AUXILIA FLAMER SECTION

The Auxilia Flamer section consist of 1 Troop Master and 4 Auxilia Flamer stands.

Point Value 100

AUXILIA FLAMER SECTION

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

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

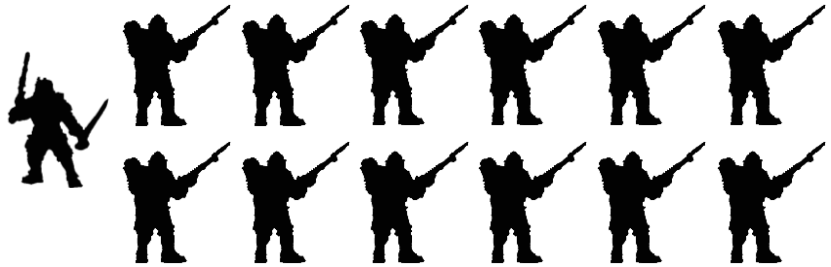
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Troop Master	10	7+	3/-2	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia (Flamers)	10	6+	1/0	Flamers [FW]	10	2	0	

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LASRIFLE SECTION

The Auxilia Lasrifle section consist of 1 Troop Master and 12 Auxilia Lasrifle stands



Point Value 200

AUXILIA LASRIFLE SECTION

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

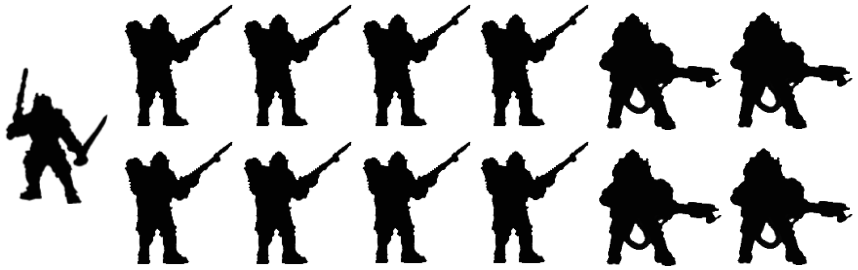
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Troop Master	10	7+	3/-2	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA ASSAULT SECTION

The Auxilia Assault section consist of 1 Troop Master, 8 Auxilia Lasrifles and 4 Auxilia Flamer stands.



Point Value 200

AUXILIA ASSAULT SECTION

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Troop Master	10	7+	3/-2	CC Weapons	-	-	-	[HQ1], [MB]
Auxilia	10	7+	1/0	Auxilia Lasrifles	20/35	1	0	
Auxilia (Flamers)	10	6+	1/0	Flamers [FW]	10	2	0	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA MEDICAE SECTION

The Auxilia Medicae section consist of 1 Auxilia Medicae stand

Point Value 50

AUXILIA MEDICAE SECTION

Break Point +1: The Auxilia Medicae Section adds +1 to the formation it is attached to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Medicae	10	7+	2/-1	CC Weapons	-	-	-	[Apo]

Victory Points +1 VP

Your opponent gains +1 VPs when attached formation is broken

AUXILIA OGRYN CHARONITE SECTION

The Auxilia Ogryn Charonite section consist of 5 Ogryn Charonite stands.

Point Value 100

AUXILIA OGRYN CHARONITE SECTION

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ogryn Charonites	15	6[8]+	3/-3	CC Weapons	-	-	-	[SU], Special*

* They 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.

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

ENGINSEER AUXILIA

The Enginseer Auxilia section consist of 1 Enginseer Auxilia stand

Point Value 50

ENGINSEER AUXILIA

Break Point +1: The Enginseer Auxilia Section adds +1 to the formation it is attached to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Enginseer Auxilia	10	5[7]+	1/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]

Victory Points +1 VP

Your opponent gains +1 VPs when attached formation is broken

AUXILIA VELETARIS STORM SECTION

The Auxilia Veletaris section consist of 1 Veletaris Prime and 6 Veletaris Storm stands.

Point Value 150

AUXILIA VELETARIS STORM SECTION

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm (Prime)	10	6+	3/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
Veletaris Storm	10	6+	1/0	Volkite Charger [A,VK]	20	2	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA VELETARIS STORM ASSAULT SECTION

The Auxilia Veletaris Storm Assault section consist of 1 Veletaris Prime and 6 Veletaris Storm Assault stands.

