

Relatively new at the outbreak of the Horus Heresy, many of the first were funnled to armies favored to by the Warmaster. Eventually they would see frontline service on both sides of the conflict. Variants with the Demolisher Cannon receive a +3 bonus to structure damage rolls and ignores cover [IC]. Variants with the vanquisher Battlecannon do not receive the penalty for firing in the long rnge band (no -1 to-hit) and receives +2 to damage [Dmg+2] table rolls.



Militia Pattern Assault Drill

While sluggish above ground, its rapid tunnelling through even the densest materials make it excel at engaging fortified positions. Termites are tunnelers [TN] with a transport [TR] capacity of 3 and gain deep strike [T], the melta cutters receive a +2 bonus on structure damage [Str+2] table rolls and are Durable [DU].

Super Heavy Vehicles [4]



Militia Baneblade Super Heavy Battle Tank

The most recognizable super heavy tank of the Great Crusade, with high impenetrable armor and massive firepower it can survive the most hostile of battlefields. The Baneblade has a damage rating [DR] of 3. The Demolisher Cannon is a macroweapon [M] with +2 to structure damage [Str+2] table rolls.



Militia Gorgon Heavy Transport

Used to carry large formations of assault troops to enemy lines directly, is heavily armored hull carries its complement into the teeth of withering fire in relative safety. The Gorgon has a damage rating [DR] of 3, transport [TR] capacity of 10 and an invulnerable save of 4+. Incoming fire received a -1 penalty to damage table rolls against it.



Militia Malcador Heavy Tank

Named after the Sigilite, these form the lion's share of the armored reserve of the Militia Imperialis. The Malcador has a damage rating [DR] of 2 and the Demolisher Cannon is a macroweapon [M] that gains a +2 bonus to structure damage rolls.



Militia Stormhammer Super Heavy Assault Tank

Comparatively rare, it's not unlike a land version of a battleship, granting the militia a most potent armored support and firepower. All variants of the stormhammer have a damage rating [DR] of 4 and an option for flamer [FW] weapons. The Stormhammer Cannon causes suppression as artillery with targeters granting it a bonus of +1 to-hit.

Light Weapons Platforms [1]



Militia Rapier

This ubiquitous weapon carrier allows weapons to be carried into battle to be deployed in terrain too dense for larger artillery and lends vital fire support to the often-outgunned militia forces. All variants cannot move while on charge orders. Quad launcher variants can use Incendiary/Phosphex rounds that ignore cover [IC], cause fires and gain a +1 bonus to fire table rolls. Variants with a twin linked laser gain +1 to damage table rolls.

Artillery [3]



Militia Earthshaker Cannon and Medusa Siege Gun

Largely static and mainly used defensively their devastating firepower more than make up for their lack of mobility. All variants cannot move (immobile) from the position they are placed from the battle's start. They are both heavy macroweapons [HM]. The Earthshaker gains +1 to damage table rolls and the Medusa Siege Gun gains +1 to structure damage table rolls.

Fliers [F]



Arvus Lighter Orbital Shuttle

A light transport craft used to shuttle supplies or small formations of auxilia between void ships of to planetary surfaces. The Arvus is a flier [F] with a transport capacity [TR] of 3.



Thunderbolt Heavy Fighter

A combination of high speed, maneuverability and strike potential makes this aircraft the workhorse of the Auxilia in the sky. The thunderbolt is a flier [F], can re-roll failed armor saves (second result stands). The kinetic piercer missiles gain +1 on damage table rolls and have the anti-aircraft [AA] ability.

Questoris Knight Household Element Descriptions

Detailed descriptions of all Questoris Household elements and abilities are listed below.

Special Characters



Archmagos Draykavac

The most reviled figures of the Dark Mechanicum with many acts of atrocities and massacres in the name of the Warmaster. He is a level 3 commander [HQ3] with an invulnerable save of 5+ and has the agile [AG], fear [FR], level 3 Cybertheurgy [CY3] and mechanicus [MK] abilities. He is a special card that may be attached to traitor Knight Households.

Knights [4]



Acastus Knights

One of the most heavily armed and armored knights, a symbol of status and favor of the Omnissiah and server as enforcers of a Households will over its Scions. All variants have a damage rating [DR] of 3 and can re-roll failed armor saves (second result stands). All Acastus Knight variants armed with the Karacnos Mortar Battery are considered Volkite [V] weapons, ignore cover [IC] and are macroweapons [M]. They also have Blast 1 [B1] at short range and Blast 2 [B2] at long range. Variants armed with the Twin linked Magna Lascannon are macroweapons [M] and those with Helios Defense Missiles have the anti-aircraft [AA] ability for that weapon.



Cerastus Knight Acheron

A fearsome sight on the battlefield it is deployed for extermination. No quarter given or asked when these mighty machines stride across the battlefield. The Knight Acheron has a damage rating [DR] of 2 and can re-roll failed armor saves (second result stands). The Acheron Pattern Flame Canon is a flamer weapon [FW] and gains +1 to damage table and fire table rolls. It also ignores cover [IC].



Cerastus Knight Atrapos

A rare and potent knight type built solely to carry a rare weapon to engage and destroy enemy warmachines. A Knight Atrapos has a damage rating [DR] of 3 and can re-roll failed armor saves (second result stands). The Graviton Singularity Cannon gains +3 to damage table rolls.



Cerastus Knight Castigator

A Knight favored for use when facing hordes of lesser foes. Capable of eradicating whole formations of infantry with mighty explosive force and ruining armored vehicles with powerful blades. A Knight Castigator has a damage rating [DR] of 2 and can re-roll failed armor saves (second result stands). When engaged with infantry elements in close combat it gains +1 close combat dice (a total of 6). The Twin linked Castigator Pattern Bolt Cannon gains +1 to damage table rolls



Cerastus Knight Lancer

A widely known Cerastus type pattern of knight, that possess speed and agility. A legacy from the age of strife, this pattern is used aggressively and solely for war. The Knight Lancer has a damage rating [DR] of 2 and can re-roll failed armor saves (second result stands). The Shock Lance causes suppression as artillery.



Knight Crusader

A widespread knight variant used mainly against enemy armored forces. A mobile weapon platform with overwhelming firepower. All Crusader variants have a damage rating [DR] of 2 and can re-roll failed armor saves (second result stands). Thermal Cannons can cause fires and variants armed with the Twin Icarus Autocannon gain the anti-aircraft [AA] ability for that weapon.



Knight Errant

Based on the Knight Paladin frame, the Errant is the hunter of the most dangerous of prey – those armored with super heavy armor and weapons! Their scions are aggressive, and it is armed by powerful antiarmor weapons. All Knight Errant variants have a damage rating [DR] of 2, and can re-roll failed armor saves (second result stands). The Reaper Chainsword gains +2 to damage table rolls in close combat. Variants armed with the Twin Icarus Autocannon gain the anti-aircraft [AA] ability for that weapon.



Knight Gallant

Designed for brutal close quarters fighting, its ability to deal devastating damage in close assault can utterly cripple its foes. All Knight Gallant variants have a damage rating [DR] of 2 and can re-roll failed armor saves (second result stands). The Reaper Chainsword gains +3 to damage table rolls in close combat. Variants armed with the Twin Icarus Autocannon gain the anti-aircraft [AA] ability for that weapon. Variants armed with the Thunderstrike gauntlet gain +2 to damage table rolls in close combat and can throw a destroyed vehicle up to 15cms at another target with a -3 TSM.



Knight Magaera

The rarest of knightly types, it is a marvel of lost technology. Excelling in shock attacks and breaching heavily defended enemy positions while able to endure punishment that would destroy lesser knights. All Knight Magaera variants have a damage rating [DR] of 2 and can re-roll failed armor saves (second result stands). Variants armed with the Reaper Chainsword gain +2 to damage table rolls in close combat and those armed with the Hekaton Siege Claw gain +3 on structure damage table rolls. The Rad Cleaner weapon ignores cover [IC].



Knight Morirax

Fitted with a reactor core that grants it a limited form of shielding and permits it to field the most destructive weapons for a knight this size. All Morirax can re-roll failed armor saves (second result stands) and have one power field with an armor save of 5+. They all possess the recon [R] and Agile [AG] ability. Variants armed with the Armiger Conversion Beamer have Blast1 [B1] at short range and Blast2 [B2] at long range. Variants armed with the Gyges Siege Claw gain +2 to structure damage table rolls. The rad cleanser ignores cover [IC].



Knight Paladin

The most common of knight patterns, it is dependable and has a wide variety of weapon loadouts. Its versatility means there are few challenges it can face on the battlefield. All Knight Paladin variants have a damage rating [DR] of 2 and can re-roll failed armor saves (second result stands). The Reaper Chainsword gains +2 to damage table rolls in close combat. Variants armed with the Twin Icarus Autocannon gain the anti-aircraft [AA] ability for that weapon.



Knight Styrix

A rare and highly sophisticated knight pattern that has been engineered to efficiently destroy infantry formations and their supporting vehicles. All Knight Styrix variants have a damage rating [DR] of 2 and can re-roll failed armor saves (second result stands). The Volkite Chieorovile is a volkite [V] weapon that ignores cover [IC] and suppresses as artillery. Variants armed with the Reaper Chainsword gain +2 to damage table rolls in close combat and those armed with the Hekaton Siege Claw gain +3 to structure table rolls and the wrecker [W] trait. The rad cleanser ignores cover [IC].



Knight Warden

A knight type suited to the hunting of macro-predators often found on the homeworlds of knightly houses. They became experts in engaging xenos formations during the Crusade and can operate at a high level in tight confines such as hive cities and fortifications. All Knight Wardens have a damage rating [DR] of 2 and can re-roll failed armor saves (second result stands). The Reaper Chainsword gains +2 to damage table rolls in close combat. Variants armed with the Twin Icarus Autocannon gain the anti-aircraft [AA] ability for that weapon. Variants armed with the Thunderstrike gauntlet gain +2 to damage table rolls in close combat and can throw a destroyed vehicle up to 15cms at another target with a -3 TSM.

Statlines

Solar Auxilia

Name	Move	Armor	CAF	Weapon	SR/LR	AD	TSM	Notes
Command and Specialists [1]								
Medicae	10	7+	2/-1	CC Weapons	-	-	-	[Apo]
Ogryn Charonites	15	6[8]+	3/-3	CC Weapons	-	-	-	[SU], Special
Enginseer Auxilia	10	5[7]+	1/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]
Legate Commander	10	4[6]+	4/-2	CC Weapons	-	-	-	[HQ2], [MB], [N]
Lord Marshal	10	4[5]+	5/-2	CC Weapons	-	-	-	[HQ3], [MB], [N]
Troop Master	10	7+	3/-2	CC Weapons	-	-	-	[HQ1], [MB]
Veletaris Storm Prime	10	6+	3/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1]
Lord Marshal Ireton MaSade	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3], [IWD], Special
Infantry [1]								
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	
Auxilia (Flamers)	10	6+	1/0	Flamers [FW]	10	2	0	
Thallax (Type 1)	15	6[8]+	1/-1	Lightning Gun [Dmg+1]	20	1	-3	[SU], [MB], [RC], Special
Thallax (Type 2)	15	6[8]+	1/-1	Photon Thruster [Dmg+1]	25/50	2	-2	[SU], [MB], [RC], Special
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	
Walkers [2]								
Castellax Battle Automata (Type 1)	15	5+	3/-2	Darkfire Cannon	30/60	2	-3	[DR2], [N], [RC]
				Anti-personnel	25	2	-1	
Castellax Battle Automata (Type 2)	15	5+	3/-2	Darkfire Cannon	30/60	2	-3	[DR2], [N], [RC]
				Flamers [FW]	10	2	-1	
Castellax Battle Siege Automata	15	5+	4/-3	Anti-Personnel	25	2	-1	[DR2], [N], [RC]
				Flamers [FW]	10	2	-1	
				Siege Wrecker [Str+1]	-	-	-	
Vehicles [3]								
Leman Russ Annihilator	25	2+	2/-1	TL Lascannons	25/50	2TL1	-3	[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	
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 Executioner	25	2+	2/-1	Executioner Plasma Cannon	35	3	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
Leman Russ Exterminator	25	2+	2/-1	TL Exterminator Autocannon	25/50	4TL2	-2	[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 Vanquisher	25	2+	2/-1	Vanquisher Battlecannon [Dmg+2]	70	1	-3	[AG], Special
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	
Saturyne Aurox Transport	25	4+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2], [AG]
Saturyne Carnodon (Type 1)	25	3+	2/-1	TL Lascannons	25/50	2TL1	-3	[AG], Special
				Lascannons	25/50	2	-3	
				Anti-Personnel	25	2	-1	
Saturyne Carnodon (Type 2)	25	3+	2/-1	Volkite Culverin (VK)	25/50	2TL1	-2	[AG], Special
				Anti-Personnel	25	6	-1	
Saturyne Carnodon (Type 3)	25	3+	2/-1	Anti-Personnel	25	8	-1	[AG], Special

Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [Str+2]	10 10	4 B2	-1 -4	[TR3], [DU], Special
Cyclops Remote Demolition Vehicle	15	5+	0/0	Demolition Charge Incineration Charge [IC] Atomantic Imploder	-	B2 B3 1	-3 -1 -4	Special
Dracosan Armored Transport	20	3+	3/-2	TL Lascannons Anti-Personnel	25/50 25	2TL1 2	-3 -1	[TR5], [DR2], [AG]
Super Heavy Vehicles [4]								
Baneblade Battle Tank	15	2+	4/-3	Baneblade Cannon [T] Demolisher Cannon [M, Str+2] Coaxial Autocannon [T] Sponson Lascannons Anti-Personnel	35/70 25/50 25/50 25/50 25	B3 B2 2TL1 2 6	-3 -4 -2 -3 -1	[DR3], [AG]
Stormblade (Type 1)	15	2+	4/-3	Plasma Blastgun [M] Rapid Overload [Dmg+2] 2x Lascannon Anti-Personnel	 35/70 50/100 25/50 25	 2x B2 B4 2 6	 -2 -4 -3 -1	[DR3], [AG]
Stormblade (Type 2)	15	2+	4/-3	Plasma Blastgun [M] Rapid Overload [Dmg+2] 2x Lascannon Heavy Flamers [FW]	 35/70 50/100 25/50 10	 2x B2 B4 2 6	 -2 -4 -3 -1	[DR3], [AG]
Stormhammer Assault Tank (Type 1)	15	2+	5/-4	Stormhammer Cannon TL Battlecannon [T] Lascannon 6x Multi-lasers Anti-Personnel	30/60 35/70 25/50 20/35 25	B2 2TL1 x B1 1 12 10	-4 -2 -3 -1 -1	[DR4], [AG], Special
Stormhammer Assault Tank (Type 2)	15	2+	5/-4	Stormhammer Cannon TL Battlecannon [T] Lascannon 6x Multi-lasers Heavy Flamers [FW]	30/60 35/70 25/50 20/35 10	B2 2TL1 x B1 1 12 10	-4 -2 -3 -1 -1	[DR4], [AG], Special
Stormhammer Assault Tank (Type 3)	15	2+	5/-4	Stormhammer Cannon TL Battlecannon [T] 7x Lascannon Anti-Personnel	30/60 35/70 25/50 25	B2 2TL1x B1 7 4	-4 -2 -3 -1	[DR4], [AG], Special
Stormhammer Assault Tank (Type 4)	15	2+	5/-4	Stormhammer Cannon TL Battlecannon [T] 7x Lascannon Heavy Flamers [FW]	30/60 35/70 25/50 10	B2 2TL1x B1 7 4	-4 -2 -3 -1	[DR4], [AG], Special
Stormlord Assault Tank (Type 1)	15	2+	4/-3	Vulcan Mega-Bolter 2x Lascannon Anti-Personnel	30/60 25/50 25	8 2 6	-1 -3 -1	[DR3], [TR8], [AG], Special
Stormlord Assault Tank (Type 2)	15	2+	4/-3	Vulcan Mega-Bolter 2x Lascannon Heavy Flamers [FW]	30/60 25/50 10	8 2 6	-1 -3 -1	[DR3], [TR8], [AG], Special
Shadowsword Super Heavy Tank	15	2+	4/-3	Volcano Cannon [HM, Dmg+3] 2x Lascannons Anti-Personnel	60/120 25/50 25	B2 2 6	-6 -3 -1	[DR3], [AG]
Stormsword Siege Tank	15	2+	4/-3	Stormsword Cannon [IC, M, Str+4] 2x Lascannons Anti-Personnel	35/70 25/50 25	B6 2 6	-4 -3 -1	[DR3], [AG]
Malcador Heavy Tank (Type 1)	15	2+	3/-2	Battlecannon Demolisher Cannon [M, Str+2] TL Sponson Autocannons Anti-Personnel	35/70 25/50 25/50 25	B1 B2 4TL2 2	-2 -4 -2 -2	[DR2], [AG]
Malcador Heavy Tank (Type 2)	15	2+	3/-2	TL Lascannons (T) Demolisher Cannon [M, Str+2] TL Sponson Autocannons Anti-Personnel	25/50 25/50 25/50 25	2TL1 B2 4TL2 2	-3 -4 -2 -2	[DR2], [AG]
Malcador Infernus Tank	15	3+	3/-2	Inferno Gun [IC, Fire] Sponson Autocannons Anti-Personnel	25 25/50 25	6 4TL2 2	-2 -2 -1	[DR2], [AG]

Valdor Tank Hunter	15	3+	3/-2	Neutron Beam Laser [M, Dmg+1] Anti-Personnel	35/70 25	1 4	-5 -1	[DR2], [AG]
Light Artillery [1]								
Rapier Weapons Battery (Type 1)	5	5+	1/0	Quad Launcher Frag/Shatter Incendiary/phosphex [IC]	50 50	B0 1	-2 -2	Cannot charge move
Rapier Weapons Battery (Type 2)	5	5+	1/0	TL Laser Destroyer Array [Dmg+1]	20/35	4TL2	-3	Cannot charge move
Rapier Weapons Battery (Type 3)	5	5+	1/0	Anti-Personnel	35	4	-1	Cannot charge move
Tarantula Sentry Gun (Type 1)	5[T]	5+	1/0	Anti-Personnel Heavy Flamers [FW]	35 10	2 2	-1 -1	[RC], [IF], Cannot charge move, cannot fire both weapons in same turn, Special
Tarantula Sentry Gun (Type 2)	5[T]	5+	1/0	TL Lascannons	25/50	2	-3	[RC], [IF], Cannot charge move, Special
Tarantula Sentry Gun (Type 3)	5[T]	5+	1/0	TL Rotor Cannon	15/30	6TL3	0	[RC], [IF], Cannot charge move, Special
Tarantula Sentry Gun (Type 4)	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF], Cannot charge move, Special
Heavy Artillery [3]								
Basilisk	10	3+	2/0	Earthshaker Cannon [M, Dmg+1] Anti-Personnel	25-240 25	B2 2	-3 -1	[AG]
Bombard	10	3+	2/0	Colossus Mortar [IC, M, Str+2] Anti-Personnel	25-100 25	B1 2	-2 -1	[AG]
Medusa	10	3+	2/0	Medusa Siege Gun [HM, Str+1] Anti-Personnel	35-125 25	B2 2	-4 -1	[AG]
Fliers [F]								
Arvus Lighter Orbital Shuttle	-	5+	2/0	Air Defense	25	2	-1	Flier, [TR3]
Primaris Lightning Strike Fighter		5+	3/-2	TL Lascannons	25/50	2TL1	-3	Flier, Special
Interceptor				Air Defense	25	2	-1	
Primaris Lightning Strike Ground Attack Fighter		5+	2/-2	TL Lascannons Phosphex bombs [IC, Fire+2] Air Defense	25/50 0 25	2TL1 B2 2	-3 -1 -1	Special
Thunderbolt Heavy Fighter	-	5+	3/-2	Quad TL Autocannons TL Lascannons Kinetic Piercer Missile [AA, Dmg+1] Air Defense	25/50 25/50 25/50 25	8TL4 2TL1 1 2	-2 -3 -1 -1	Flier

Imperialis Militia

Name	Move	Armor	CAF	Weapon	SR/LR	AD	TSM	Notes
Command and Specialists [1]								
Ogyrn Brutes	15	6+	2/-2	Ripper Guns [A]	20	2	-1	[SU], Hits in CC on 6+
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Enginseer	10	5[7]+	1/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]
Force Commander	10	5[6]+	4/-3	CC Weapons	-	-	-	[HQ2], [MB], [R]
Auxilia Medicae	10	9+	2/-1	CC Weapons	-	-	-	[Apo]
Company Commander	10	7[8]+	2/-2	Heavy stubbers	15/35	3	-1	[HQ1], [MB], [R]
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	1	0	Special
Infantry Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Rogue Psyker	10	8[8]+	3/-2	CC Weapons	-	-	-	[P1], [FR], [HQ1], [R]
Rogue Psyker	10	8[8]+	4/-3	CC Weapons	-	-	-	[P2], [FR], [HQ2], [R]
Rogue Psyker (possessed)	10	6[6]+	4/-3	CC Weapons	-	-	-	[TR], [DE], [P2] Special
Infantry [1]								
Fire Support	5	9+	1/0	Heavy Weapons	25/50	2	-2	Can not fire if charged
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	
Grenadiers	10	7+	1/-1	Lasrifles	15/30	1	0	
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	
Assault Infantry	10	9+	2/-1	CC Weapons	-	-	-	
Infantry	10	9+	1/0	Lascarbine	15/25	1	0	Rapid Fire
Reconnaissance	10	9+	1/0	Sniper rifle	35	1	-1	[R], [IF], [AG], [N], [SH]
Inducted Assault Levy	10	10+	2/-1	CC Weapons	-	-	-	Special
Inducted Levy	10	10+	1/0	Auto Guns	25	1	0	Special

Mutant Spawn	15	7+	3/-2	-	-	-	-	[FR], [IWD], Special
Walkers [2]								
Sentinel Scout	25	6+	1/-1	Multi-laser	20/35	2	-1	[R]
Vehicles [3]								
Aurox Armored Transport	30	5+	2/-1	Heavy Flamers [FW]	10	2	-1	[TR2]
Carnodon, Militia Pattern	25	4+	2/-1	TL Autocannon	25/50	4TL2	-2	[AG]
				Heavy Flamers [FW]	10	4	-1	
				Anti-Personnel	25	2	-1	
Leman Russ Annihilator	20	2+	2/-1	TL Lascannons	25/50	2	-3	[AG]
				Anti-Personnel	25	4	-1	
Leman Russ Battle Tank	20	2+	2/-1	Battlecannon	35/70	B1	-2	[AG]
				Anti-Personnel	25	4	-1	
Leman Russ Demolisher	20	2+	2/-1	Demolisher Cannon [M, Str+2]	25/50	B2	-4	[AG]
				Anti-Personnel	25	2	-1	
				Heavy Flamers [FW]	10	2	-1	
Leman Russ Exterminator	20	2+	2/-1	TL Exterminator Autocannon	25/50	4TL2	-2	[AG]
				Anti-Personnel	25	4	-1	
Leman Russ Vanquisher	20	2+	2/-1	Vanquisher Battlecannon [Dmg+2]	35/70	1	-3	[AG]
				Anti-Personnel	25	4	-1	
Termite Assault Drill	10[T]	5+	3/-3	Melta Cutter [Str+2]	10	1	-4	[TR3], [DU], Special
				Heavy Flamers [FW]	10	4	-1	
Super Heavy Vehicles [4]								
Baneblade Battle Tank	15	2+	4/-3	Autocannon (T)	25/50	2TL1	-2	[DR3], [AG]
				Baneblade Cannon (T)	35/70	B2	-3	
				Sponson Lascannons	25/50	2	-3	
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				Anti-Personnel	25	6	-1	
Gorgon Heavy Transporter	15	2[4]+	4/-3	2xTL Autocannons	25/50	8TL4	-2	[DR3], [TR10], [AG], Special
				Anti-Personnel	25	6	-1	
Malcador Heavy Tank (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	4	-1	
Malcador Heavy Tank (Type 2)	15	2+	3/-2	TL Lascannons (T)	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	4	-1	
Stormhammer Assault Tank (Type 1)	15	2+	5/-4	Stormhammer Cannon [T]	30/60	B2	-4	[DR4], [AG], Special
				2x TL Battlecannon	35/70	2TL1 x B1	-2	
				Lascannon	25/50	1	-3	
				6x Multi-lasers	20/35	12	-1	
				Anti-Personnel	25	10	-1	
Stormhammer Assault Tank (Type 2)	15	2+	5/-4	Stormhammer Cannon [T]	30/60	B2	-4	[DR4], [AG], Special
				2x TL Battlecannon	35/70	2TL1 x B1	-2	
				Lascannon	25/50	1	-3	
				6x Multi-lasers	20/35	12	-1	
				Heavy Flamers [FW]	10	10	-1	
Stormhammer Assault Tank (Type 3)	15	2+	5/-4	Stormhammer Cannon [T]	30/60	B2	-4	[DR4], [AG], Special
				2x TL Battlecannon	35/70	2TL1 x B1	-2	
				7x Lascannon	25/50	7	-3	
				Anti-Personnel	25	10	-1	
Stormhammer Assault Tank (Type 4)	15	2+	5/-4	Stormhammer Cannon [T]	30/60	B2	-4	[DR4], [AG], Special
				2x TL Battlecannon	35/70	2TL1 x B1	-2	
				7x Lascannon	25/50	7	-3	
				Heavy Flamers [FW]	10	10	-1	
Light Artillery [1]								
Rapier Weapons Battery (Type 1)	5	5+	1/0	Quad Launcher				Cannot charge move
				Frag/Shatter	50	B0	-1	
				Incendiary/Phosphex [IC, Fire+1]	50	1	0	
Rapier Weapons Battery (Type 2)	5	5+	1/0	TL Laser Destroyer Array [Dmg+1]	25/50	4TL2	-3	Cannot charge move
Rapier Weapons Battery (Type 3)	5	5+	1/0	Anti-Personnel	35	4	-1	Cannot charge move
Heavy Artillery [3]								
Earthshaker Cannon	-	5+	1/0	Earthshaker Cannon [HM, Dmg+1]	25-240	B2	-3	Immobile
Imperialis Medusa Siege Gun	-	5+	1/0	Medusa Siege Gun [HM, Dmg+1]	35-125	B2	-4	Immobile

<i>Fliers [F]</i>								
Arvus Lighter Orbital Shuttle	-	5+	1/0	Air Defense	25	2	-1	Flier, [TR3]
Thunderbolt Heavy Fighter	-	5+	3/-2	2x TL Autocannons	25/50	8TL4	-2	Flier
				TL Lascannons	25/50	2TL1	-3	
				Kinetic Piercer Missile [AA, Dmg+1]	25/50	1	-1	
				Air Defense	25	2	-1	