Point Value 100

AUXILIA VELETARIS STORM ASSAULT SECTION

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm (Prime)	10	6+	3/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
Veletaris Storm Assault	10	6+	2/-1	CC Weapons	-	-	-	

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA VELETARIS STORM SUPPORT SECTION

The Auxilia Veletaris section consist of 1 Veletaris Prime and 6 Veletaris Storm Support stands.

Point Value 200

AUXILIA VELETARIS STORM SUPPORT SECTION

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veletaris Storm (Prime)	10	6+	3/-2	Volkite Charger [A,VK]	20	2	-1	[HQ1], [MB]
Veletaris Storm	10	6+	1/0	Volkite Charger [A,VK]	20	2	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS ANNIHILATOR SQUADRON

The Auxilia Leman Russ Annihilator Squadron consists of 3 Leman Russ Annihilator Tanks.

Point Value 150

AUXILIA LEMAN RUSS ANNIHILATOR SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Annihilator	25	2+	2/-1	TL Lascannons	25/50	2TL1	-3	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS BATTLE TANK SQUADRON

The Auxilia Leman Russ Battle Tank Squadron consists of 3 Leman Russ Battle Tanks.

Point Value 150

AUXILIA LEMAN RUSS BATTLE TANK SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Battle Tank	25	2+	2/-1	Battlecannon	35/70	B1	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS DEMOLISHER SQUADRON

The Auxilia Leman Russ Demolisher Squadron consists of 3 Leman Russ Demolisher Tanks.

Point Value 200

AUXILIA LEMAN RUSS DEMOLISHER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Demolisher	25	2+	2/-1	Demolisher Cannon [M, Str+2]	25/50	B2	-4	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS EXECUTIONER SQUADRON

The Auxilia Leman Russ Executioner Squadron consists of 3 Leman Russ Executioner Tanks.

Point Value 150

AUXILIA LEMAN RUSS EXECUTIONER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Executioner	25	2+	2/-1	Executioner Plasma Cannon	35	3	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS EXTERMINATOR SQUADRON

The Auxilia Leman Russ Exterminator Squadron consists of 3 Leman Russ Exterminator Tanks.

Point Value 200

AUXILIA LEMAN RUSS EXTERMINATOR SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Exterminator	25	2+	2/-1	TL Exterminator Autocannon	25/50	4TL2	-2	[AG]
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS INCINERATOR SQUADRON

The Auxilia Leman Russ Incinerator Squadron consists of 3 Leman Russ Incinerator Tanks.

Point Value 200

AUXILIA LEMAN RUSS INCINERATOR SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ 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	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA LEMAN RUSS VANQUISHER SQUADRON

The Auxilia Leman Russ Vanquisher Squadron consists of 3 Leman Russ Vanquisher Tanks.

Point Value 150

AUXILIA LEMAN RUSS VANQUISHER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Vanquisher	25	2+	2/-1	Vanquisher Battlecannon [Dmg+2]	70	1	-3	[AG], Special*
				Lascannon	25/50	1	-3	
				Anti-Personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA CARNODON SQUADRON (TYPE 1)

The Auxilia Carnodon (Type 1) Squadron consists of 3 Carnodon (Type 1) Tanks.

Point Value 200

AUXILIA CARNODON SQUADRON (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

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

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA CARNODON SQUADRON (TYPE 2)

The Auxilia Carnodon (Type 2) Squadron consists of 3 Carnodon (Type 2) Tanks.

Point Value 200

AUXILIA CARNODON SQUADRON (TYPE 2)

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

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

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

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA CARNODON SQUADRON (TYPE 3)

The Auxilia Carnodon (Type 3) Squadron consists of 3 Carnodon (Type 3) Tanks.

Point Value 200

AUXILIA CARNODON SQUADRON (TYPE 3)

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Carnodon (Type 3)	25	3+	2/-1	Anti-Personnel	25	8	-1	[AG], Special*

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA CYCLOPS REMOTE DEMOLITIONS SQUADRON

The Auxilia Cyclops Remote Demolitions Squadron consists 5 Cyclops Demolition Tanks.

Point Value 100

AUXILIA CYCLOPS REMOTE DEMOLITIONS SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cyclops	15	5+	0/0	Demolition Charge*	-	B2	-3	Special
				Incineration Charge [IC]*	-	B3	-1	
				Atomantic Imploder*	-	1	-4	

* Choose one type of Charge for squadron. See Special in full description.

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA MALCADOR HEAVY TANK SQUADRON (TYPE 1)

The Auxilia Malcador Heavy Tank Squadron (Type 1) consists of 3 Malcador Heavy Tanks (Type 1)

Point Value 250

AUXILIA MALCADOR HEAVY TANK SQUADRON (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador (Type 1)	15	2+	3/-2	Battlecannon (T)	35/70	B1	-2	[DR2], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				TL Sponson Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA MALCADOR HEAVY TANK SQUADRON (TYPE 2)

The Auxilia Malcador Heavy Tank Squadron (Type 2) consists of 3 Malcador Heavy Tanks (Type 2)

Point Value 250

AUXILIA MALCADOR HEAVY TANK SQUADRON (TYPE 2)

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador (Type 2)	15	2+	3/-2	TL Lascannons	25/50	2TL1	-3	[DR2], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				TL Sponson Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA MALCADOR INFERNUS TANK SQUADRON

The Auxilia Malcador Infernus Tank Squadron consists of 3 Malcador Infernus Tank

Point Value 250

AUXILIA MALCADOR INFERNUS TANK SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Infernus	15	3+	3/-2	Inferno Gun [IC, Fire]	25	6	-2	[DR2], [AG]
				Sponson Autcannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-2	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA VALDOR TANK HUNTER SQUADRON

The Auxilia Valdor Tank Hunter Squadron consists of 3 Valdor Tank Hunter Tank

Point Value 200

AUXILIA VALDOR TANK HUNTER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Valdor Tank Hunter	15	3+	3/-2	Neutron Beam Laser [M, Dmg+1]	35/70	1	-5	[DR2], [AG]
				Anti-Personnel	25	4	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA BANEBLADE SUPER HEAVY TANK SQUADRON

The Auxilia Baneblade Super Heavy Tank Squadron consists of 1 Baneblade Super Heavy Tank

Point Value 150

AUXILIA BANEBLADE SUPER HEAVY TANK SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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

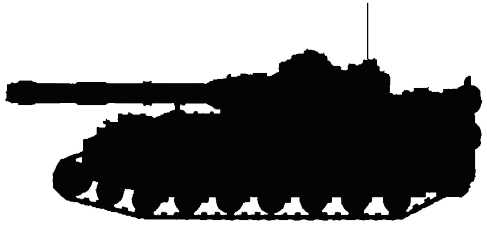
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Baneblade	15	2+	4/-3	Baneblade Cannon (T)	35/70	B3	-3	[DR3], [AG]
				Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				Coaxial Autocannon (T)	25/50	2TL 1	-2	
				Sponson Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA SHADOWSWORD SUPER HEAVY TANK SQUADRON

The Auxilia Shadosword Super Heavy Tank Squadron consists of 1 Shadosword Super Heavy Tank



Point Value 100

AUXILIA SHADOWSWORD SUPER HEAVY TANK SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shadowsword	15	2+	4/-3	Volcano Cannon [HM, Dmg+3]	60/120	B2	-6	[DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMBLADE SUPER HEAVY TANK SQUADRON (TYPE 1)

The Auxilia Baneblade Super Heavy Tank (Type 1) Squadron consists of 1 Baneblade Super Heavy Tank (Type 1)

Point Value 100

AUXILIA STORMBLADE SUPER HEAVY TANK SQUADRON (TYPE 1)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormblade (Type 1)	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB 2	-2	[DR3], [AG]
				Plasma Blastgun Overload [M, Dmg+2]	50/100	B4	-4	
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMBLADE SUPER HEAVY TANK SQUADRON (TYPE 2)

The Auxilia Baneblade Super Heavy Tank (Type 2) Squadron consists of 1 Baneblade Super Heavy Tank (Type 2)