Questoris Knight Households

Name	Move	Armor	CAF	Weapon	SR/LR	AD	TSM	Notes
<i>Special Characters [1]</i>								
Archmagos Draykavac	15	3[5]+	5/-4	CC weapons	-	-	-	[HQ3], [FR], [MK]. [AG], [CY3], <i>Special</i>
<i>Knights [4]</i>								
Acastus Knight Asterius	15	2+	4/-3	Karacnos Mortar [VK, IC, M]	30/60	2x B*	-2	[DR3], [AG], SR/LR is B1/B2
				Conversion beam Cannon	35/70	4TL2	-4	
				Anti-Personnel	25	6	-1	
Acastus Knight Porphyron (Type 1)	15	2+	4/-3	2xTL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG]
				2x TL Autocannon	25/50	4TL2	-2	
				Ironstorm Missile Pod	35/70	B2	-2	
				Anti-Personnel	25	6	-1	
Acastus Knight Porphyron (Type 2)	15	2+	4/-3	2xTL Magna Lascannon [M]	35/70	4TL2	-4	[DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Helios Defense Missiles [AA]	30/60	1	-2	
				Anti-Personnel	25	6	-1	
Cerastus Knight Acheron	25	3+	4/-4	Acheron Cannon [FW, Fire+1]	25	4	-2	[DR2], [AG]
				Anti-Personnel	25	4	-1	
				Reaper Chainfist	-	-	-	
Armiger Morirax (Type 1)	25	4+	2/-2	Armiger Conversion Beam Cannon	25/50	2x B*	-3	SR/LR is B1/B2, [AG], [R], 1 Power Field Armor 5+
				Lightning Lock	15/35	3	-1	
				Anti-Personnel	25	1	-1	
Armiger Morirax (Type 2)	25	4+	3/-3	Rad Cleanser [IC]	10	2	-2	[AG], [R], 1 Power Field Armor 5+
				Anti-Personnel	25	4	-1	
				Gyges Siege Claw [Str+2]	-	-	-	
Cerastus Knight Atrapos	25	3+	4/-4	Singularity Cannon [Dmg+3]	35	1	-5	[DR3], [AG]
				Atrapos Lascutter	10	3	-4	
				Anti-Personnel	25	2	-1	
Cerastus Knight Castigator	25	3+	5/-4	TL Castigator Bolt Cannon [Dmg+1]	35	6TL2	-2	[DR2], [AG], +1 CC die if engaged with infantry elements
				Anti-Personnel	25	2	-1	
				Tempest Warblade	-	-	-	
Knight Crusader (Type 1)	20	3+	3/-2	Avenger Gatling Cannon	35	4	-2	[DR2], [AG]
				Thermal Cannon [Fire]	35	B2	-4	
				Anti-Personnel	25	2	-1	
				Ironstorm Missile Pod	35/70	B2	-2	
				Heavy Flamer [FW]	10	2	-1	
Knight Crusader (Type 2)	20	3+	3/-2	Avenger Gatling Cannon	35	4	-2	[DR2], [AG]
				Thermal Cannon [Fire]	35	B2	-4	
				Anti-Personnel	25	2	-1	
				TL Icarus Autocannon [AA]	25/50	4TL2	-2	
				Heavy Flamer [FW]	10	2	-1	
Cerastus Knight Lancer	30	3+	5/-4	Cerastus Shock Lance	20	2	-2	[DR2], [AG], <i>Special</i>
				Anti-Personnel	25	2	-1	
Knight Errant (Type 1)	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2], [AG]
				Anti-Personnel	25	4	-1	
				Ironstorm Missile Pod	35/70	B2	-2	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Errant (Type 2)	20	3+	4/-4	Thermal Cannon [Fire]	35	B2	-4	[DR2], [AG]
				Anti-Personnel	25	4	-1	
				Twin Icarus Autocannon [AA]	25/50	2	-2	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Gallant (Type 1)	20	3+	5/-4	Anti-Personnel	25	2	-1	[DR2], [AG]
				Ironstorm Missile Pod	35/70	B2	-2	
				Reaper Chainsword [Dmg+3 CC]	-	-	-	
				Thunderstike Gauntlet	-	-	-	

Knight Gallant (Type 2)	20	3+	5/-4	Anti-Personnel	25	2	-1	[DR2], [AG]
				Twin Icarus Autocannon [AA]	25/50	4TL2	-2	
				Reaper Chainsword [Dmg+3 CC]	-	-	-	
				Thunderstrike Gauntlet	-	-	-	
Knight Magaera (Type 1)	20	3+	4/-4	Lightning Cannon	25/50	B1	-3	[DR2], [AG]
				Anti-Personnel	25	2	-1	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Magaera (Type 2)	20	3+	4/-4	Lightning Cannon	25/50	B1	-3	[DR2], [AG]
				Anti-Personnel	25	2	-1	
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
Knight Paladin (Type 1)	20	3+	4/-4	Questoris Battlecannon	35/70	2x B1	-2	[DR2], [AG]
				Anti-Personnel	25	4	-1	
				Ironstorm Missile Pod	35/70	B2	-2	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Paladin (Type 2)	20	3+	4/-4	Questoris Battlecannon	35/70	2	-2	[DR2], [AG]
				Anti-Personnel	25	4	-1	
				TL Icarus Autocannon [AA]	25	4TL2	-2	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Styrix (Type 1)	20	3+	4/-4	Volkite Chieorovile [VK, IC]	25/50	2	-2	[DR2], [AG]
				Anti-Personnel	25	2	-1	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Styrix (Type 2)	20	3+	4/-3	Volkite Chieorovile [VK, IC]	25/50	2	-2	[DR2], [AG]
				Anti-Personnel	25	2	-1	
				Rad Cleanser [IC]	10	2	-2	
				Hekaton Siege Claw [Str+3, W]	-	-	-	
Knight Warden (Type 1)	20	3+	4/-4	Avenger gatling Cannon	35	4	-2	[DR2], [AG]
				Heavy Flamer [FW]	10	2	-1	
				Anti-Personnel	25	2	-1	
				Ironstorm Missile Pod	35/70	B2	-2	
				Reaper Chainsword [Dmg+2 CC]	-	-	-	
Knight Warden (Type 2)	20	3+	4/-4	Avenger gatling Cannon	35	4	-2	[DR2], [AG]
				Heavy Flamer [FW]	10	2	-1	
				Anti-Personnel	25	2	-1	
				Twin Icarus Autocannons [AA]	25/50	4TL2	-2	
				Thunderstrike Gauntlet [Dmg+2 CC]	-	-	-	

Formations

Solar Auxilia

Formation Name	Formation composition	Morale value	Break point	Cost/VP
General Company Formations (Standard Size)				
Infantry				
Auxilia Lasrifle Tercio	1 Legate Commander HQ/level 2, 2 Veteran Auxiliaries stands Section: 1 Troop Master (HQ1), 12 Auxiliary Lasrifle stands Section: 1 Troop Master (HQ1), 12 Auxiliary Lasrifle stands Section: 1 Troop Master (HQ1), 12 Auxiliary Lasrifle stands	6+	21	650 7 VP
Auxilia Assault Tercio	1 Legate Commander HQ/level 2, 2 Veteran Auxiliaries stands Section: 1 Troop Master (HQ1), 8 Auxiliary Lasrifle stands + 4 Auxiliary Flamer stands Section: 1 Troop Master (HQ1), 8 Auxiliary Lasrifle stands + 4 Auxiliary Flamer stands Section: 1 Troop Master (HQ1), 8 Auxiliary Lasrifle stands + 4 Auxiliary Flamer stands	6+	21	700 7 VP
Veletaris Storm Tercio	1 Legate Commander HQ/level 2, 2 Veteran Veletaris Storm stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm stands	6+	12	550 6 VP
Veletaris Storm Assault Tercio	1 Legate Commander HQ/level 2, 2 Veteran Veletaris Storm assault stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm assault stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm assault stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm assault stands	6+	12	450 5 VP
Veletaris Storm Support Tercio	1 Legate Commander HQ/level 2, 2 Veteran Veletaris Storm support stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm support stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm support stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm support stands	6+	12	650 7 VP
Veletaris Storm Battle Tercio	1 Legate Commander HQ/level 2, 2 Veteran Veletaris Storm stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm assault stands Section: 1 Veletari Prime (HQ1) and 6 Veletaris Storm support stands	6+	12	550 6 VP
Vehicles				
Auxilia Leman Russ Assault Company	1 Auxilia Leman Russ Demolisher Command/HQ Squadron: 3 Auxilia Leman Russ Demolisher Tanks Squadron: 3 Auxilia Leman Russ Incinerator Tanks Squadron: 3 Auxilia Leman Russ Executioner Tanks	6+	5	600 6 VP
Auxilia Leman Russ Battle Tank Company	1 Auxilia Leman Russ Command/HQ Squadron: 3 Auxilia Leman Russ Battle Tanks Squadron: 3 Auxilia Leman Russ Battle Tanks Squadron: 3 Auxilia Leman Russ Battle Tanks	6+	5	550 6 VP
Auxilia Leman Russ Strike Company	1 Auxilia Leman Russ Vanquisher Command/HQ Squadron: 3 Auxilia Leman Russ Exterminator Tanks Squadron: 3 Auxilia Leman Russ Annihilator Tanks Squadron: 3 Auxilia Leman Russ Vanquisher Tanks	6+	5	600 6 VP
Auxilia Saturyne Pattern Carnodon Company Type 1	1 Auxilia Saturyne Pattern Carnodon Type 1 Command/HQ Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 1 Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 1 Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 1	6+	5	650 7 VP
Auxilia Saturyne Pattern Carnodon Company Type 2	1 Auxilia Saturyne Pattern Carnodon Type 2 Command/HQ Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 2 Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 2 Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 2	6+	5	650 7 VP
Auxilia Saturyne Pattern Carnodon Company Type 3	1 Auxilia Saturyne Pattern Carnodon Type 3 Command/HQ Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 3 Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 3 Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 3	6+	5	600 6 VP
Auxilia Saturyne Pattern Carnodon Strike Company	1 Auxilia Saturyne Pattern Carnodon Type 1 Command/HQ Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 1 Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 2	6+	5	650 7 VP

Squadron: 3 Auxilia Satyrne Pattern Carnodon Type 3				
Super Heavy				
Auxilia Malcador Heavy Tank Company (Type 1 or 2)	1 Auxilia Malcador Heavy Tank Command/HQ Squadron: 3 Auxilia Malcador Heavy Tanks Squadron: 3 Auxilia Malcador Heavy Tanks	6+	4	600 6 VP
Auxilia Baneblade Super Heavy Battle Tank Company	1 Auxilia Baneblade Super Heavy Tank Command/HQ Squadron: 3 Auxilia Baneblade Super Heavy Tanks	6+	2	550 6 VP
Auxilia Shadowsword Super Heavy Tank Company	1 Auxilia Shadowsword Super Heavy Tank Command/HQ Squadron: 3 Shadowsword Super Heavy Tanks	6+	2	500 5 VP
Auxilia Stormblade Super Heavy Tank Company (Type 1 or 2)	1 Auxilia Stormblade Super Heavy Tank Command/HQ Squadron: 3 Stormblade Super Heavy Tanks	6+	2	450 5 VP
Auxilia Stormhammer Super Heavy Tank Company Type 1 or 2	1 Auxilia Stormhammer Super Heavy Tank Type 1 or 2 Command/HQ Squadron: 3 Stormhammer Super Heavy Tanks Type 1 or 2	6+	2	600 6 VP
Auxilia Stormhammer Super Heavy Tank Company Type 3 or 4	1 Auxilia Stormhammer Super Heavy Tank Type 3 or 4 Command/HQ Squadron: 3 Stormhammer Super Heavy Tanks Type 3 or 4	6+	2	650 7 VP
Auxilia Stormlord Super Heavy Tank Company (Type 1 or 2)	1 Auxilia Stormlord Super Heavy Tank Command/HQ Squadron: 3 Stormlord Super Heavy Tanks	6+	2	550 6 VP
Auxilia Stormsword Super Heavy Tank Company	1 Auxilia Stormsword Super Heavy Tank Command/HQ Squadron: 3 Stormsword Super Heavy Tanks	6+	2	500 5 VP
Heavy Artillery				
Auxilia Artillery Tank Battery	1 Legate Commander HQ/level 2, 2 Veteran Auxiliaries stands and 1 Dracosian Armored Transport Battery: 3 Auxilia Basilisk Battery Battery: 3 Auxilia Medusa Battery Battery: 3 Auxilia Bombard Battery	6+	7	800 8 VP
Company Transports (Standard Size)				
Dracosan Armored transports	Auxilia Tercios Transports: 9 Dracosan Armored transports	6+	+5	450/+5 VP
	Veletaris Storm Tercios: 5 Dracosan Armored Transports	6+	+3	250/+3 VP
Auxilia Arvus Lighter Orbital Shuttle	Auxilia Tercios Transports: 14 Auxilia Arvus Lighter Orbital Shuttles	6+	+7	600/+6 VP
	Veletaris Storm Tercio transports: 8 Auxilia Arvus Lighter Orbital Shuttles	6+	+4	350/+4 VP
Auxilia Satyrne Pattern Aurox Armored transport	Auxilia Tercios Transports: 21 Auxilia Satyrne pattern aurox armored transports	6+	+11	600/+6 VP
	Auxilia Veletaris Storm tercios transports: 12 Auxilia Satyrne pattern aurox armored transports	6+	+6	350/+4 VP
Auxilia Pattern Termite Assault Drill	Auxilia Tercios Transports: 14 Auxilia pattern termite assault drills	6+	+7	850/+9 VP
	Auxilia Veletaris Storm tercios transports: 8 Auxilia pattern termite assault drills	6+	+4	500/+5 VP
General Company Formations (Grand)				
Infantry				
Auxilia Lasrifle Tercio	1 Legate Commander HQ/level 2, 4 Veteran Auxiliaries stands Section: 1 Troop Master (HQ1), 24 Auxiliary Lasrifle stands Section: 1 Troop Master (HQ1), 24 Auxiliary Lasrifle stands Section: 1 Troop Master (HQ1), 24 Auxiliary Lasrifle stands	6+	40	1150 12 VP
Auxilia Assault Tercio	1 Legate Commander HQ/level 2, 4 Veteran Auxiliaries stands Section: 1 Troop Master (HQ1), 16 Auxiliary Lasrifle stands + 8 Auxiliary Flamer stands Section: 1 Troop Master (HQ1), 16 Auxiliary Lasrifle stands + 8 Auxiliary Flamer stands Section: 1 Troop Master (HQ1), 16 Auxiliary Lasrifle stands + 8 Auxiliary Flamer stands	6+	40	1250 13 VP
Veletaris Storm Tercio	1 Legate Commander HQ/level 2, 4 Veteran Veletaris Storm stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm stands	6+	22	950 10 VP
Veletaris Storm Assault Tercio	1 Legate Commander HQ/level 2, 4 Veteran Veletaris Storm assault stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm assault stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm assault stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm assault stands	6+	22	750 8 VP
Veletaris Storm Support Tercio	1 Legate Commander HQ/level 2, 4 Veteran Veletaris Storm support stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm support stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm support stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm support stands	6+	22	1150 12 VP
Veletaris Storm Battle Tercio	1 Legate Commander HQ/level 2, 4 Veteran Veletaris Storm stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm assault stands Section: 1 Veletari Prime (HQ1) and 12 Veletaris Storm support stands	6+	22	950 10 VP
Vehicles				