Point Value 100

AUXILIA STORMBLADE SUPER HEAVY TANK SQUADRON (TYPE 2)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormblade (Type 2)	15	2+	4/-3	Plasma Blastgun Rapid Fire [M]	35/70	2xB 2	-2	[DR3], [AG]
				Plasma Blastgun Overload [M, Dmg+2]	50/100	B4	-4	
				2x Lascannons	25/50	2	-3	
				Heavy Flamer [FW]	10	6	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 1)

The Auxilia Stormhammer Super Heavy Tank (Type 1) Squadron consists of 1 Stormhammer Super Heavy Tank (Type 1)

Point Value 150

AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 1)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer (Type 1)	15	2+	4/-3	Stormhammer Cannon	30/60	B2	-4	[DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1 xB1	-2	
				Lascannons	25/50	1	-3	
				6x Multi-Lasers	20/35	12	-1	
				Anti-Personnel	25	10	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 2)

The Auxilia Stormhammer Super Heavy Tank (Type 2) Squadron consists of 1 Stormhammer Super Heavy Tank (Type 2)

Point Value 150

AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 2)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer (Type 2)	15	2+	4/-3	Stormhammer Cannon (T)	30/60	B2	-4	[DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1x B1	-2	
				Lascannons	25/50	1	-3	
				6x Multi-Lasers	20/35	12	-1	
				Flamer Weapons [FW]	10	10	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 3)

The Auxilia Stormhammer Super Heavy (Type 3) Tank Squadron consists of 1 Stormhammer Super Heavy Tank (Type 3)

Point Value 150

AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 3)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer (Type 3)	15	2+	4/-3	Stormhammer Cannon	30/60	B2	-4	[DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1x B1	-2	
				7x Lascannons	25/50	7	-3	
				Anti-Personnel	25	4	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 4)

The Auxilia Stormhammer Super Heavy Tank (Type 4) Squadron consists of 1 Stormhammer Super Heavy Tank (Type 4)

Point Value 150

AUXILIA STORMHAMMER SUPER HEAVY TANK SQUADRON (TYPE 4)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormhammer (Type 4)	15	2+	4/-3	Stormhammer Cannon	30/60	B2	-4	[DR4], [AG], Special*
				TL Battlecannon (T)	35/70	2TL1x B1	-2	
				7x Lascannons	25/50	7	-3	
				Heavy Flamer [FW]	10	4	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMLORD SUPER HEAVY TANK SQUADRON (TYPE 1)

The Auxilia Stormlord Super Heavy Tank (Type 1) Squadron consists of 1 Stormlord Super Heavy Tank (Type 1)

Point Value 150

AUXILIA STORMLORD SUPER HEAVY TANK SQUADRON (TYPE 1)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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

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

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMLORD SUPER HEAVY TANK SQUADRON (TYPE 2)

The Auxilia Stormlord Super Heavy Tank (Type 2) Squadron consists of 1 Stormlord Super Heavy Tank (Type 2)

Point Value 150

AUXILIA STORMLORD SUPER HEAVY TANK SQUADRON (TYPE 2)

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormlord (Type 2)	15	2+	4/-3	Vulcan Mega-Bolter	30/60	8	-1	[DR3], [AG], [TR8], Special*
				2x Lascannons	25/50	2	-3	
				Flamer Weapons [FW]	10	6	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA STORMSWORD SUPER HEAVY TANK SQUADRON

The Auxilia Stormlord Super Heavy Tank (Type 1) Squadron consists of 1 Stormlord Super Heavy Tank (Type 1)

Point Value 150

AUXILIA STORMSWORD SUPER HEAVY TANK SQUADRON

Break Point 1: The Detachment is broken if it has lost 1 stands. Once the Detachment is broken it must take a Morale check.

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

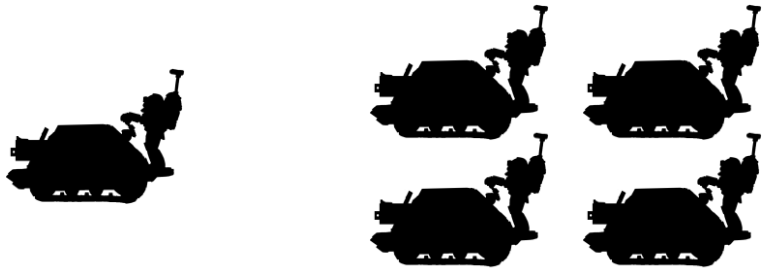
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormsword	15	2+	4/-3	Stormsword Cannon [IC, M, Str+4]	35/70	B6	-4	[DR3], [AG]
				2x Lascannons	25/50	2	-3	
				Anti-Personnel	25	6	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA RAPIER WEAPONS BATTERY (TYPE 1)

Auxilia Rapier Weapons Battery consists of 1 Command Auxilia Rapier weapon (Type 1) and 4 Auxilia Rapier weapon (Type 1)



Point Value 150

AUXILIA RAPIER WEAPONS BATTERY (TYPE 1)

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

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

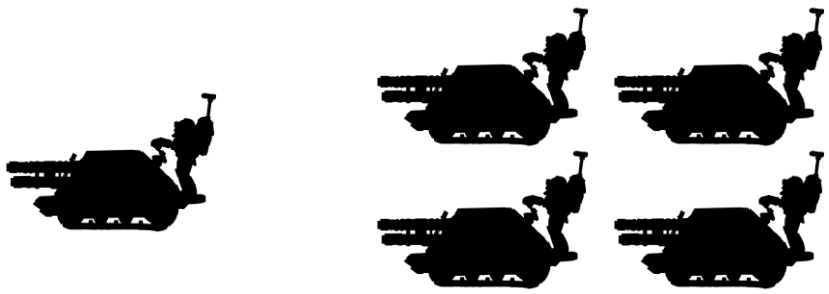
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Rapier	5	5+	1/0	Antipersonnel	35cm	4	-1	[HQ1]
Rapier (Type 1)	5	5+	1/0	Antipersonnel	35cm	4	-1	Cannot charge move

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA RAPIER WEAPONS BATTERY (TYPE 2)

Auxilia Rapier Weapons Battery consists of 1 Command Auxilia Rapier weapon (Type 2) and 4 Auxilia Rapier weapon (Type 2)



Point Value 250

AUXILIA RAPIER WEAPONS BATTERY (TYPE 2)

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

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

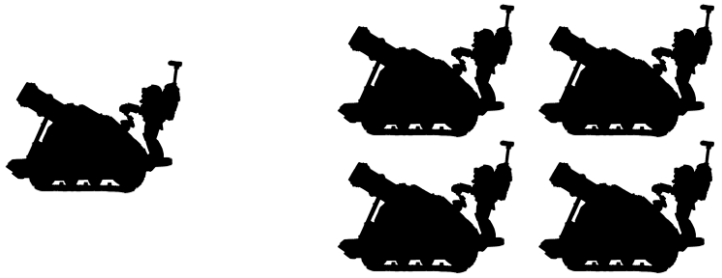
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Rapier	5	5+	1/0	Quad Laser Destroyer [Dmg+1]	20/35	4	-3	[HQ1]
Rapier (Type 2)	5	5+	1/0	Quad Laser Destroyer [Dmg+1]	20/35	4	-3	Cannot charge move

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA RAPIER WEAPONS BATTERY (TYPE 3)

Auxilia Rapier Weapons Battery consists of 1 Command Auxilia Rapier weapon (Type 3) and 4 Auxilia Rapier weapon (Type 3)



Point Value 100

AUXILIA RAPIER WEAPONS BATTERY (TYPE 3)

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

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

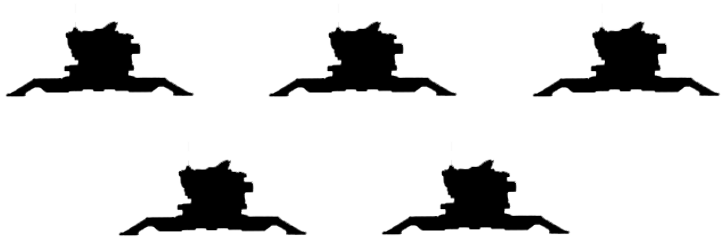
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Rapier	5	5+	1/0	Quad Launcher Frag	50	B0	-1	[HQ1]
Rapier (Type 3)	5	5+	1/0	Quad Launcher Frag	50	B0	-1	Cannot charge move