Auxilia Leman Russ Assault Company	1 Auxilia Leman Russ Demolisher Command/HQ Squadron: 6 Auxilia Leman Russ Demolisher Tanks Squadron: 6 Auxilia Leman Russ Incinerator Tanks Squadron: 6 Auxilia Leman Russ Executioner Tanks	6+	10	1100 11 VP
Auxilia Leman Russ Battle Tank Company	1 Auxilia Leman Russ Command/HQ Squadron: 6 Auxilia Leman Russ Battle Tanks Squadron: 6 Auxilia Leman Russ Battle Tanks Squadron: 6 Auxilia Leman Russ Battle Tanks	6+	10	1050 11 VP
Auxilia Leman Russ Strike Company	1 Auxilia Leman Russ Vanquisher Command/HQ Squadron: 6 Auxilia Leman Russ Exterminator Tanks Squadron: 6 Auxilia Leman Russ Annihilator Tanks Squadron: 6 Auxilia Leman Russ Vanquisher Tanks	6+	10	1100 11 VP
Auxilia Saturne Pattern Carnodon Company Type 1	1 Auxilia Saturne Pattern Carnodon Type 1 Command/HQ Squadron: 6 Auxilia Saturne Pattern Carnodon Type 1 Squadron: 6 Auxilia Saturne Pattern Carnodon Type 1 Squadron: 6 Auxilia Saturne Pattern Carnodon Type 1	6+	10	1200 12 VP
Auxilia Saturne Pattern Carnodon Company Type 2	1 Auxilia Saturne Pattern Carnodon Type 2 Command/HQ Squadron: 6 Auxilia Saturne Pattern Carnodon Type 2 Squadron: 6 Auxilia Saturne Pattern Carnodon Type 2 Squadron: 6 Auxilia Saturne Pattern Carnodon Type 2	6+	10	1250 13 VP
Auxilia Saturne Pattern Carnodon Company Type 3	1 Auxilia Saturne Pattern Carnodon Type 3 Command/HQ Squadron: 6 Auxilia Saturne Pattern Carnodon Type 3 Squadron: 6 Auxilia Saturne Pattern Carnodon Type 3 Squadron: 6 Auxilia Saturne Pattern Carnodon Type 3	6+	10	1150 12 VP
Auxilia Saturne Pattern Carnodon Strike Company	1 Auxilia Saturne Pattern Carnodon Type 1 Command/HQ Squadron: 6 Auxilia Saturne Pattern Carnodon Type 1 Squadron: 6 Auxilia Saturne Pattern Carnodon Type 2 Squadron: 6 Auxilia Saturne Pattern Carnodon Type 3	6+	10	1200 12 VP
Super Heavy				
Auxilia Malcador Heavy Tank Company (Type 1 or 2)	1 Auxilia Malcador Heavy Tank Command/HQ Squadron: 3 Auxilia Malcador Heavy Tanks Squadron: 3 Auxilia Malcador Heavy Tanks Squadron: 3 Auxilia Malcador Heavy Tanks	6+	5	850 9 VP
Auxilia Baneblade Super Heavy Battle Tank Company	1 Auxilia Baneblade Super Heavy Tank Command/HQ Squadron: 3 Auxilia Baneblade Super Heavy Tanks Squadron: 3 Auxilia Baneblade Super Heavy Tanks	6+	4	950 10 VP
Auxilia Shadowsword Super Heavy Tank Company	1 Auxilia Shadowsword Super Heavy Tank Command/HQ Squadron: 3 Shadowsword Super Heavy Tanks Squadron: 3 Shadowsword Super Heavy Tanks	6+	4	900 9 VP
Auxilia Stormblade Super Heavy Tank Company (Type 1 or 2)	1 Auxilia Stormblade Super Heavy Tank Command/HQ Squadron: 3 Stormblade Super Heavy Tanks Squadron: 3 Stormblade Super Heavy Tanks	6+	4	850 9 VP
Auxilia Stormhammer Super Heavy Tank Company Type 1 or 2	1 Auxilia Stormhammer Super Heavy Tank Type 1 or 2 Command/HQ Squadron: 3 Stormhammer Super Heavy Type 1 or 2 Tanks Squadron: 3 Stormhammer Super Heavy Type 1 or 2 Tanks	6+	4	1100 11 VP
Auxilia Stormhammer Super Heavy Tank Company Type 3 or 4	1 Auxilia Stormhammer Super Heavy Tank Type 3 or 4 Command/HQ Squadron: 3 Stormhammer Super Heavy Type 3 or 4 Tanks Squadron: 3 Stormhammer Super Heavy Type 3 or 4 Tanks	6+	4	1150 12 VP
Auxilia Stormlord Super Heavy Tank Company (Type 1 or 2)	1 Auxilia Stormlord Super Heavy Tank Command/HQ Squadron: 3 Stormlord Super Heavy Tanks Squadron: 3 Stormlord Super Heavy Tanks	6+	4	1000 10 VP
Auxilia Stormsword Super Heavy Tank Company	1 Auxilia Stormsword Super Heavy Tank Command/HQ Squadron: 3 Stormsword Super Heavy Tanks Squadron: 3 Stormsword Super Heavy Tanks	6+	4	900 9 VP
Heavy Artillery				
Auxilia Artillery Tank Battery	1 Legate Commander HQ/level 2, 4 Veteran Auxiliaries stands and 1 Dracosan Armored Transport Battery: 6 Auxilia Basilisk Battery Battery: 6 Auxilia Medusa Battery Battery: 6 Auxilia Bombard Battery	6+	12	1450 15 VP
Company Transports (Grand)				
Dracosan Armored transports	Auxilia Tercio Transports: 16 Dracosan Armored transports Veletaris Storm Tercio: 9 Dracosan Armored Transports	6+	+8	850/+9 VP
		6+	+5	450/+5 VP

Auxilia Arvus Lighter Orbital Shuttle	Auxilia Tercio Transports: 27 Auxilia Arvus Lighter Orbital Shuttles	6+	+14	1150/+12 VP
	Veletaris Storm Tercio transports: 15 Auxilia Arvus Lighter Orbital Shuttles	6+	+8	650/+7 VP
Auxilia Satyrne Pattern Aurox Armored transport	Auxilia Tercios Transports: 40 Auxilia Satyrne pattern aurox armored transports	6+	+20	1150/+12 VP
	Auxilia Veletaris Storm tercios transports: 21 Auxilia Satyrne pattern aurox armored transports	6+	+11	600/+6 VP
Auxilia Pattern Termite Assault Drill	Auxilia Tercios Transports: 27 Auxilia pattern termite assault drills	6+	+14	1650/+17 VP
	Auxilia Veletaris Storm tercios transports: 15 Auxilia pattern termite assault drills	6+	+8	900/+9 VP
Special Formations				
Walkers				
Thallax Maniple (Type 1)	5 Thalax type 1 Stands (Standard Size)	-	3	250/3 VP
	10 Thalax type 1 Stands (Grand)	-	5	500/5 VP
Thallax Maniple (Type 2)	5 Thalax type 2 Stands (Standard Size)	-	3	250/3 VP
	10 Thalax type 2 Stands (Grand)	-	5	500/5 VP
Castellax Battle Automata Maniple (Type 1 or 2)	3 Castelax Battle Automata (Standard Size)	-	2	250/3 VP
	6 Castelax Battle Automata (Grand)	-	3	500/5 VP
Castellax Battle Automata Siege Variant Maniple	3 Castelax Battle Automata Siege variant (Standard Size)	-	2	250/3 VP
	6 Castelax Battle Automata Siege variant (Grand)	-	3	450/5 VP
Fliers				
Auxilia Primaris Lightning Strike Fighter Interceptor Squadron	Squadron: 3 Primaris Lightning Strike Interceptor Fighters	6+	2	150 2 VP
Auxilia Primaris Lightning Strike Fighter Interceptor Wing	Squadron: 3 Primaris Lightning Strike Interceptor Fighters	6+	3	350
	Squadron: 3 Primaris Lightning Strike Interceptor Fighters			4 VP
Auxilia Primaris Lightning Strike Fighter Interceptor Air force	Squadron: 3 Primaris Lightning Strike Interceptor Fighters	6+	5	500
	Squadron: 3 Primaris Lightning Strike Interceptor Fighters			5 VP
	Squadron: 3 Primaris Lightning Strike Interceptor Fighters			
Auxilia Primaris Lightning Strike Fighter Ground Squadron	Squadron: 3 Primaris Lightning Strike Ground Attack Fighters	6+	2	200 2 VP
Auxilia Primaris Lightning Strike Fighter Ground Wing	Squadron: 3 Primaris Lightning Strike Ground Attack Fighters	6+	3	400
	Squadron: 3 Primaris Lightning Strike Ground Attack Fighters			4 VP
Auxilia Primaris Lightning Strike Fighter Ground Air force	Squadron: 3 Primaris Lightning Strike Ground Attack Fighters	6+	5	600
	Squadron: 3 Primaris Lightning Strike Ground Attack Fighters			6 VP
	Squadron: 3 Primaris Lightning Strike Ground Attack Fighters			
Auxilia Thunderbolt Heavy Fighter Squadron	Squadron: 3 Auxilia Thunderbolt Heavy fighters	6+	2	250 3 VP
Auxilia Thunderbolt Heavy Fighter Wing	Squadron: 3 Auxilia Thunderbolt Heavy fighters	6+	3	550
	Squadron: 3 Auxilia Thunderbolt Heavy fighters			6 VP
Auxilia Thunderbolt Heavy Fighter Air Force	Squadron: 3 Auxilia Thunderbolt Heavy fighters	6+	5	800
	Squadron: 3 Auxilia Thunderbolt Heavy fighters			8 VP
	Squadron: 3 Auxilia Thunderbolt Heavy fighters			
Special Characters				
Lord Marshal	1 Lord Marshal stand	5+	+1	Free (1/Army)
Lord Marshal Ireton MaSade	1 Character stand	5+	+1	100/+1 VP
Support Formations (Standard Size)				
Infantry				
Auxilia Flamer Section	1 Troop Master Command 1/HQ and 4 Auxilia Flamer stands	6+	3	100/1 VP
Auxilia Lasrifle Section	1 Troop Master (HQ1/HQ), 12 Auxiliary Lasrifle stands	6+	7	200/2 VP
Auxilia Assault Section	1 Troop Master (HQ1/HQ), 8 Auxiliary Lasrifle stands and 4 Auxilia flamer stands	6+	7	200/2 VP
Auxilia Medicae section	1 Auxilia Medicae stand	6+	+1	50/+1 VP
Auxilia Ogryn Charonite section	5 Auxilia Ogryn Charonite stands	6+	3	100/1 VP
Enginseer Auxilia	1 Enginseer stand	6+	+1	50/+1 VP
Veletaris Storm section	1 Veletari Prime (HQ1/HQ) and 6 Veletaris Storm stands	6+	4	150/2 VP
Veletaris Storm assault section	1 Veletari Prime (HQ1/HQ) and 6 Veletaris Storm assault stands	6+	4	100/1 VP
Veletaris Storm support section	1 Veletari Prime (HQ1/HQ) and 6 Veletaris Storm support stands	6+	4	200/2 VP
Vehicles				
Auxilia Leman Russ Annihilator squadron	3 Auxilia Leman Russ Annihilator tanks	6+	2	150/2 VP
Auxilia Leman Russ Battle Tank squadron	3 Auxilia Leman Russ Battle tanks	6+	2	150/2 VP
Auxilia Leman Russ Demolisher squadron	3 Auxilia Leman Russ Demolisher tanks	6+	2	200/2 VP
Auxilia Leman Russ Executioner squadron	3 Auxilia Leman Russ Executioner tanks	6+	2	150/2 VP

Auxilia Leman Russ Exterminator squadron	3 Auxilia Leman Russ Exterminator tanks	6+	2	200/2 VP
Auxilia Leman Russ Incinerator squadron	3 Auxilia Leman Russ Incinerator tanks	6+	2	200/2 VP
Auxilia Leman Russ Vanquisher squadron	3 Auxilia Leman Russ Vanquisher tanks	6+	2	150/2 VP
Auxilia Saturyne Pattern Carnodon Type 1	Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 1	6+	2	200/2 VP
Auxilia Saturyne Pattern Carnodon Type 2	Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 2	6+	2	200/2 VP
Auxilia Saturyne Pattern Carnodon Type 3	Squadron: 3 Auxilia Saturyne Pattern Carnodon Type 3	6+	2	200/2 VP
Cyclops Remote Demolitions squadron	5 Cyclops Remote Demolitions tanks	6+	2	100/1 VP

Super Heavy

Auxilia Malcador Heavy Tank squadron (Type 1 or 2)	3 Malcador Heavy tanks	6+	2	250/3 VP
Auxilia Malcador Infernus Special weapons Tank squadron	3 Malcador Infernus Special Weapons Tanks	6+	2	250/3 VP
Auxilia Baneblade Super Heavy Battle Tank squadron	1 Auxilia Baneblade Super Heavy Battle Tank	6+	1	150/2 VP
Auxilia Shadowsword Super Heavy Tank squadron	1 Auxilia Shadowsword Super Heavy Tank	6+	1	100/1 VP
Auxilia Stormblade Super Heavy Tank squadron (Type 1 or 2)	1 Auxilia Stormblade Super Heavy Tank	6+	1	100/1 VP
Auxilia Stormhammer Type 1 or 2 Super Heavy Tank squadron	1 Auxilia Stormhammer Type 1 or 2 Super Heavy Tank	6+	1	150/2 VP
Auxilia Stormhammer Type 3 or 4 Super Heavy Tank squadron	1 Auxilia Stormhammer Type 3 or 4 Super Heavy Tank	6+	1	150/2 VP
Auxilia Stormlord Super Heavy Tank squadron (Type 1 or 2)	1 Auxilia Stormlord Super Heavy Tank	6+	1	150/2 VP
Auxilia Stormsword Super Heavy Tank squadron	1 Auxilia Stormsword Super Heavy Tank	6+	1	150/2 VP
Auxilia Valdor Tank Hunter squadron	3 Auxilia Valdor Tank Hunter Tanks	6+	2	200/2 VP

Light Artillery

Auxilia Rapier Weapons Battery (Type 1)	Commander/HQ: 1 Auxilia Rapier weapon (Type 1) 4 Auxilia Rapier weapons (Type 1)	6+	3	100 1 VP
Auxilia Rapier Weapons Battery (Type 2)	Commander/HQ: 1 Legion Rapier weapon (Type 1) 4 Auxilia Rapier weapons (Type 2)	6+	3	200 2 VP
Auxilia Rapier Weapons Battery (Type 3)	Commander/HQ: 1 Legion Rapier weapon (Type 1) 4 Auxilia Rapier weapons (Type 3)	6+	3	150 2 VP
Auxilia Tarantula Sentry Gun Battery (Type 1)	5 Auxilia Tarantula sentry guns (Type 1)	-	4	200/2 VP
Auxilia Tarantula Sentry Gun Battery (Type 2)	5 Auxilia Tarantula sentry guns (Type 2)	-	4	150/2 VP
Auxilia Tarantula Sentry Gun Battery (Type 3)	5 Auxilia Tarantula sentry guns (Type 3)	-	4	200/2 VP
Auxilia Tarantula Sentry Gun Battery (Type 4)	5 Auxilia Tarantula sentry guns (Type 4)	-	4	150/2 VP

Heavy Artillery

Auxilia Basilisk Battery	3 Auxilia Basilisk Artillery Tanks	6+	2	250/3 VP
Auxilia Bombard Battery	3 Auxilia Bombard Artillery Tanks	6+	2	150/2 VP
Auxilia Medusa Battery	3 Auxilia Medusa Artillery Tanks	6+	2	200/2 VP

Support Transport (Standard Size)

Auxilia Arvus Lighter Orbital Shuttle	5 Auxilia Arvus Lighter Orbital Shuttles: 1 Auxilia Tercio section 3 Auxilia Arvus Lighter Orbital Shuttles: 1 Auxilia Veletaris storm Tercio section	6+	+3 +2	200/+2 VP 150/+2 VP
Auxilia Saturyne Aurox armored transport	7 Auxilia Saturyne Aurox armored transports: 1 Auxilia Tercio section 4 Auxilia Saturyne Aurox armored transports: 1 Auxilia veletaris storm Tercio section	6+	+4 +2	200/+2 VP 100/+1 VP
Auxilia Termite assault drills	5 Auxilia Termite assault drills: 1 Auxilia Tercio section 3 Auxilia Termite assault drills: 1 Auxilia Veletaris storm Tercio section	6+	+3 +2	300/+3 VP 200/+2 VP
Dracosan Armored transports	3 Dracosan Armored transports: 1 Auxilia Tercio section 2 Dracosan Armored transports: 1 Auxilia Veletaris storm Tercio section	6+	+2 +1	150/+2 VP 100/+1 VP

Support Formations (Grand)

Infantry

Auxilia Flamer Section	1 Troop Master Command/HQ and 9 Auxilia Flamer stands	6+	5	200/2 VP
Auxilia Lasrifle Section	1 Troop Master (HQ1/HQ), 24 Auxiliary Lasrifle stands	6+	13	350/4 VP
Auxilia Assault Section	1 Troop Master (HQ1/HQ), 16 Auxiliary Lasrifle stands and 8 Auxilia flamer stands	6+	13	350/4 VP
Auxilia Medicae section	3 Auxilia Medicae stand	6+	2	150/+2 VP
Auxilia Ogryn Charonite section	10 Auxilia Ogryn Charonite stands	6+	5	250/3 VP
Enginseer Auxilia	3 Enginseer stand	6+	2	200/2 VP
Veletaris Storm section	1 Veletari Prime (HQ1/HQ) and 12 Veletaris Storm stands	6+	7	250/3 VP
Veletaris Storm assault section	1 Veletari Prime (HQ1/HQ) and 12 Veletaris Storm assault stands	6+	7	200/2 VP
Veletaris Storm support section	1 Veletari Prime (HQ1/HQ) and 12 Veletaris Storm support stands	6+	7	300/3 VP
Vehicles				
Auxilia Leman Russ Annihilator squadron	6 Auxilia Leman Russ Annihilator tanks	6+	3	350/4 VP
Auxilia Leman Russ Battle Tank squadron	6 Auxilia Leman Russ Battle tanks	6+	3	300/3 VP
Auxilia Leman Russ Demolisher squadron	6 Auxilia Leman Russ Demolisher tanks	6+	3	350/4 VP
Auxilia Leman Russ Executioner squadron	6 Auxilia Leman Russ Executioner tanks	6+	3	350/4 VP
Auxilia Leman Russ Exterminator squadron	6 Auxilia Leman Russ Exterminator tanks	6+	3	350/4 VP
Auxilia Leman Russ Incinerator squadron	6 Auxilia Leman Russ Incinerator tanks	6+	3	350/4 VP
Auxilia Leman Russ Vanquisher squadron	6 Auxilia Leman Russ Vanquisher tanks	6+	3	300/3 VP
Auxilia Saturyne Pattern Carnodon Type 1	Squadron: 6 Auxilia Saturyne Pattern Carnodon Type 1	6+	3	350/4 VP
Auxilia Saturyne Pattern Carnodon Type 2	Squadron: 6 Auxilia Saturyne Pattern Carnodon Type 2	6+	3	400/4 VP
Auxilia Saturyne Pattern Carnodon Type 3	Squadron: 6 Auxilia Saturyne Pattern Carnodon Type 3	6+	3	350/4 VP
Cyclops Remote Demolitions squadron	10 Cyclops Remote Demolitions tanks	6+	5	150/2 VP
Super Heavy				
Auxilia Malcador Heavy Tank squadron (Type 1 or 2)	Squadron: 3 Malcador Heavy tanks Squadron: 3 Malcador Heavy tanks	6+	3	450 5 VP
Auxilia Malcador Infernus Special weapons Tank squadron	Squadron: 3 Malcador Infernus Special Weapons Tanks Squadron: 3 Malcador Infernus Special Weapons Tanks	6+	3	500 5 VP
Auxilia Baneblade Super Heavy Battle Tank squadron	3 Auxilia Baneblade Super Heavy Battle Tank	6+	2	400/4 VP
Auxilia Shadowsword Super Heavy Tank squadron	3 Auxilia Shadowsword Super Heavy Tank	6+	2	350/4 VP
Auxilia Stormblade Super Heavy Tank squadron Type 1 or 2	3 Auxilia Stormblade Super Heavy Tank	6+	2	350/4 VP
Auxilia Stormhammer Type 1 or 2 Super Heavy Tank squadron	3 Auxilia Stormhammer Type 1 or 2 Super Heavy Tank	6+	2	450/5 VP
Auxilia Stormhammer Type 3 or 4 Super Heavy Tank squadron	3 Auxilia Stormhammer Type 3 or 4 Super Heavy Tank	6+	2	500/5 VP
Auxilia Stormlord Super Heavy Tank squadron (Type 1 or 2)	3 Auxilia Stormlord Super Heavy Tank	6+	2	400/4 VP
Auxilia Stormsword Super Heavy Tank squadron	3 Auxilia Stormsword Super Heavy Tank	6+	2	400/4 VP
Auxilia Valdor Tank Hunter squadron	Squadron: 3 Auxilia Valdor Tank Hunter Tanks Squadron: 3 Auxilia Valdor Tank Hunter Tanks	6+	3	350/4 VP
Light Artillery				
Auxilia Rapier Weapons Battery (Type 1)	Commander/HQ: 1 Auxilia Rapier weapon (Type 1) 9 Auxilia Rapier weapons (Type 1)	6+	5	250 3 VP
Auxilia Rapier Weapons Battery (Type 2)	Commander/HQ: 1 Auxilia Rapier weapon (Type 1) 9 Auxilia Rapier weapons (Type 2)	6+	5	400 4 VP
Auxilia Rapier Weapons Battery (Type 3)	Commander/HQ: 1 Auxilia Rapier weapon (Type 1) 9 Auxilia Rapier weapons (Type 3)	6+	5	300 3 VP
Auxilia Tarantula Sentry Gun Battery (Type 1)	10 Auxilia Tarantula sentry guns (Type 1)	-	7	350/4 VP
Auxilia Tarantula Sentry Gun Battery (Type 2)	10 Auxilia Tarantula sentry guns (Type 2)	-	7	300/3 VP

Auxilia Tarantula Sentry Gun Battery (Type 3)	10 Auxilia Tarantula sentry guns (Type 3)	-	7	350/4 VP
Auxilia Tarantula Sentry Gun Battery (Type 4)	10 Auxilia Tarantula sentry guns (Type 4)	-	7	300/3 VP
Heavy Artillery				
Auxilia Basilisk Battery	6 Auxilia Basilisk Artillery Tanks	6+	3	500/5 VP
Auxilia Bombard Battery	6 Auxilia Bombard Artillery Tanks	6+	3	350/4 VP
Auxilia Medusa Battery	6 Auxilia Medusa Artillery Tanks	6+	3	450/5 VP
Support Transport (Grand)				
Auxilia Arvus Lighter Orbital Shuttle	9 Auxilia Arvus Lighter Orbital Shuttles: 1 Auxilia Tercio section	6+	+5	400/+4 VP
	5 Auxilia Arvus Lighter Orbital Shuttles: 1 Auxilia Veletaris storm Tercio section	6+	+3	200/+2 VP
Auxilia Saturne Aurox armored transport	13 Auxilia Saturne Aurox armored transports: 1 Auxilia Tercio section	6+	+7	400/+4 VP
	7 Auxilia Saturne Aurox armored transports: 1 Auxilia veletaris storm Tercio section	6+	+4	200/+2 VP
Auxilia Termite assault drills	9 Auxilia Termite assault drills: 1 Auxilia Tercio section	6+	+5	550/+6 VP
	5 Auxilia Termite assault drills: Auxilia Veletaris storm Tercio section	6+	+3	300/+3 VP
Dracosan Armored transports	5 Dracosan Armored transports: 1 Auxilia Tercio section	6+	+3	250/+3 VP
	3 Dracosan Armored transports: 1 Auxilia Veletaris storm Tercio section	6+	+2	150/+2 VP

Imperialis Militia and Cultists

General Company Formations (Standard Size)

Infantry				
Imperialis Militia Infantry Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 2 Veteran Imperialis Militia Bodyguards Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia infantry stands Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia infantry stands Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia infantry stands	7+	17	550 6 VP
Imperialis Militia Assault Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 2 Veteran Imperialis Militia assault Bodyguards Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia assault infantry stands Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia assault infantry stands Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia assault infantry stands	7+	17	500 5 VP
Imperialis Militia Grenadier Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 2 Veteran Imperialis Militia Grenadier Bodyguards Platoon: 1 Imperialis Grenadier Sergeant and 6 Imperialis Militia Grenadier infantry stands Platoon: 1 Imperialis Grenadier Sergeant and 6 Imperialis Militia Grenadier infantry stands Platoon: 1 Imperialis Grenadier Sergeant and 6 Imperialis Militia Grenadier infantry stands	7+	10	400 4 VP
Imperialis Militia Grenadier Assault Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 2 Veteran Imperialis Militia Grenadier Assault Bodyguards Platoon: 1 Imperialis Grenadier Sergeant and 6 Imperialis Militia Grenadier Assault infantry stands Platoon: 1 Imperialis Grenadier Sergeant and 6 Imperialis Militia Grenadier Assault infantry stands Platoon: 1 Imperialis Grenadier Sergeant and 6 Imperialis Militia Grenadier Assault infantry stands	7+	10	400 4 VP
Imperialis Militia Grenadier Strike Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 2 Imperialis Veteran Militia Grenadier Support Bodyguards Platoon: 1 Imperialis Grenadier Sergeant and 6 Imperialis Militia Grenadier infantry stands Platoon: 1 Imperialis Grenadier Sergeant and 6 Imperialis Militia Grenadier Assault infantry stands Platoon: 1 Imperialis Grenadier Sergeant and 6 Imperialis Militia Grenadier Support infantry stands	7+	10	450 5 VP
Imperialis Militia Grenadier Support Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 2 Imperialis Veteran Militia Grenadier Support Bodyguards Platoon: 1 Imperialis Sergeant and 6 Imperialis Militia Grenadier Support infantry stands Platoon: 1 Imperialis Sergeant and 6 Imperialis Militia Grenadier Support infantry stands Platoon: 1 Imperialis Sergeant and 6 Imperialis Militia Grenadier Support infantry stands	7+	10	500 5 VP
Imperialis Militia Inducted Levy Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 2 Imperialis Veteran Militia Inducted Levy Bodyguards Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia Inducted Levy infantry stands Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia Inducted Levy infantry stands	7+	17	400 4 VP

	Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia Inducted Levy infantry stands			
Imperialis Militia Levy Inducted Assault Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 2 Imperialis Veteran Militia Inducted Levy assault Bodyguards Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia Inducted Levy infantry assault stands Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia Inducted Levy infantry assault stands Platoon: 1 Imperialis Militia Sergeant and 12 Imperialis Militia Inducted Levy infantry assault stands	7+	17	400 4 VP
Vehicles				
Imperialis Militia Leman Russ Battle Tank Company	1 Imperialis Leman Russ Command/HQ Squadron: 3 Imperialis Leman Russ Battle Tanks Squadron: 3 Imperialis Leman Russ Battle Tanks Squadron: 3 Imperialis Leman Russ Battle Tanks	7+	4	550 6 VP
Imperialis Militia Leman Russ Strike Company	1 Imperialis Leman Russ Vanquisher Command/HQ Squadron: 3 Imperialis Leman Russ Exterminator Tanks Squadron: 3 Imperialis Leman Russ Annihilator Tanks Squadron: 3 Imperialis Leman Russ Vanquisher Tanks	7+	4	600 6 VP
Super Heavy Vehicles				
Auxilia Malcador Heavy Tank Company Type 1 or 2	1 Imperialis Malcador Heavy Tank Command/HQ Squadron: 3 Imperialis Malcador Heavy Tanks Squadron: 3 Imperialis Malcador Heavy Tanks	7+	3	600 6 VP
Auxilia Baneblade Super Heavy Battle Tank Company	1 Imperialis Baneblade Super Heavy Tank command 1/HQ 3 Imperialis Baneblade Super Heavy Tanks	7+	2	550 6 VP
Auxilia Stormhammer Super Heavy Tank Company Type 1 or 2	1 Imperialis Stormhammer Super Heavy Tank type 1 or 2 command 1/HQ 3 Imperialis Stormhammer Super Heavy Tanks type 1 or 2	7+	2	600 6 VP
Heavy Artillery				
Earthshaker Cannon Battery	1 Imperialis Company Commander/HQ, 2 Imperialis Militia Bodyguards Battery: 3 Earthshaker Cannons Battery: 3 Earthshaker Cannons Battery: 3 Earthshaker Cannons	7+	5	700 7 VP
Medusa Cannon Battery	1 Imperialis Company Commander/HQ, 2 Imperialis Militia Bodyguards Battery: 3 Medusa Cannons Battery: 3 Medusa Cannons Battery: 3 Medusa Cannons	7+	5	600 6 VP
Company Transports (standard size)				
Imperialis Militia Aurox Armored transport	1 Imperialis militia or levy company: 22 Imperialis Militia Aurox Armored transports	7+	+9	650/+7 VP
	1 Imperialis militia grenadier company: 13 Imperialis Militia Aurox Armored transports	7+	+5	400/+4 VP
Imperialis Militia Gorgon Heavy Transporter	Imperialis militia or levy Company: 5 Imperialis Militia Gorgon Heavy Transports	7+	+2	700/+7 VP
	Imperialis militia grenadier company: 3 Imperialis Militia Gorgon Heavy transports	7+	+1	400/+4 VP
Imperialis Militia Arvus Lighter	Imperialis militia of levy Company: 15 Imperialis Militia Arvus Lighter Transport	7+	+6	600/+6 VP
	Imperialis militia grenadier Company: 9 Imperialis Militia Arvus Lighter Transport	7+	+4	350/+4 VP
Imperialis Militia Termite Assault Drills	Imperialis militia of levy Company: 15 Imperialis Militia Termite assault drills	7+	+6	900/+9 VP
	Imperialis militia grenadier Company: 9 Imperialis Militia termite assault drills	7+	+4	550/+6 VP
General Company Formations (Grand)				
Infantry				
Imperialis Militia Infantry Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 4 Veteran Imperialis Militia Bodyguards Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia infantry stands Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia infantry stands Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia infantry stands	7+	32	1000 10 VP
Imperialis Militia Assault Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 4 Veteran Imperialis Militia assault Bodyguards Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia assault infantry stands Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia assault infantry stands Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia assault infantry stands	7+	32	850 9 VP
Imperialis Militia Grenadier Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 4 Veteran Imperialis Militia Grenadier Bodyguards Platoon: 1 Imperialis Grenadier Sergeant and 12 Imperialis Militia Grenadier infantry stands Platoon: 1 Imperialis Grenadier Sergeant and 12 Imperialis Militia Grenadier infantry stands	7+	18	700 7 VP

	Platoon: 1 Imperialis Grenadier Sergeant and 12 Imperialis Militia Grenadier infantry stands			
Imperialis Militia Grenadier Assault Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 4 Veteran Imperialis Militia Grenadier Assault Bodyguards Platoon: 1 Imperialis Grenadier Sergeant and 12 Imperialis Militia Grenadier Assault infantry stands Platoon: 1 Imperialis S Grenadier Sergeant and 12 Imperialis Militia Grenadier Assault infantry stands Platoon: 1 Imperialis Grenadier Sergeant and 12 Imperialis Militia Grenadier Assault infantry stands	7+	18	650 7 VP
Imperialis Militia Grenadier Strike Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 4 Imperialis Veteran Militia Grenadier Support Bodyguards Platoon: 1 Imperialis Grenadier Sergeant and 12 Imperialis Militia Grenadier infantry stands Platoon: 1 Imperialis Grenadier Sergeant and 12 Imperialis Militia Grenadier Assault infantry stands Platoon: 1 Imperialis vSergeant and 12 Imperialis Militia Grenadier Support infantry stands	7+	18	750 8 VP
Imperialis Militia Grenadier Support Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 4 Imperialis Veteran Militia Grenadier Support Bodyguards Platoon: 1 Imperialis Grenadier Sergeant and 12 Imperialis Militia Grenadier Support infantry stands Platoon: 1 Imperialis Grenadier Sergeant and 12 Imperialis Militia Grenadier Support infantry stands Platoon: 1 Imperialis Grenadier Sergeant and 12 Imperialis Militia Grenadier Support infantry stands	7+	18	800 8 VP
Imperialis Militia Inducted Levy Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 4 Imperialis Veteran Militia Inducted Levy Bodyguards Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia Inducted Levy infantry stands Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia Inducted Levy infantry stands Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia Inducted Levy infantry stands	7+	32	750 8 VP
Imperialis Militia Levy Inducted Assault Company	1 Imperialis Company Commander/HQ, 1 Discipline Master, 4 Imperialis Veteran Militia Inducted Levy assault Bodyguards Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia Inducted Levy infantry assault stands Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia Inducted Levy infantry assault stands Platoon: 1 Imperialis Militia Sergeant and 24 Imperialis Militia Inducted Levy infantry assault stands	7+	32	700 7 VP
Vehicles				
Imperialis Militia Leman Russ Battle Tank Company	1 Auxilia Leman Russ Command/HQ Squadron: 6 Auxilia Leman Russ Battle Tanks Squadron: 6 Auxilia Leman Russ Battle Tanks Squadron: 6 Auxilia Leman Russ Battle Tanks	7+	8	1050 11 VP
Imperialis Militia Leman Russ Strike Company	1 Auxilia Leman Russ Vanquisher Command/HQ Squadron: 6 Auxilia Leman Russ Exterminator Tanks Squadron: 6 Auxilia Leman Russ Annihilator Tanks Squadron: 6 Auxilia Leman Russ Vanquisher Tanks	7+	8	1050 11 VP
Super Heavy Vehicles				
Auxilia Malcador Heavy Tank Company Type 1 or 2	1 Auxilia Malcador Heavy Tank Command/HQ Squadron: 3 Auxilia Malcador Heavy Tanks Squadron: 3 Auxilia Malcador Heavy Tanks Squadron: 3 Auxilia Malcador Heavy Tanks	7+	8	850 9 VP
Auxilia Baneblade Super Heavy Battle Tank Company	1 Auxilia Baneblade Super Heavy Tank Command/HQ Squadron: 3 Auxilia Baneblade Super Heavy Tanks Squadron: 3 Auxilia Baneblade Super Heavy Tanks	7+	3	950 10 VP
Auxilia Stormhammer Super Heavy Tank Company Type 1 or 2	1 Auxilia Stormhammer Super Heavy Tank type 1 or 2 Command/HQ Squadron: 3 Stormhammer Super Heavy Tanks type 1 or 2 Squadron: 3 Stormhammer Super Heavy Tanks type 1 or 2	6+	3	1050 11 VP
Heavy Artillery				
Earthshaker Cannon Company	1 Imperialis Company Commander/HQ, 4 Imperialis Militia Bodyguards Battery: 6 Earthshaker Cannons	7+	9	1350 14 VP

	Battery: 6 Earthshaker Cannons			
	Battery: 6 Earthshaker Cannons			
Medusa Siege Gun Company	1 Imperialis Company Commander/HQ, 4 Imperialis Militia Bodyguards Battery: 6 Medusa Cannons Battery: 6 Medusa Cannons Battery: 6 Medusa Cannons	7+	9	1100 11 VP
Company Transports (standard size)				
Imperialis Militia Aurox Armored transport	1 Imperialis militia or levy company: 41 Imperialis Militia Aurox Armored transports 1 Imperialis militia grenadier company: 23 Imperialis Militia Aurox Armored transports	7+	+16 +9	1200/+12 VP 700/+7 VP
Imperialis Militia Gorgon Heavy Transporter	Imperialis Militia or Levy Company: 9 Auxilia Gorgon Heavy Transports Imperialis Militia Grenadier Company: 5 Auxilia Gorgon Heavy Transports	7+	+4 +2	1200/+12 VP 650/+7 VP
Imperialis Militia Arvus Lighter	Imperialis Militia or Levy Company: 27 Imperialis Militia Arvus Lighter Transport Imperialis Militia Grenadier Company: 15 Imperialis Militia Arvus Lighter Transport	7+	+11 +6	1100/+11 VP 600/+6 VP
Imperialis Militia Termite Assault Drills	Imperialis militia of levy Company: 27 Imperialis Militia Termite assault drills Imperialis militia grenadier Company: 15 Imperialis Militia termite assault drills	7+	+11 +6	1650/+17 VP 900/+9 VP
Special Formations				
Infantry				
Imperialis Militia Force Commander	1 Imperialis Force Commander stand	6+	+1	Free (1/Army)
Rogue Psyker level 1	1 Rogue Psyker stand	7+	+1	50/+1 VP
Rogue Psyker level 2	1 Rogue Psyker stand	7+	+1	100/+1 VP
Walkers				
Mutant Spawn	5 Mutant Spawn (Standard Size) 10 Mutant Spawn (Grand)	- -	4 7	100/1 VP 250/3 VP
Fliers				
Imperialis Militia Thunderbolt Heavy Fighter Squadron	Squadron: 3 Auxilia Thunderbolt Heavy fighters	7+	1	250/3 VP
Imperialis Militia Thunderbolt Heavy Fighter Wing	Squadron: 3 Auxilia Thunderbolt Heavy fighters Squadron: 3 Auxilia Thunderbolt Heavy fighters	7+	2	500 5 VP
Imperialis Militia Thunderbolt Heavy Fighter Air Force	Squadron: 3 Auxilia Thunderbolt Heavy fighters Squadron: 3 Auxilia Thunderbolt Heavy fighters Squadron: 3 Auxilia Thunderbolt Heavy fighters	7+	4	750 8 VP
General Support Formations (Standard Size)				
Infantry				
Imperialis Inducted Levy Platoon	1 Imperialis Militia Sergeant Command 1/HQ and 12 Inducted Levy stands	7+	5	100/1 VP
Imperialis Inducted Levy Assault Platoon	1 Imperialis Militia Sergeant Command 1/HQ and 12 Inducted Levy assault stands	7+	5	100/1 VP
Imperialis Militia Enginseer	1 Imperialis Militia Enginseer	7+	+1	50/+1 VP
Imperialis Militia Fire Support Platoon	1 Imperialis Militia Fire support sergeant Command 1/HQ and 4 Imperialis Militia Fire Support stands	7+	2	100/1 VP
Imperialis Militia Grenadier Platoon	1 Imperialis Grenadier Sergeant Command 1/HQ and 6 Grenadier stands	7+	3	100/1 VP
Imperialis Militia Grenadier Assault Platoon	1 Imperialis Grenadier Sergeant Command 1/HQ and 6 Grenadier assault stands	7+	3	100/1 VP
Imperialis Militia Grenadier Support Platoon	1 Imperialis Grenadier Sergeant Command 1/HQ and 6 Grenadier support stands	7+	3	100/1 VP
Imperialis Militia Infantry Platoon	1 Imperialis Militia Sergeant Command 1/HQ and 12 Imperialis Militia Infantry stands	7+	5	150/2 VP
Imperialis Militia Assault Platoon	1 Imperialis Militia Sergeant Command 1/HQ and 12 Imperialis Militia Infantry assault stands	7+	5	150/2 VP
Imperialis Militia Medicae	1 Imperialis Militia Medicae stand	7+	+1	50/+1 VP
Imperialis Militia Reconnaissance Platoon	1 Imperialis Militia Sergeant Command/HQ and 4 Imperialis Militia Reconnaissance stands	7+	2	100/1 VP
Imperialis Militia Ogryn Brute Platoon	5 Ogryn Brutes stands	7+	2	100/1 VP
Walkers				
Imperialis Militia Sentinel Scout Squadron	1 Imperialis Militia Sentinel Scout Sergeant Command/HQ and 4 Imperialis Militia Sentinel Scouts	7+	2	100/1 VP
Vehicles				
Imperialis Militia Carnodon	3 Imperialis Militia Carnodons	7+	1	150/2 VP
Imperialis Militia Leman Russ Annihilator squadron	3 Imperialis Militia Leman Russ Annihilator tanks	7+	1	150/2 VP
Imperialis Militia Leman Russ Battle Tank squadron	3 Imperialis Militia Leman Russ Battle tanks	7+	1	150/2 VP

Imperialis Militia Leman Russ Demolisher squadron	3 Imperialis Militia Leman Russ Demolisher tanks	7+	1	200/2 VP
Imperialis Militia Leman Russ Exterminator squadron	3 Imperialis Militia Leman Russ Exterminator tanks	7+	1	200/2 VP
Imperialis Militia Leman Russ Vanquisher squadron	3 Imperialis Militia Leman Russ Vanquisher tanks	7+	1	150/2 VP
Super Heavy Vehicles				
Imperialis Militia Malcador heavy Tank Squadron Type 1 or 2	3 Imperialis Militia Malcador Heavy tanks	7+	1	250/3 VP
Imperialis Militia Baneblade Super Heavy Battle tank	1 Imperialis Militia Baneblade Super Heavy Battle tank	7+	1	150/2 VP
Imperialis Militia Stormhammer Super Heavy Assault tank type 1 or 2	Imperialis Militia Stormhammer Super Heavy Assault tank type 1 or 2	7+	1	150/2 VP
Light Artillery				
Imperialis Militia Rapier Weapons Battery (Type 1)	Commander/HQ: 1 Imperialis Militia Rapier weapon (Type 1) 4 Auxilia Rapier weapons (Type 1)	7+	2	100 1 VP
Imperialis Militia Rapier Weapons Battery (Type 2)	Commander/HQ: 1 Imperialis Militia Rapier weapon (Type 1) 4 Auxilia Rapier weapons (Type 2)	7+	2	200 2 VP
Imperialis Militia Rapier Weapons Battery (Type 3)	Commander/HQ: 1 Imperialis Militia Rapier weapon (Type 1) 4 Auxilia Rapier weapons (Type 3)	7+	2	150 2 VP
Heavy Artillery				
Earthshaker Cannon Battery	3 Earthshaker Cannons	7+	1	200/2 VP
Medusa Siege Guns Battery	3 Medusa Siege Guns	7+	1	150/2 VP
Support transports (Standard Size)				
Imperialis Militia Aurox Armored transport	1 Imperialis militia or levy platoon: 7 Imperialis Militia Aurox Armored transports	7+	+3	200/+2 VP
	1 Imperialis militia grenadier platoon: 4 Imperialis Militia Aurox Armored transports	7+	+2	100/+1 VP
Imperialis Militia Gorgon Heavy Transporter	Imperialis Militia or Levy platoon: 2 Auxilia Gorgon Heavy Transports	7+	+1	250/+3 VP
	Imperialis Militia Grenadier platoon: 1 Auxilia Gorgon Heavy Transports	7+	+1	150/+2 VP
Imperialis Militia Arvus Lighter	Imperialis Militia or Levy platoon: 5 Imperialis Militia Arvus Lighter Transport	7+	+2	200/+2 VP
	Imperialis Militia Grenadier platoon: 3 Imperialis Militia Arvus Lighter Transport	7+	+1	100/+1 VP
Imperialis Militia Termite Assault Drills	Imperialis militia of levy platoon: 5 Imperialis Militia Termite assault drills	7+	+2	300/+3 VP
	Imperialis militia grenadier platoon: 3 Imperialis Militia termite assault drills	7+	+1	200/+2 VP
Support Formations (Grand)				
Infantry				
Imperialis Inducted Levy Platoon	1 Imperialis Militia Sergeant Command 1/HQ and 24 Inducted Levy stands	7+	10	200/2 VP
Imperialis inducted Levy Assault Platoon	1 Imperialis Militia Sergeant Command 1/HQ and 24 Inducted Levy assault stands	7+	10	200/2 VP
Imperialis Militia Enginseer	3 Imperialis Militia Enginseer	7+	+1	200/+2 VP
Imperialis Militia Fire Support Platoon	1 Imperialis Militia Fire support sergeant Command 1/HQ and 9 Imperialis Militia Fire Support stands	7+	4	200/2 VP
Imperialis Militia Grenadier Platoon	1 Imperialis Grenadier Sergeant Command/HQ and 12 Grenadier stands	7+	5	200/2 VP
Imperialis Militia Grenadier Assault Platoon	1 Imperialis Grenadier Sergeant Command 1/HQ and 12 Grenadier assault stands	7+	5	150/2 VP
Imperialis Militia Grenadier Support Platoon	1 Imperialis Grenadier Sergeant Command 1/HQ and 12 Grenadier support stands	7+	5	250/3 VP
Imperialis Militia Infantry Platoon	1 Imperialis Militia Sergeant Command 1/HQ and 24 Imperialis Militia Infantry stands	7+	10	300/3 VP
Imperialis Militia Assault Platoon	1 Imperialis Militia Sergeant Command 1/HQ and 24 Imperialis Militia Infantry assault stands	7+	10	250/3 VP
Imperialis Militia Medicae	3 Imperialis Militia Medicae stand	7+	+1	100/+1 VP
Imperialis Militia Reconnaissance Platoon	1 Imperialis Militia Sergeant Command/HQ and 9 Imperialis Militia Reconnaissance stands	7+	4	250/3 VP
Imperialis Militia Ogryn Brute Platoon	10 Ogryn Brutes stands	7+	4	250/3 VP
Walkers				
Imperialis Militia Sentinel Scout Squadron	1 Imperialis Militia Sentinel Scout Sergeant Command/HQ and 9 Imperialis Militia Sentinel Scouts	7+	4	250/3 VP
Vehicles				
Imperialis Militia Carnodon	6 Imperialis Militia Carnodons	7+	2	350/4 VP
Imperialis Militia Leman Russ Annihilator squadron	6 Imperialis Militia Leman Russ Annihilator tanks	7+	2	300/3 VP
Imperialis Militia Leman Russ Battle Tank squadron	6 Imperialis Militia Leman Russ Battle tanks	7+	2	350/4 VP
Imperialis Militia Leman Russ Demolisher squadron	6 Imperialis Militia Leman Russ Demolisher tanks	7+	2	350/4 VP

Imperialis Militia Leman Russ Exterminator squadron	6 Imperialis Militia Leman Russ Exterminator tanks	7+	2	350/4 VP
Imperialis Militia Leman Russ Vanquisher squadron	6 Imperialis Militia Leman Russ Vanquisher tanks	7+	2	300/3 VP
Super Heavy Vehicles				
Imperialis Militia Malcador heavy Tank Squadron	6 Imperialis Militia Malcador Heavy tanks	7+	2	500/5 VP
Imperialis Militia Baneblade Super Heavy Battle tank	3 Imperialis Militia Baneblade Super Heavy Battle tanks	7+	1	400/4 VP
Imperialis Militia Stormhammer Super Heavy Assault tank type 1 or 2	3 Imperialis Militia Stormhammer Super Heavy Assault tanks type 1 or 2	7+	1	450/5 VP
Light Artillery				
Imperialis Militia Rapier Weapons Battery (Type 1)	Commander/HQ: 1 Imperialis Militia Rapier weapon (Type 1) 9 Auxilia Rapier weapons (Type 1)	7+	4	200 2 VP
Imperialis Militia Rapier Weapons Battery (Type 2)	Commander/HQ: 1 Imperialis Militia Rapier weapon (Type 1) 9 Auxilia Rapier weapons (Type 2)	7+	4	400 4 VP
Imperialis Militia Rapier Weapons Battery (Type 3)	Commander/HQ: 1 Imperialis Militia Rapier weapon (Type 1) 9 Auxilia Rapier weapons (Type 3)	7+	4	300 3 VP
Heavy Vehicles				
Earthshaker Cannon Battery	6 Earthshaker Cannons	7+	2	400/4 VP
Medusa Siege Guns Battery	6 Medusa Siege Guns	7+	2	300/3 VP
Support Transports (Grand)				
Imperialis Militia Aurox Armored transport	1 Imperialis militia or levy platoon: 13 Imperialis Militia Aurox Armored transports 1 Imperialis militia grenadier platoon: 7 Imperialis Militia Aurox Armored transports	7+	+5 +3	400/+4 VP 150/+2 VP
Imperialis Militia Gorgon Heavy Transporter	Imperialis Militia or Levy platoon: 3 Auxilia Gorgon Heavy Transports Imperialis Militia Grenadier platoon: 2 Auxilia Gorgon Heavy Transports	7+	+1 +1	400/+4 VP 200/+2 VP
Imperialis Militia Arvus Lighter	Imperialis Militia or Levy platoon: 9 Imperialis Militia Arvus Lighter Transport Imperialis Militia Grenadier platoon: 4 Imperialis Militia Arvus Lighter Transport	7+	+4 +2	350/+4 VP 150/+2 VP
Imperialis Militia Termite Assault Drills	Imperialis militia of levy platoon: 9 Imperialis Militia Termite assault drills Imperialis militia grenadier platoon: 4 Imperialis Militia termite assault drills	7+	+4 +2	550/+6 VP 250/+3 VP

Questoris Knight Households

General Formations (Standard Size)

Walkers

Acastus Knight Asterius	1 Questoris Acastus Knight Asterius Lord Scion Command/HQ Maniple: 3 Questoris Acastus Knight Asterius Maniple: 3 Questoris Acastus Knight Asterius	5+	4	1300 13 VP
Acastus Knight Porphyron (Type 1)	1 Questoris Acastus Knight Porphyron Lord Scion Command/HQ Maniple: 3 Questoris Acastus Knight Porphyrons (Type 1) Maniple: 3 Questoris Acastus Knight Porphyrons (Type 1)	5+	4	1200 12 VP
Acastus Knight Porphyron (Type 2)	1 Questoris Acastus Knight Porphyron Lord Scion Command/HQ Maniple: 3 Questoris Acastus Knight Porphyrons (Type 2) Maniple: 3 Questoris Acastus Knight Porphyrons (Type 2)	5+	4	1150 12 VP
Cerastus Knight Acheron	1 Questoris Cerastus Knight Acheron Lord Scion Command/HQ Maniple: 3 Questoris Knight Acheron Maniple: 3 Questoris Knight Acheron	5+	4	750 8 VP
Armiger Morirax Type 1	1 Questoris Armiger Morirax Type 1 Lord Scion Command/HQ Maniple: Questoris 3 Armiger Moriraxs Type 1 Maniple: Questoris 3 Armiger Moriraxs Type 1	5+	4	450 5 VP
Armiger Morirax Type 2	1 Questoris Armiger Morirax Type 2 Lord Scion Command/HQ Maniple: Questoris 3 Armiger Moriraxs Type 2 Maniple: Questoris 3 Armiger Moriraxs Type 2	5+	4	450 5 VP
Cerastus Knight Atrapos	1 Questoris Cerastus Knight Atrapos Lord Scion Command/HQ Maniple: 3 Questoris Knight Atrapos Maniple: 3 Questoris Knight Atrapos	5+	4	800 8 VP
Cerastus Knight Castigator	1 Questoris Cerastus Knight Castigator Lord Scion Command/HQ Maniple: 3 Questoris Knight Castigators Maniple: 3 Questoris Knight Castigators	5+	4	650 7 VP
Cerastus Knight Lancer	1 Questoris Cerastus Knight Lancer Lord Scion Command/HQ Maniple: 3 Questoris Knight Lancer Maniple: 3 Questoris Knight Lancer	5+	4	600 6 VP
Questoris Knight Crusader (Type 1)	1 Questoris Knight Crusader Lord Scion Command/HQ	5+	4	

	Maniple: 3 Questoris Knight Crusaders (Type 1) Maniple: 3 Questoris Knight Crusaders (Type 1)			850 9 VP
Questoris Knight Crusader (Type 2)	1 Questoris Knight Crusader Lord Scion Command/HQ Maniple: 3 Questoris Knight Crusaders (Type 2) Maniple: 3 Questoris Knight Crusaders (Type 2)	5+	4	850 9 VP
Questoris Knight Errant (Type 1)	1 Questoris Knight Errant Lord Scion Command/HQ Maniple: 3 Questoris Knight Errants (Type 1) Maniple: 3 Questoris Knight Errants (Type 1)	5+	4	850 9 VP
Questoris Knight Errant (Type 2)	1 Questoris Knight Errants Lord Scion Command/HQ Maniple: 3 Questoris Knight Errants (Type 2) Maniple: 3 Questoris Knight Errants (Type 2)	5+	4	900 9 VP
Questoris Knight Gallant (Type 1)	1 Questoris Knight Gallant Lord Scion Command/HQ Maniple: 3 Questoris Knight Gallants (Type 1) Maniple: 3 Questoris Knight Gallants (Type 1)	5+	4	700 7 VP
Questoris Knight Gallant (Type 2)	1 Questoris Knight Gallant Lord Scion Command/HQ Maniple: 3 Questoris Knight Gallants (Type 2) Maniple: 3 Questoris Knight Gallants (Type 2)	5+	4	750 8 VP
Questoris Knight Magaera (Type 1)	1 Questoris Knight Magaera Lord Scion Command/HQ Maniple: 3 Questoris Knight Magaeras (Type 1) Maniple: 3 Questoris Knight Magaeras (Type 1)	5+	4	600 6 VP
Questoris Knight Magaera (Type 2)	1 Questoris Knight Magaera Lord Scion Command/HQ Maniple: 3 Questoris Knight Magaeras (Type 2) Maniple: 3 Questoris Knight Magaeras (Type 2)	5+	4	700 7 VP
Questoris Knight Paladin (Type 1)	1 Questoris Knight Paladin Lord Scion Command/HQ Maniple: 3 Questoris Knight Paladins (Type 1) Maniple: 3 Questoris Knight Paladins (Type 1)	5+	4	900 9 VP
Questoris Knight Paladin (Type 2)	1 Questoris Knight Paladin Lord Scion Command/HQ Maniple: 3 Questoris Knight Paladins (Type 2) Maniple: 3 Questoris Knight Paladins (Type 2)	5+	4	950 10 VP
Questoris Knight Styrix (Type 1)	1 Questoris Knight Styrix Lord Scion Command/HQ Maniple: 3 Questoris Knight Styrixs (Type 1) Maniple: 3 Questoris Knight Styrixs (Type 1)	5+	4	700 7 VP
Questoris Knight Styrix (Type 2)	1 Questoris Knight Styrix Lord Scion Command/HQ Maniple: 3 Questoris Knight Styrixs (Type 2) Maniple: 3 Questoris Knight Styrixs (Type 2)	5+	4	750 8 VP
Questoris Knight Warden (Type 1)	1 Questoris Knight Warden Lord Scion Command/HQ Maniple: 3 Questoris Knight Wardens (Type 1) Maniple: 3 Questoris Knight Wardens (Type 1)	5+	4	850 9 VP
Questoris Knight Warden (Type 2)	1 Questoris Knight Warden Lord Scion Command/HQ Maniple: 3 Questoris Knight Wardens (Type 2) Maniple: 3 Questoris Knight Wardens (Type 2)	5+	4	900 9 VP
General Formations (Grand)				
Walkers				
Acastus Knight Asterius	1 Questoris Acastus Knight Asterius Lord Scion Command/HQ Maniple: 3 Questoris Acastus Knight Asterius Maniple: 3 Questoris Acastus Knight Asterius Maniple: 3 Questoris Acastus Knight Asterius	5+	6	1800 18 VP
Acastus Knight Porphyron (Type 1)	1 Acastus Knight Porphyron Lord Scion Command/HQ Maniple: 3 Questoris Acastus Knight Porphyrons (Type 1) Maniple: 3 Questoris Acastus Knight Porphyrons (Type 1) Maniple: 3 Questoris Acastus Knight Porphyrons (Type 1)	5+	6	1700 17 VP
Acastus Knight Porphyron (Type 2)	1 Acastus Knight Porphyron Lord Scion Command/HQ Maniple: 3 Questoris Acastus Knight Porphyrons (Type 2) Maniple: 3 Questoris Acastus Knight Porphyrons (Type 2) Maniple: 3 Questoris Acastus Knight Porphyrons (Type 2)	5+	6	1600 16 VP
Cerastus Knight Acheron	1 Cerastus Knight Acheron Lord Scion Command/HQ	5+	6	1050 11 VP
Armiger Morirax Type 1	1 Questoris Armiger Morirax Type 1 Lord Scion Command/HQ Maniple: Questoris 3 Armiger Moriraxs Type 1 Maniple: Questoris 3 Armiger Moriraxs Type 1 Maniple: Questoris 3 Armiger Moriraxs Type 1	5+	6	650 7 VP
Armiger Morirax Type 2	1 Questoris Armiger Morirax Type 2 Lord Scion Command/HQ	5+	6	

	Maniple: Questoris 3 Armiger Moriraxs Type 2 Maniple: Questoris 3 Armiger Moriraxs Type 2 Maniple: Questoris 3 Armiger Moriraxs Type 2			700 7 VP
Cerastus Knight Atrapos	1 Cerastus Knight Atrapos Lord Scion Command/HQ Maniple: 3 Questoris Knight Atrapos Maniple: 3 Questoris Knight Atrapos Maniple: 3 Questoris Knight Atrapos	5+	6	1150 12 VP
Cerastus Knight Castigator	1 Cerastus Knight Questoris Castigator Lord Scion Command/HQ Maniple: 3 Questoris Knight Castigators Maniple: 3 Questoris Knight Castigators Maniple: 3 Questoris Knight Castigators	5+	6	950 10 VP
Cerastus Knight Lancer	1 Cerastus Knight Lancer Lord Scion Command/HQ Maniple: 3 Questoris Knight Lancers Maniple: 3 Questoris Knight Lancers Maniple: 3 Questoris Knight Lancers	5+	6	850 9 VP
Questoris Knight Crusader (Type 1)	1 Questoris Knight Crusader Lord Scion Command/HQ Maniple: 3 Questoris Knight Crusaders (Type 1) Maniple: 3 Questoris Knight Crusaders (Type 1) Maniple: 3 Questoris Knight Crusaders (Type 1)	5+	6	1200 12 VP
Questoris Knight Crusader (Type 2)	1 Questoris Knight Crusader Lord Scion Command/HQ Maniple: 3 Questoris Knight Crusaders (Type 2) Maniple: 3 Questoris Knight Crusaders (Type 2) Maniple: 3 Questoris Knight Crusaders (Type 2)	5+	6	1200 12 VP
Questoris Knight Errant (Type 1)	1 Questoris Knight Errant Lord Scion Command/HQ Maniple: 3 Questoris Knight Errants (Type 1) Maniple: 3 Questoris Knight Errants (Type 1) Maniple: 3 Questoris Knight Errants (Type 1)	5+	6	1200 12 VP
Questoris Knight Errant (Type 2)	1 Questoris Knight Errants Lord Scion Command/HQ Maniple: 3 Questoris Knight Errants (Type 2) Maniple: 3 Questoris Knight Errants (Type 2) Maniple: 3 Questoris Knight Errants (Type 2)	5+	6	1250 13 VP
Questoris Knight Gallant (Type 1)	1 Questoris Knight Gallant Lord Scion Command/HQ Maniple: 3 Questoris Knight Gallants (Type 1) Maniple: 3 Questoris Knight Gallants (Type 1) Maniple: 3 Questoris Knight Gallants (Type 1)	5+	6	1000 10 VP
Questoris Knight Gallant (Type 2)	1 Questoris Knight Gallant Lord Scion Command/HQ Maniple: 3 Questoris Knight Gallants (Type 2) Maniple: 3 Questoris Knight Gallants (Type 2) Maniple: 3 Questoris Knight Gallants (Type 2)	5+	6	1050 11 VP
Questoris Knight Magaera (Type 1)	1 Questoris Knight Magaera Lord Scion Command/HQ Maniple: 3 Questoris Knight Magaeras (Type 1) Maniple: 3 Questoris Knight Magaeras (Type 1) Maniple: 3 Questoris Knight Magaeras (Type 1)	5+	6	850 9 VP
Questoris Knight Magaera (Type 2)	1 Questoris Knight Magaera Lord Scion Command/HQ Maniple: 3 Questoris Knight Magaeras (Type 2) Maniple: 3 Questoris Knight Magaeras (Type 2) Maniple: 3 Questoris Knight Magaeras (Type 2)	5+	6	950 10 VP
Questoris Knight Paladin (Type 1)	1 Questoris Knight Paladin Lord Scion Command/HQ Maniple: 3 Questoris Knight Paladins (Type 1) Maniple: 3 Questoris Knight Paladins (Type 1) Maniple: 3 Questoris Knight Paladins (Type 1)	5+	6	1300 13 VP
Questoris Knight Paladin (Type 2)	1 Questoris Knight Paladin Lord Scion Command/HQ Maniple: 3 Questoris Knight Paladins (Type 2) Maniple: 3 Questoris Knight Paladins (Type 2) Maniple: 3 Questoris Knight Paladins (Type 2)	5+	6	1350 14 VP
Questoris Knight Styrix (Type 1)	1 Questoris Knight Styrix Lord Scion Command/HQ Maniple: 3 Questoris Knight Styrixs (Type 1) Maniple: 3 Questoris Knight Styrixs (Type 1) Maniple: 3 Questoris Knight Styrixs (Type 1)	5+	6	950 10 VP
Questoris Knight Styrix (Type 2)	1 Questoris Knight Styrix Lord Scion Command/HQ Maniple: 3 Questoris Knight Styrixs (Type 2) Maniple: 3 Questoris Knight Styrixs (Type 2) Maniple: 3 Questoris Knight Styrixs (Type 2)	5+	6	1050 11 VP

Questoris Knight Warden (Type 1)	1 Questoris Knight Warden Lord Scion Command/HQ Maniple: 3 Questoris Knight Wardens (Type 1) Maniple: 3 Questoris Knight Wardens (Type 1) Maniple: 3 Questoris Knight Wardens (Type 1)	5+	6	1200 12 VP
Questoris Knight Warden (Type 2)	1 Questoris Knight Warden Lord Scion Command/HQ Maniple: 3 Questoris Knight Wardens (Type 2) Maniple: 3 Questoris Knight Wardens (Type 2) Maniple: 3 Questoris Knight Wardens (Type 2)	5+	6	1300 13 VP
Special Formations				
<i>Infantry</i>				
Archmagos Draykavac	1 Character stand	5+	+1	150/+2 VP
Support Formations (Standard Size)				
<i>Walkers</i>				
Acastus Knight Asterius	Maniple: 3 Questoris Acastus Kniht Asterius	5+	2	550 6 VP
Acastus Knight Porphyron (Type 1)	Maniple: 3 Questoris Acastus Knight Porphyrons (Type 1)	5+	2	500 5 VP
Acastus Knight Porphyron (Type 2)	Maniple: 3 Questoris Acastus Knight Porphyrons (Type 2)	5+	2	500 5 VP
Cerastus Knight Acheron	Maniple: 3 Questoris Knight Acheron	5+	2	300 3 VP
Armiger Morirax Type 1	Maniple: Questoris 3 Armiger Moriraxs Type 1	5+	2	200 2 VP
Armiger Morirax Type 2	Maniple: Questoris 3 Armiger Moriraxs Type 2	5+	2	200 2 VP
Cerastus Knight Atrapos	Maniple: 3 Questoris Knight Atrapos	5+	2	350 4 VP
Cerastus Knight Castigator	Maniple: 3 Questoris Knight Castigators	5+	2	300 3 VP
Cerastus Knight Lancer	Maniple: 3 Questoris Knight Lancer	5+	2	250 3 VP
Questoris Knight Crusader (Type 1)	Maniple: 3 Questoris Knight Crusaders (Type 1)	5+	2	350 4 VP
Questoris Knight Crusader (Type 2)	Maniple: 3 Questoris Knight Crusaders (Type 2)	5+	2	350 4 VP
Questoris Knight Errant (Type 1)	Maniple: 3 Questoris Knight Errants (Type 1)	5+	2	350 4 VP
Questoris Knight Errant (Type 2)	Maniple: 3 Questoris Knight Errants (Type 2)	5+	2	350 4 VP
Questoris Knight Gallant (Type 1)	Maniple: 3 Questoris Knight Gallants (Type 1)	5+	2	300 3 VP
Questoris Knight Gallant (Type 2)	Maniple: 3 Questoris Knight Gallants (Type 2)	5+	2	300 3 VP
Questoris Knight Magaera (Type 1)	Maniple: 3 Questoris Knight Magaeras (Type 1)	5+	2	250 3 VP
Questoris Knight Magaera (Type 2)	Maniple: 3 Questoris Knight Magaeras (Type 2)	5+	2	300 3 VP
Questoris Knight Paladin (Type 1)	Maniple: 3 Questoris Knight Paladins (Type 1)	5+	2	400 4 VP
Questoris Knight Paladin (Type 2)	Maniple: 3 Questoris Knight Paladins (Type 2)	5+	2	400 4 VP
Questoris Knight Styrix (Type 1)	Maniple: 3 Questoris Knight Styrixs (Type 1)	5+	2	300 3 VP
Questoris Knight Styrix (Type 2)	Maniple: 3 Questoris Knight Styrixs (Type 2)	5+	2	300 3 VP
Questoris Knight Warden (Type 1)	Maniple: 3 Questoris Knight Wardens (Type 1)	5+	2	350 4 VP
Questoris Knight Warden (Type 2)	Maniple: 3 Questoris Knight Wardens (Type 2)	5+	2	400 4 VP
Support Formations (Grand)				
<i>Walkers</i>				
Acastus Knight Asterius	Maniple: 3 Questoris Acastus Kniht Asterius	5+	4	

	Maniple: 3 Questoris Acastus Knight Asterius			1100 11 VP
Acastus Knight Porphyron (Type 1)	Maniple: 3 Questoris Acastus Knight Porphyrons (Type 1) Maniple: 3 Questoris Acastus Knight Porphyrons (Type 1)	5+	4	1000 10 VP
Acastus Knight Porphyron (Type 2)	Maniple: 3 Questoris Acastus Knight Porphyrons (Type 2) Maniple: 3 Questoris Acastus Knight Porphyrons (Type 2)	5+	4	950 10 VP
Cerastus Knight Acheron	Maniple: 3 Questoris Knight Acheron Maniple: 3 Questoris Knight Acheron	5+	4	650 7 VP
Armiger Morirax Type 1	Maniple: Questoris 3 Armiger Moriraxs Type 1 Maniple: Questoris 3 Armiger Moriraxs Type 1	5+	4	400 4 VP
Armiger Morirax Type 2	Maniple: Questoris 3 Armiger Moriraxs Type 2 Maniple: Questoris 3 Armiger Moriraxs Type 2	5+	4	400 4 VP
Cerastus Knight Atrapos	Maniple: 3 Questoris Knight Atrapos Maniple: 3 Questoris Knight Atrapos	5+	4	700 7 VP
Cerastus Knight Castigator	Maniple: 3 Questoris Knight Castigators Maniple: 3 Questoris Knight Castigators	5+	4	550 6 VP
Cerastus Knight Lancer	Maniple: 3 Questoris Knight Lancer Maniple: 3 Questoris Knight Lancer	5+	4	500 5 VP
Questoris Knight Crusader (Type 1)	Maniple: 3 Questoris Knight Crusaders (Type 1) Maniple: 3 Questoris Knight Crusaders (Type 1)	5+	4	700 7 VP
Questoris Knight Crusader (Type 2)	Maniple: 3 Questoris Knight Crusaders (Type 2) Maniple: 3 Questoris Knight Crusaders (Type 2)	5+	4	700 7 VP
Questoris Knight Errant (Type 1)	Maniple: 3 Questoris Knight Errants (Type 1) Maniple: 3 Questoris Knight Errants (Type 1)	5+	4	750 8 VP
Questoris Knight Errant (Type 2)	Maniple: 3 Questoris Knight Errants (Type 2) Maniple: 3 Questoris Knight Errants (Type 2)	5+	4	750 8 VP
Questoris Knight Gallant (Type 1)	Maniple: 3 Questoris Knight Gallants (Type 1) Maniple: 3 Questoris Knight Gallants (Type 1)	5+	4	600 6 VP
Questoris Knight Gallant (Type 2)	Maniple: 3 Questoris Knight Gallants (Type 2) Maniple: 3 Questoris Knight Gallants (Type 2)	5+	4	650 7 VP
Questoris Knight Magaera (Type 1)	Maniple: 3 Questoris Knight Magaeras (Type 1) Maniple: 3 Questoris Knight Magaeras (Type 1)	5+	4	500 5 VP
Questoris Knight Magaera (Type 2)	Maniple: 3 Questoris Knight Magaeras (Type 2) Maniple: 3 Questoris Knight Magaeras (Type 2)	5+	4	550 6 VP
Questoris Knight Paladin (Type 1)	Maniple: 3 Questoris Knight Paladins (Type 1) Maniple: 3 Questoris Knight Paladins (Type 1)	5+	4	750 8 VP
Questoris Knight Paladin (Type 2)	Maniple: 3 Questoris Knight Paladins (Type 2) Maniple: 3 Questoris Knight Paladins (Type 2)	5+	4	800 8 VP
Questoris Knight Styrix (Type 1)	Maniple: 3 Questoris Knight Styrixis (Type 1) Maniple: 3 Questoris Knight Styrixis (Type 1)	5+	4	600 6 VP
Questoris Knight Styrix (Type 2)	Maniple: 3 Questoris Knight Styrixis (Type 2) Maniple: 3 Questoris Knight Styrixis (Type 2)	5+	4	650 7 VP
Questoris Knight Warden (Type 1)	Maniple: 3 Questoris Knight Wardens (Type 1) Maniple: 3 Questoris Knight Wardens (Type 1)	5+	4	750 8 VP
Questoris Knight Warden (Type 2)	Maniple: 3 Questoris Knight Wardens (Type 2) Maniple: 3 Questoris Knight Wardens (Type 2)	5+	4	750 8 VP

Upgrade Cards

Solar Auxilia Upgrade Cards

Name	Description	Cost	VP
Command			
Strategos	Once per game may summon orbital bombardment (Blast 4 [B4], -5 TSM)	50/100	+1VP
Vexilarius	Battle Standard: May re-roll a failed morale check for formation within command once per turn	50/100	+1 VP
Proclaimator	Command radius is increased by +10cms to formations within command	100/150	+1/+2 VP
Recon	Command Formation Only: Gains the recon ability	50	+1 VP
Infantry			
Standard/Grand			
Melta Bombs	Gains attack versus structures in base-to-base contact -2 TSM and [Dmg+1, Str+1]	50	+1 VP
Veteran	Gains the veteran ability	100/150	+1/+2 VP
Vehicles			
Dozer blades	Vehicle formations (Imperial Russ hull only), -5cms move, Durable [DU]	Free	Free
Super Heavy Vehicles			
Extra Armament	Super heavy vehicle formations gain extra pair of side sponson weapons (Cannot add to Stormhammer formations): Las Cannons: 2 AD, -3 TSM, 25/50cm Anti-Personnel Guns: 2 AD, -1 TSM, 25cm	50	+1 VP

Questoris Knight Households

Knights Command			
Senechal	Represents the overall commander of the Knight forces. Gains command 3. Gains +2 bonus to morale, gains +1 to armor value and, It Will Not Die [IWD], +1 DR, +1 CC dice (must include one per army, when knight company cards are included in force)	100	+1 VP
Lord Scion	Represents the commander of a crusade formation of knights (company card). Gains +1 bonus to the armor value (must be added to each company command knight)	-	-
Preceptor	Gains Recon [R] and +1 bonus to outcome rolls	50	+1 VP
Line Knights			
Legendary Freeblade	One element gains Lone Wolf [LW] ability, gains +1 DR point, +1 CC die, +2 bonus to the armor value, and +5cm bonus base move.	50	+1 VP
Scion Martial	Knight Paladins Only: -1 to armor value. This type of company cannot exceed in number standard companies	-50/-100	-1 VP
Scion Uhlan	Adds 5cm bonus base move, cannot be pinned by super heavy elements, Armor save is reduced by 1, Recon [R]	50/100	+1 VP

*** No Upgrades are available to Militia forces**