Victory Points 1

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 1)

Auxilia Tarantula Sentry Gun Battery consists of 5 Auxilia Tarantula sentry guns (Type 1)



Point Value 200

AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 1)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

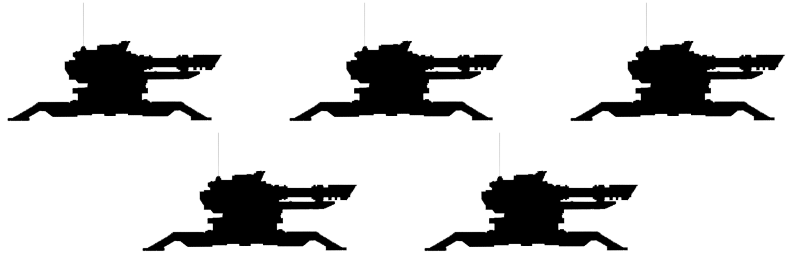
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 1)	5[T]	5+	1/0	Anti-personnel OR	35	2	-1	[RC], [IF], Cannot charge move, Special
				Heavy Flamer [FW]	10	4	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 2)

Auxilia Tarantula Sentry Gun Battery consists of 5 Auxilia Tarantula sentry guns (Type 2)



Point Value 150

AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 2)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

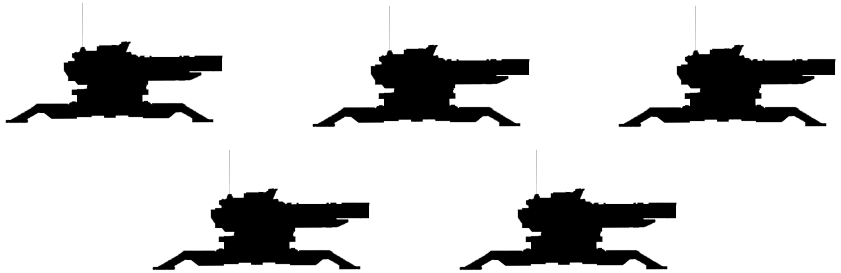
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 2)	5[T]	5+	1/0	TL Lascannon	25/50	2TL1	-3	[RC], [IF], Cannot charge move, Special

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 3)

Auxilia Tarantula Sentry Gun Battery consists of 5 Auxilia Tarantula sentry guns (Type 3)



Point Value 200

AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 3)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 3)	5[T]	5+	1/0	TL Rotor Cannon	15/30	8TL4	0	[RC], [IF], Cannot charge move, Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 4)

The Auxilia Tarantula Sentry Gun Battery consists of 5 Auxilia Tarantula sentry guns (Type 4)

Point Value 150

AUXILIA TARANTULA SENTRY GUN BATTERY (TYPE 4)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 4)	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF], Cannot charge move, Special

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA BASILISK BATTERY

The Auxilia Basilisk Gun Battery consists of 3 Auxilia Basilisk Guns

Point Value 250

AUXILIA BASILISK BATTERY

Break Point 2: The Detachment is broken if it has lost 2 . Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Basilisk	10	3+	2/0	Earthshaker Cannon [M, Dmg+1]	25-240	B2	-3	[AG]
				Anti-Personnel	25	2	-1	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

AUXILIA BOMBARD BATTERY

The Auxilia Bombard Gun Battery consists of 3 Auxilia Bombard Guns

Point Value 150

AUXILIA BOMBARD BATTERY

Break Point 2: The Detachment is broken if it has lost 2 . Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Bombard	10	3+	2/0	Colossus Mortar [IC, M, Str+2]	25-100	B1	-2	[AG]
				Anti-Personnel	25	2	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

AUXILIA MEDUSA BATTERY

The Auxilia Medusa Gun Battery consists of 3 Auxilia Medusa Guns

Point Value 200

AUXILIA MEDUSA BATTERY

Break Point 2: The Detachment is broken if it has lost 2 . Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Medusa	10	3+	2/0	Medusa Siege Gun [HM, Str+1]	35-125	B2	-4	[AG]
				Anti-Personnel	25	2	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken