

MOURNIVAL EVENTS ARMY LIST
IMPERIALIS AUXILIA

V1.2

IMPERIALIS AUXILIA ARMY LIST

Introduction

The Mournival Events Imperialis Auxilia Army List is a supplement for use with other Mournival Events and Horus Heresy products. This army list represents diverse Regiments and Organisations of men, women and abhumans: those loyal to the Imperium, those sworn to the Warmaster, and perhaps those with no gods nor masters.

This army list does not replace the Imperialis Militia and Cults or Solar Auxilia Army Lists, but rather serves as another faction to include in narrative games and campaigns set in the Horus Heresy.

The following pages will detail how to build and equip your own unique Horus Heresy Imperialis Auxilia Regiment, providing the opportunity to create an army to base around miniatures in your collection. As with all things, the objective is to wield an army that creates an enjoyable and satisfying experience to all players in games and narrative campaigns in this game system, in the spirit of the cataclysmic events of the Horus Heresy.

Why Create an Imperialis Auxilia Army?

Similar to other pre-post humans – the genetically altered, techno-arcana infused, the warp-tainted or otherwise – this army list allows you to field a huge horde of basic models, or a more elite band of veteran or specialist warriors. The list provides the ability to create a vast number of different builds using a fairly simple list of units, complimented with traits and wargear obtained via careful selection of your favoured Doctrine, comprising your choice of Organisation, Small Arms and Tech-Arcana.

This list represents the masses of humankind and the technologies and doctrines that codified them into the greatest military force of the past, present and future. Regiments that leap into the skies from screaming air platforms, advance courageously under the endless pounding of siege cannons, those who charge the foe on mechanically enhanced steeds, regiments that favour the Squat, Ogryn or other beasts for their qualities in battle, and even those who have developed other, more unnatural traits, such as the psyker genes of the Navis Nobilite.

Even thus equipped, how could mankind ever hope to stand in defiance of a galaxy conquered by gene-crafted demi-gods, riddled with savage and exotic xenos species, and haunted by horrors corrupt and vile beyond measure? Under effective leadership, they must band together, united by cause or coercion, in order to stand a chance. To that end, the Imperial Auxilia Army List is centred on groups of units that fill your detachment, led by a Cadre of Officers of rank and measure commensurate to sum of units at their command. This Cadre have the unique ability to give orders to their subordinate units, giving your army the coordination it needs to survive and overcome such terrible forces. However, orders are finite in space and time and the chain of command is equally vulnerable.

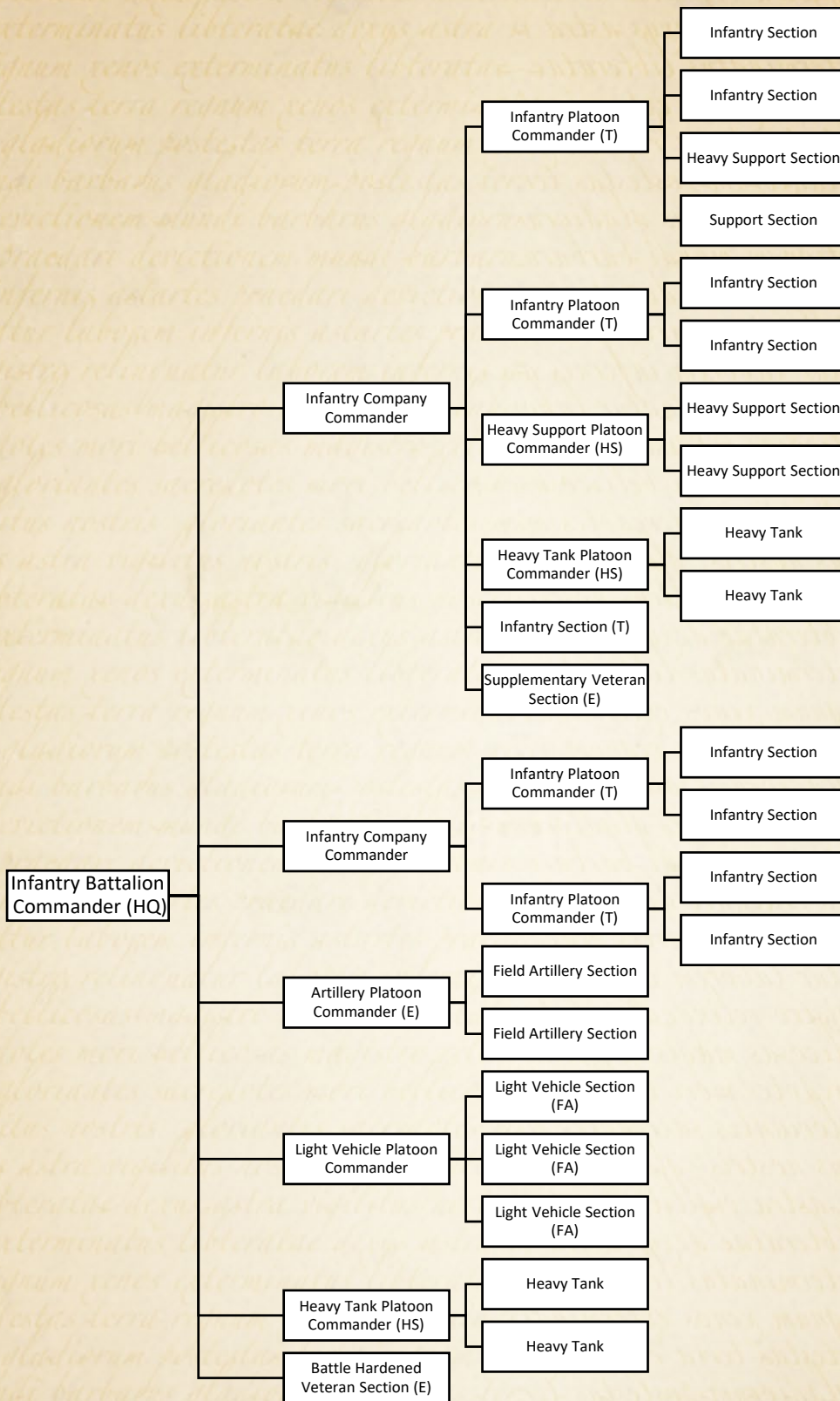
Building your Regiment

The Imperialis Auxilia Army List is designed for use with the standard Age of Darkness Crusade Force Organisation chart; however, there are no restrictions on the use of other Organisation Charts.

The Troops entry comprises a single Imperialis Auxilia statistic block, representing common soldiers organised into Sections. These Sections are led by either a Squad Leader or Rank 0 Officer: an Auxiliary Sergeant. An amalgam of Sections forms a Platoon. The minimum requirement to form a Platoon is two Sections, which together must be led by a Rank 1 Officer: a Platoon Commander. Two such Platoons form the minimum requirement for a Company, which must in turn be led by a Rank 2 Officer.

The HQ is made of a single entry, containing the Officer Cadre necessary to command the army. Review the Formations on the following pages to determine your highest command echelon. For games up to 2500 points, the most likely highest command echelon will be a Rank 2 Company Commander, leading a Company comprising multiple Platoons, each in turn lead by a Rank 1 Platoon Commander. Battalion or Regiment level forces would only be wielded for vast games involving entire collections of infantry and heavy armour, or team games of combined Companies and Battalions! Officers may purchase statistic upgrades, weapons and wargear commensurate to their rank. This is very customisable to represent the traits of individual Officers, whether those schooled in the art of leadership, or others preferring to focus on disciplined sword duelling! They may be joined by a command retinue, including additional Support Officers, such as Artillery or Fleet Officers.

You may then consider adding additional Platoons, creating a vast force, ready to receive orders, or else focus on supplementary Elites, Fast Attack and Heavy Support choices which provide the punch a regiment of brave Auxiliaries need to face the challenging opponents the galaxy has to offer...



46th Hyderian Heavy Infantry Battalion

Hyderia had long been an inhabited world, with well-developed industrial technologies and large quantities of raw materials, including the dour soldiery of the planet's ruling Ethnarch. Hyderia was discovered on a stable warp route in the galactic north west early in the Great Crusade. Swiftly brought to compliance, it was designated a Fortress world and employed as a lynchpin in the quarantine line to the west of the Rangdan Xenocide, with numerous picquet fleets being provisioned by the two giant polar tech-fans that dominate the planet. The 46th Heavy Infantry Battalion was raised in 879.M30 and deployed as part of the 174th Expeditionary Fleet.

IMPERIALIS AUXILIA SPECIAL RULES

Doctrine

An Imperialis Auxilia detachment must select one Small Arms, one Tech Arcana and one Organisation option. Units with this special rule may receive Orders and may be allocated to a Formation within the detachment prior to each battle.

Formation

Platoon

A Platoon is formed of 2 matching* Sections and must be led by a Platoon Commander. It may also include up to 4 other Sections, plus an optional Command Section.

All Sections and Officers in a Platoon must have identical unit type (e.g. Cavalry), Doctrine and Dedicated Transports. **The only exception to this rule is that Artillery Platoons may contain both Artillery and Infantry models.**

All matching Sections in a **non-vehicle** Platoon may be taken as a single force organisation choice, instead of using an individual force organisation slot for each Section. **The force organisation of the matching sections is used for the Platoon.**

Example diagram: Infantry Platoon

Infantry Officer (Platoon Commander) and Command Section (HQ) + 3 Infantry Sections + 2 Veteran Sections + Heavy Support Section (may be taken as 1 Troops choice or as 1 Elites choice or as 3 Troops + 2 Elites +1 Heavy Support)

Platoons **are** treated as one unit for Reserves and deployment. Once deployed, the units within a Platoon operate independently.

At the start of any phase (**including during deployment**), some or all of the units in an **Infantry** Platoon may be combined into one unit provided all models are in unit coherency. Similarly, units combined in this way may be un-combined at the start of any phase. Units engaged in an assault cannot use this rule. For example, an Infantry Platoon of 40 or fewer models may embark into (and/or deploy in) a Sthenos Ultra Heavy Crawler. **When embarking into a transport, the transport must have capacity for all models in the Platoon, otherwise only a single squad can embark, as per the usual rules.**

Company

A Company is formed of 2 matching* Platoons and must be led by a Company Commander. It may also include up to 4 other Platoons and/or Sections, plus an optional Command Section.

Example diagram: Company

Cavalry Officer (Company Commander) and Cavalry Command Section (HQ) + Infantry Platoon (as above) + Infantry Platoon (Platoon commander and 2 Infantry Sections) + Beast Platoon (Fast Attack) + Jump Infantry Section (Fast Attack) + Veteran Section (Elites) + Heavy Tank Squadron (Heavy Support)

Imperialis Auxilia armies in the Age of Darkness

Imperialis Auxilia are Imperial Army on the Allies chart. They may ally with Militia and Solar Auxilia detachments, treating them as Sworn Brothers.

The Warlord must be the highest (or equal highest) Ranked Officer in the detachment. This model uses the Warlord Traits found in the Horus Heresy Rulebook.

In Centurion games, forces may take Walkers, Skimmers and Light Vehicles as Fast Attack and/or Heavy Support choices. **Platoons of Cavalry and Bikes each count as a single choice for the purposes of the Force Organisation Chart restrictions.**

Battalion

A Battalion is formed of 2 matching* Companies and must be led by a Battalion Commander. It may also include up to 4 other Companies and/or Platoons and/or Sections, plus an optional Command Section.

Regiment

A Regiment is formed of 2 matching* Battalions and must be led by a Regiment Commander. It may also include up to 4 other Battalions and/or Companies and/or Platoons and/or Sections, plus an optional Command Section.

Rules Clarifications

*To clarify the meaning of “matching”, each page (excluding Officers) in this list represents a different identity e.g. a Light Vehicle Company must include a Company Commander, 2 Light Vehicle Platoons, each containing 2 Light Vehicle Squadrons plus a Light Vehicle Platoon Commander.

Officers commanding matching vehicle units must also use a vehicle unit entry. Similarly, Officers commanding matching non-vehicle units must use a non-vehicle unit entry. E.g. a Cavalry Company Commander could command an Infantry Company but could not command a Light Vehicle Company.

Note that Formations higher than Platoon do not need to be nominated, so a detachment could contain a number of disparate platoons, subject to normal force organisation requirements.

Abhuman units may make Platoons/Companies etc. but these formations may not include any human units other than the commanding Officer.

Subordinate Formations are those units and Formations at lower levels than the Commander of the Formation. For example, the Platoons and Sections nominated to create a Company and the Sections within those Platoons are subordinate to their Company Commander.

SPECIAL RULES

Vehicle rules

Artillery tractor squadron: Each vehicle has the Artillery Tractor rule. The Squadron may transport an entire Auxilia Field Artillery Section, provided it has sufficient Transport capacity. Should a vehicle be destroyed while towing a gun, the gun (and surviving crew) form a new unit that is automatically Pinned if it is not in coherency with the remainder of their unit.

Grav Shute Insertion: Models may disembark at any point along the transport's movement. Additionally, in lieu of deploying with the vehicle, a transported unit may instead Deep Strike, with the vehicle then automatically arriving the following turn.

Heavy Artillery Tractor: a single Field Gun or Heavy Field Gun may be towed with the gun's crew embarking on the vehicle, as per the vehicle's Transport capacity or if it does not have a Transport capacity, riding on the vehicle, as per the Mechanised Regiment Tank Rider rule.

Independent Targeting: These weapons may target different units to the other weapons on the vehicle.

Independent Vehicle Section: Treat each Ultra Heavy Crawler as a Section for the purposes of the Formation rules. Note that these models cannot form Platoons.

Overdrive: model may move up to an additional 6" when moving Flat Out.

Support Vehicle: grants Preferred Enemy to a single Artillery or Tank model within 6".

Swift: The model may move at Cruising Speed and still fire one weapon. Flat Out move is up to 9".

Tank Section: Treat each Tank Squadron as a Section for the purposes of the Formation rules.

Tank Platoon: In a unit of 2+ vehicles, one may be nominated as a Platoon commander, gaining Rank 1 (but not gaining the Character rule or access to any Wargear other than that available to the vehicle) for +15 points. For the purposes of Formation rules and Orders, treat each Heavy Tank Squadron as a Platoon with each vehicle being a Section. Further rules on forming Tank Companies etc. are given on p57.

Veteran crew: Heavy Tanks count as being equipped with a Vexillary (i.e. gain +1Ld for Order tests).

Vehicle Section: Treat the vehicle Squadron as a Section for the purposes of the Formation rules.

Vehicle Platoon: for the purposes of the formation rules, even if the model is not part of the primary detachment, each Super Heavy Vehicle counts as a platoon. As such, the model has Rank 1 for the purposes of Orders. Note that these vehicles may not form companies.

War Machine Detachment: This detachment must be deployed within a 6" coherency if on the table at the start of the game or, if placed in Reserve, will be rolled for as a single unit and must enter the table within 6" of a single eligible location. However, after their deployment, these war engines are considered to be separate units in the game.

Additional Imperialis Auxilia army list options

This army list is designed to be used in conjunction with the *Solar Auxilia* army list and in some cases, other army lists. Units gain the wargear and special rules as marked:

- * gain the Tank Section rule.
- **gain the Tank Platoon and Veteran Crew rules.
- *** gain the Vehicle Section and Veteran Crew rules.
- **** gain the Vehicle Platoon rule .

All the units marked in this way gain a Communicator and the Doctrine and Formation special rules.

The following *Solar Auxilia* units may be selected, losing the Explorator Adaptation special rule where relevant.

- Auxilia Terrax Pattern Termite Assault Drill
- Auxilia Arvus Lighter Orbital Shuttle (as Fast Attack)
- Auxilia Saturnyne Pattern Aurox Armoured Transport
- Auxilia Lightning Strike Fighter
- Auxilia Saturnyne Pattern Carnodon Strike Squadron*
- Auxilia Dracosan Armoured Transport** (as Heavy Support)
- Auxilia Thunderbolt Heavy Fighter
- Auxilia Malcador Heavy and Infernus Tank***
- Auxilia Valdor Tank Hunter***
- Cyclops Remote Demolition Vehicle
- Auxilia Super-heavy Tanks****

The following units can be selected from the *Panoply of War* units listed in the *Mournival Event Battle Manual*:

- Armoured Crawler****
- Lupercal Heavy Tank****
- Marauder Super-heavy Flyer

The following units can be selected from the *Mechanicum Taghmata* list:

- Crusade Fleet Avenger Strike Fighter (as Heavy Support)
- Ordo Reductor Minotaur Battery***

The following units can be selected from the *Mournival Events Rulebook*:

- Auxilia Hades Breaching Drill (only available to certain Organisations)

IMPERIALIS AUXILIA SPECIAL RULES

Officer rules

Officer: Each officer gains a Rank commensurate with the formation they are nominated to command.

- each Platoon is led by a Platoon Commander (Officer, Rank 1).
- each Company is led by a Company Commander (Officer, Rank 2).
- each Battalion is led by a Battalion Commander (Officer, Rank 3).
- each Regiment is led by a Regiment Commander (Officer, Rank 4).

Rank: For each point of Rank:

- the model gains +1 Ld above the standard profile value of 7 (to a maximum of 10).
- the model may issue one order to a subordinate Formation.

For example, a Battalion Commander is Ld 10 and can issue 3 orders to subordinate units in their Formation.

Models with Rank also have access to additional wargear options; see the wargear section for options and costs.

Command Radius: Units from the same Formation within a number of inches equal to the Ld of an Officer may use the Officer's Ld if it is higher than their own Ld.

Support Officer: Support Officers have the Character rule (not the Independent Character rule). Generally, they must be selected as part of a Command Section and must have a lower Rank than the Commander of the Section. For example, a Company Commander (Rank 2) could have an Artillery Officer and a Strategos (both Rank 1) in their Command Section, but not a Fleet Officer (Rank 2). Support Officers can issue orders, but only if there are no Officers in their squad, and only one Support Officer in the Command Section may issue order(s) each turn.

Artillery Officer: Rank 1, Support Officer. Each turn, in lieu of firing a weapon with this model in the Shooting phase, nominate a single Artillery Battery within the Command Radius (including artillery units with a communicator, provided the Artillery Officer is also in a unit with a communicator) of the officer. This battery's artillery weapons gain Twin-linked.

Discipline Master: Rank 0, Support Officer. All models in the unit gain +1 Ld (max. 10). If a Morale test is failed by the unit, or by a subordinate unit within a number of inches equal to the Ld of the Discipline Master, you **must** remove a model (other than the Discipline Master), allowing the Morale test to be re-rolled. On a re-roll of 12, the entire unit is removed. On a re-roll of 2, the unit gains Fearless.

Fleet Officer: Rank 2, Support Officer. Each turn, the Fleet Officer may call down a Lance Strike (with the Split Fire rule, if desired). The Fleet Officer must be stationary to call down a Lance Strike.

Strategos: Rank 1, Support Officer. Equipped with a nuncio-vox. Any subordinate unit in the Strategos' Formation may re-roll Reserve rolls. Outflanking units gain Acute Senses. May be equipped with a Designator for +15 points.

Other rules

Automated Artillery: Unlike standard artillery, Automated Artillery does not require crew in order to function. It is not removed from play due to a lack of crew and each gun must be destroyed before it is removed. Automated Artillery cannot move and cannot charge. If assaulted they do not Pile In and cannot be locked in combat; their attackers will hit automatically, but must roll To Wound normally. Regardless of whether the unit of Automated Artillery wins or loses an assault, nothing happens – there are no Morale Checks, Sweeping Advances, Pile Ins or Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns.

Sentry Gun: Units charging the model halve their charge distance. Unit must be set to fire in a 90° arc to full range or in a 360° arc with 18° range for the duration of a battle.

Medicae: The unit gains Feel No Pain (5+). Medicae may be equipped with an augury scanner for +10 points.

Signaller: Equipped with a Communicator. Units outside Command Radius may be given orders by Officers that are both in their chain of command and also equipped with a Communicator.

Vexillary: Units from the same detachment within 6", or within the Command Radius of an Officer leading a Command Section containing a Vexillary, gain +1 Ld (to a maximum of 10). Model gains Look Out Sir! (4+).

Veterans: The unit must select one option:

- Complementary: must select a different Doctrine to the Core Doctrine of the detachment.
- Supplementary: must use the Core Doctrine of the detachment. Gain one Veteran Trait, allowing the unit to automatically be placed on a specific order, with no issuing or receiving necessary. Note that the unit cannot be placed on or receive more than one order each turn.
 - Big Game Hunters: 'Bring it Down!'
 - Disciplined: 'Rapid, Fire!'
 - Marksmen: 'Take Aim'
 - Swift: 'Forward, You Dogs!'
 - Frenzied: 'Frontal Assault!'
 - Nerves of Steel: 'Get Back in the Fight!'
 - Adaptable: instead of the benefit of the other traits, the unit gains +1 Ld (to a maximum of 10) for any orders test
- Battle Hardened: must use the Core Doctrine. All models in the section have Rank 0; unit Sergeant gains +1 Rank, effectively becoming an Officer (note this means these Sections cannot be formed into Platoons).

Weapon teams: Non-vehicle models with S3 or lower must operate heavier weapons in groups. Nominate models within a Section as a weapon team who cannot be equipped with any further options within a Section (e.g. a vexilla or a heavy weapon). Models with S4 require one fewer model than the number listed below.

- Heavy weapons (including twin-linked heavy and special weapons with the heavy type) are crewed by two Auxiliaries. Models in these weapon teams gain Look Out Sir (4+).
- Field Artillery weapons are crewed by three Auxiliaries.
- Heavy Field Artillery guns are crewed by four Auxiliaries.

EQUIPMENT RULES

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- Ammunition dump:** models within 2" of the ammunition dump may re-roll to-hit rolls of 1 during the shooting phase.
- Augury scanner:** Enemy units may not Infiltrate within 18" of this model. Enemy models Deep Striking within 18" can be attacked by a unit carrying an augury scanner as if their Rapid Fire and Heavy weapons had the Interceptor special rule.
- Camo cloak:** model gains Stealth.
- Cameleoline:** model gains Stealth.
- Carapace armour:** 4+ armour save.
- Combat shield:** 5+ invulnerable save in combat, 6+ against shooting.
- Communicator:** An Officer can issue an order to any subordinate unit provided both Officer and unit are in a unit or transport equipped with a communicator.
- Cortex controller:** see *Mechanicum Taghmata Army List*.
- Cyber familiar:** May re-roll statistic checks. +1 to invulnerable saves to a maximum of 3+, or grants a 6+ invulnerable save.
- Designator:** in lieu of firing a weapon in the Shooting phase, a single unit of the controlling player's choice within 6" of a model equipped with a Designator (other than Independent Characters or Super-heavy's) gains a bonus of +1 to their BS for the remainder of the phase.
- Digital lasers:** model gains +1 A.
- Enhanced armour:** +1 to armour save, to a maximum of 3+.
- Flak armour:** 5+ armour save.
- Frag grenades:** count as assault grenades, in addition to their weapon rules.
- Grav-wave generator:** Any model charging the bearer or their unit suffers -d3" to their Charge roll (cumulative with any other modifiers) and may not make Hammer of Wrath attacks.
- Infravisor:** model gains Night Vision. However, the model and their unit count as having Initiative 1 when taking Blind tests.
- Iron Halo:** 4+ invulnerable save.
- Light flak armour:** 6+ armour save.
- Master-crafted:** one to-hit roll may be re-rolled each turn.
- Nuncio-vox:** If one of the controlling player's units wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a unit equipped with a nuncio-vox, it will not scatter. When barrage weapons are being used by the controlling player, line of sight may be drawn from any model in their force equipped with a nuncio-vox as well as the firing model itself – range is still drawn from the firing model. Note that the nuncio-vox equipped model must already be on the table at the start of the turn for it to be used, and that a nuncio-vox may not be used from inside a vehicle.
- Power field/bionics:** 6+ invulnerable save.
- Psi-jammer:** grants Adamantium Will.
- Refractor field:** 5+ invulnerable save.
- Shroud bombs:** count as defensive grenades, and units must pass a Leadership test in order to charge a unit equipped with shroud bombs. Shroud bombs have no effect against Vehicles, Daemons, Gargantuan Creatures or units which have the Night Vision special rule.
- *Statistic increase:** Choose from WS, BS, W, I, A. Each stat can only be increased by a maximum of +2.
- Void-hardened armour:** May re-roll armour saves against Blast and Template weapons.

VEHICLE EQUIPMENT RULES

- Anti-grenade mesh:** 4+ save against grenade attacks, including Melta Bombs.
- All-terrain vehicle:** May re-roll failed Dangerous Terrain tests.
- Artificer hull:** +1 hull point, to a maximum of 5.
- Armoured ceramite:** Vehicle ignores the Melta rule.
- Armoured cockpit:** ignore the effects of Crew Shaken and Crew Stunned on a roll of 4+.
- Armoured prow:** model gains a 5+ invulnerable save against attacks from the vehicle's Front arc.
- Auspex array:** -1 to enemy cover saves, no infiltrators may deploy within 18".
- Battle servitor control:** Model gains Tank Hunter.
- Camo-netting:** the vehicle gains Stealth.
- Command tank:** all the tanks in coherency in the squadron ignore the effects of Crew Shaken results on a roll of a 4+. They also gain Tank Hunters and Monster Hunter when the entire squadron fires at a single target within 24".
- Comms array:** counts as a Nuncio Vox. While this model is on the battlefield, any unit in the detachment equipped with a Communicator may re-roll Reserve rolls.
- Dozer blade:** Treat the Front AV as one higher than normal when Ramming. The vehicle can re-roll failed Dangerous terrain tests (cannot be stacked with All-terrain vehicle to re-roll a re-roll!).
- Extra armour:** Treat Crew Stunned results as Crew Shaken instead.
- Flare or chaff launchers:** gain a 4+ invulnerable save against Missile weapons. One Use.
- Infrared targeting:** grants Night Vision.
- Plasteel plating:** 4+ invulnerable save against Haywire weapons.
- Resilient Construction:** all attacks made against the model suffer -1 AP.
- Semi-fast:** The model may move at Cruising Speed and still fire one weapon. Flat Out move is up to 9".
- Smoke launchers:** in lieu of shooting, the vehicle may gain a 5+ cover save until the controlling player's next Shooting Phase. One use.
- Track guards:** 4+ save against immobilised damage results.
- Up-armoured:** Choose a single facing and increase its AV by +1. Note that both "sides" count as one facing when determining the points cost.
- Up-armoured front:** Front AV increases by one.

ORGANISATIONS

Core

Choosing a specific Organisation for a detachment may confer various additional restrictions or benefits to the detachment as a whole, noted in this section as “Core” rules.

Only one Organisation may be taken for each detachment, although Complementary Veterans **must** select an alternative Doctrine **from this page only**, comprising an alternative Organisation, the rules of which apply wholly and solely to the Complementary units.

Infantry

Endless Hordes: Each time an Infantry Section is removed, roll a d6. On a roll of 6+ it immediately enters Ongoing Reserves. These Reserves are subordinate to the highest ranked Infantry Officer in the detachment on the battlefield at the time they deploy.

Abhuman

Auxilia Abhuman and Ogryn Sections may be taken as Troops. If this Organisation is chosen in conjunction with the Primitive Armoury Tech-Arcana, then the Penal Legion Organisation may additionally be applied to Abhuman Formations.

Air Assault

Infantry Sections may take Auxilia Medium Flyers or Arvus Lighters as Dedicated Transports. Infantry Platoons of up to 25 models may take an Auxilia Heavy Flyer as a Dedicated Transport.

Core: No Infantry models may be selected unless they begin the game transported in a model with the Flyer rule.

Core: Up to half the Flyers in the detachment may be upgraded to arrive from Reserves at the start of Turn One for +25 points per model.

Geno-troops

All models (excluding Vehicles and Artillery) may increase up to two statistics (WS, BS, S, T, I, A) by one for +1 point per model for each statistic increase (+5 points for Ogryns). Note that all eligible models must be upgraded, or none. Additionally, any unit may gain Feel No Pain (6+) for +1 point per model (+5 points for Ogryns).

Grenadier

Infantry units may take Dracosans as Dedicated Transports. Disciplined Fire: Infantry Overwatch at BS 2 with Pistol, Rapid Fire and Assault weapons. All Infantry (including Jump Infantry) units must be equipped with Void Hardened Armour for +1 point per model. Core: Open-topped vehicles, Cavalry, Beasts or Bikes may not be selected in the detachment.

Light

Hold the Ground: Infantry units gain Stubborn when within 3” of an Objective. Light Flak Armour: All Infantry models exchange flak armour with light flak and exchange carapace armour with flak armour. Seize the Ground: All Infantry models gain Infiltrate and Move Through Cover and are equipped with cameleoline. Infantry units may exchange lasguns for lasrifle (+6” range). Any Signaller may be equipped with a nuncio-vox for +10 points. Infantry units may be equipped with shroud bombs (+1 point per model). Core: Prior to deployment, the detachment must have more Infantry units than all other units types added together.

Mechanised

Infantry Sections may take Medium Tanks with Transport capacity or Auroxes as Dedicated Transports. Artillery Sections may take Medium Support Tanks as Dedicated Transports.

Infantry Platoons comprising 40 or fewer models may take an Ultra Heavy Crawler as a Dedicated Transport.

Tank Riders: Infantry Sections may ride on the exterior of a Tank. They may deploy in this way. They may embark and disembark from the Tank per the normal rules, treating the Tank as Open-topped. While riding, both the Infantry and the Tank gain a 6+ cover save. For each successful save made by the Tank, the controlling player must remove an Infantry model riding on the Tank. The opponent may choose to split fire when shooting at the Tank and riders, in which case one set of attacks is resolved as Snap Shots. Tank riders may Overwatch if their Tank is assaulted.

Mobile Infantry

Infantry Sections may take a Skimmer as a Dedicated Transport provided the vehicle has the capacity to transport the section. Light footed: Infantry units embarked on Skimmers can disembark if the vehicle moved more than 6” but may not then assault.

Motorised

Infantry Sections may take a Light Vehicle (either a Fighting Vehicle or Tracked Utility Vehicle) as a Dedicated Transport. Ammo Wagon: Any Infantry model within 3” of a Dedicated Transport may re-roll rolls of 1 to-hit in the Shooting phase.

Shock

Infantry, Walkers, Skimmers and Artillery gain Deep Strike. Half (rounding up) the Deep Striking units may deploy Turn One. This Turn One Deep Strike can be used in Zone Mortalis. Any unit that suffers a Deep Strike Mishap is always Delayed (enters Ongoing Reserves). If, at the end of resolving these Deep Strikes, all units are in reserve, choose one unit to deploy as normal. Core: No other units allowed in the detachment except Flyers and those that can Deep Strike.

Siege

Auxilia Veteran Infantry Sections may take Tracked Light Utility Vehicles as Dedicated Transports. Field Artillery Sections may take one Tracked Light Utility Vehicle as a Dedicated Transport for each artillery model. Models equipped with Medusa siege cannons may take siege shells for +10 points per model. Any Infantry model may exchange a close combat weapon for a chain bayonet. Grenade launchers are equipped with gas and fireburst grenades. All Infantry with the Veteran rule gain Stubborn. Field and Heavy Artillery Guns gain Wrecker. Core: May take Hades Breaching Drills as Fast Attack choices.

Subterranean

Infantry Sections may take Termites and Hades Breaching Drills as Dedicated Transports. Infantry may exchange any Heavy Bolters for Mole Launchers. Core: Cavalry, Bikes, Flyers or Skimmers may not be selected in the detachment. Core: Unlocks the Ordinatus Aktaeus as a Lord of War choice. See the Mechanicum Taghmata Army List for this unit entry.

ORGANISATION

Astra Telepathica

All models with a Ld value gain Adamantium Will.

Sanctioned Psykers: Auxilia Support Sections may include 0-1

Sanctioned Psykers: Rank 1, Support Officer (+25 points), Mastery Level 1 (Divination or Telepathy).

Telepathic Orders: Orders may be issued to units outside of an Officer's Command Radius without a nuncio-vox. If the Orders test is an unmodified 12, the Sanctioned Psyker in the Officer's section suffers Perils of the Warp. If the Section also contains a Discipline Master, the Psyker is instead removed.

Black Sentinels: Veteran Sections may upgrade lasguns to power lances for +5 points per model.

Noble Ranks: An Astra Telepathica detachment may not include Auxilia Abhumans or Allies that include Abhumans.

Core: Departamento Investigatio: A Loyalist Astra Telepathica detachment may include the following units:

- Sisters of Silence Oblivion Knight Centura (HQ)
- Sisters of Silence Prosecutor Cadre or Vigilator Cadre (Elites)

Forgeborn

Regiment of the Ommissiah: May only select the Mars Tech-Arcana Armoury option. Infantry units may take Triaros Transports as Dedicated Transports. Karacnos tanks may be taken as Heavy Support choices.

Any model with Rank 1+ may be equipped with a Cortex Controller for +10 points.

Any model with Rank 0+ may be equipped with a Cyber-Familiar for +10 points.

Engineer Enclave: Auxilia Support Sections may include 0-1 Solar Auxilia Engineer Adept: Rank 1, Support Officer (+45 points). For modelling purposes, the unit can include Servitor models, who in game terms function as Auxiliaries.

The Flesh is Weak: The detachment may not include Discipline Masters, Auxilia Abhuman Sections, or Auxilia Veteran Sections.

Core: Praise the Ommissiah: Provided at least one Cortex Controller is taken, the following units may be selected:

- 0 - 1 Magos Dominus (HQ)
- 0 - 1 Scyllax Guardian-Automata Covenant (Elites)
- 0 - 1 Thallax Cohort (Fast Attack)
- 0 - 1 Castellax or Vorax or Domitar Battle Automata Maniple (Heavy Support)

See the Mechanicum Taghmata Army List for unit entries.

Legiones Auxilia

Models with Rank gain +1 Ld, to a maximum of 10. Other Auxilia models gain +1 Ld when in Line of Sight to a friendly Astartes unit. Increase Allies level to Sworn Brothers with friendly Astartes.

Infantry sections may take Legiones Astartes Rhinos and Land Raider Proteuses as Dedicated Transports.

May take Land Raider Proteus Squadrons as Heavy Support choices.

Proteus Tanks transporting solely Auxilia models have a Transport Capacity 2 greater than that given in the Legiones Astartes list.

Munitorum Servitors: a single Auxiliary in each Section may be replaced with a Servitor, counting as an Ammunition dump.

Core: Detachment may not include any Abhuman units. May take Legiones Astartes Xiphons as Fast Attack choices.

See the Legiones Astartes Army List for unit entries.

Light Vehicle

Core: Light Vehicle and Sentinel Squadrons may be taken as Troops and/or Heavy Support. Squadrons taken as Troops are Scoring units and gain Scout. If a unit already has Scout, it gains Acute Senses.

Mounted

Rough Rider Sections may be taken as Troops and become Scoring units when they are taken in this way.

All Cavalry units gain Hit and Run.

Core: Prior to deployment, the detachment cannot have more non-Cavalry Sections and Squadrons than Cavalry Sections.

Penal Legion

The following rules apply to all non-vehicle units, excluding those that contain a Discipline Master.

- Gain Counter Attack, Fleet.
- Replace any flak armour with light flak armour (6+ save).
- Must declare a charge if there is an enemy unit that they are able to damage within charge range.
- May be equipped with any of the following options:
 - Human (or abhuman!) bombs: Any model eligible to take a heavy weapon may instead become a human bomb for +5 points per model. When the model loses its last wound, resolve a detonation. At the Initiative step when the model would attack in an assault, the model instead detonates. The detonation is centred on the model and does not scatter. After detonation, remove the model. A detonation is Str5+d3 AP4, Blast (3"). Any human bomb may be upgraded to a dirty bomb for +5 points, becoming Str2 AP3 Fleshbane, Blast (3")
 - Discipline collars may be taken for +1 point per model. If a unit equipped with discipline collars fails a Morale or Regroup test and there is a Officer or Support Officer from the same detachment within line of sight, nominate a number of models to be removed from the unit. These are removed and the unit may reroll the Morale test, with a +1 bonus for each model after the first that is removed. Note this bonus cannot take the unit's Ld above its normal value.
 - Frenzon may be taken for +1 point per model; grants Rage.

Recon

Outrider Sections may be taken as Troops and become Scoring units when they are taken in this way. Outriders gain Skilled Riders.

While any Outrider models are on the battlefield, any Reserve roll may be re-rolled.

Core: Detachment cannot contain Ogryn or Artillery models.

Core: All Tank units must be kept in Reserve.

Veteran

Auxilia Veteran Infantry Sections with the Supplementary rule may be taken as Troops. May select an additional Tech-Arcana option.

Imperial Cult (Loyalist Only)

Any Section (excluding Ratlings and Squats) may upgrade an Auxiliary to be a Discipline Master for +10 points. This model is Stubborn and has no Rank but otherwise follows the Discipline Master rules (including being a Character).

ORGANISATIONS

TANK COMPANIES

In addition to the Platoon rules given earlier in this army list, Company, Battalion and Regiment formations can be created using Tanks as Core units. Each Tank Commander uses the relevant Tank entry and gains the relevant Rank, but not the Character rule or access to Wargear other than Vehicle Wargear, for +15 points. The Tank Commander may be either an individual model (that can join another Tank Squadron of the same type as themselves) or part of a Tank Command Squadron. A Command Squadron is part of the detachment's HQ choice. One model in each Tank Command Squadron may be upgraded to include a Strategos for +20 points. One model in each Tank Command Squadron may be upgraded to include an Artillery Officer for +20 points.

If the Warlord of a detachment is a Tank model, the Warlord Traits given below may be used rather than a rulebook Trait. Roll a number of d6 equal to the Warlord's Rank and choose one dice to determine the result.

- 1 – **Main effort:** the Warlord's tank is a scoring unit.
- 2 – **Steel behemoth:** for each enemy unit that the Warlord destroys by Ramming or forces to Fall Back by Tank Shock, gain +1 Victory Point.
- 3 – **Expert crew:** the Warlord's tank automatically passes dangerous terrain tests and has +1BS.
- 4 – **Manoeuvre warfare:** nominate a single vehicle squadron in the detachment. This squadron gains Outflank and Acute Senses.
- 5 – **Ferromantic hull:** the Warlord's tank ignores the effects of Lance and Melta special rules from attacks made against them.
- 6 – **Master-forged artifice:** rolls on the Vehicle Damage chart (other than by Destroyer weapons) against the Warlord's tank are reduced by -1.

TANK DETACHMENTS

When combined with the rules above, the rules below allow entire detachments of Medium and/or Heavy Tanks to be fielded:

Additional Organisation: Armoured

Choose a Tank type: Medium or Heavy. Squadrons of this tank may be taken as Troops and/or Elites. Squadrons taken as Troops are Scoring units. Select one option listed below for the entire detachment.

- **Evasive** - Tank crews are trained to use the mass of their vehicles to deter or crush attacking infantry. If, after moving during its last turn, a Tank is assaulted by infantry, then each model assaulting the tank takes a wound on a roll of 4+. Normal armour saving throws apply.
- **Defensive** – The sponson and turret gunners are trained and drilled to defend against enemy assaults. Any Tank that is assaulted may Overwatch with its pintle-mounted and sponson weapons.
- **Cautious** – Drivers of these tanks are trained to avoid or crush obstacles with brutal efficiency. Any tank that moves 6" or less through difficult terrain does not have to take a Dangerous Terrain Test.
- **Maniacs** - When assaulting enemy infantrymen, these tanks have no compunction about crushing them under its tracks. Each model in a unit Tank Shocked by a Tank with this skill will take a Str4 AP- hit before resolving the Tank Shock.
- **Aces** - A tank with this doctrine acquires and engages targets with blinding speed and accuracy. Each Shooting Phase, a Tank with this skill may reroll one to hit roll of 1.
- **Accurate** - The tank may reroll the Scatter Dice (scatter dice and distance dice) when firing a Blast (of any size) weapon.

Garrison Company

May take up to two Fortifications for each Fast Attack force organisation slot.

May take up to 50% more void shielding on fortifications (round up), paid for as usual.

May take a Mechanicum Imperial Castellum Stronghold.

Units embarked in buildings that suffer any type of Collapse result on the Building Damage table suffer 1 less hit on each d6 that is rolled to determine the number of hits incurred, to a minimum of 1. Heavy Field Artillery guns may be mounted on platforms, gaining the Skyfire, Interceptor, Immobile Artillery and Dual Mode rules.

Detachments using the Garrison Organisation may use the following Warlord Traits table. Roll a number of d6 equal to the Warlord's Rank and choose one dice to determine the result.

1. **Unflinching Defense** - Add +1 to combat resolution scores in assaults in your own deployment zone.
2. **Shattering Bombardment** - A single Ordnance weapon within 6" of the Warlord (a different weapon can be selected each turn) becomes twin-linked.
3. **Victory or Death** - While in a fortification or behind a defense line, the warlord's unit gains Fearless and +1 to Feel No Pain (minimum 6+).
4. **Smoke Barrage** – The controlling player has the option to automatically apply the Night Fight rules during Turn 1.
5. **Martyrs Defiance** - Units within 6" of the warlord gain Preferred Enemy (Infantry) while in their own deployment zone.
6. **Siege Master** - One piece of terrain in the enemy's deployment zone drops its cover save by one.

ARMOURY

TECH-ARCANA

Choose one option from the following:

- Mezoa** – Melta weapons marked with an * are -5 points.
- Ryza** – Plasma weapons marked with an * are -5 points.
- Mars** – Volkite weapons marked with an * are -5 points. All models in any unit may exchange their lasgun for a laslock or mitralock for free, or may be upgraded to volkite chargers for +3 points per model.
- Phaeton** – All lascannons (including twin-linked) may gain Sunder for +5 points.
- Iliastus** – Bike units may be upgraded to Jet-bike units (gaining +1 to armour saves e.g. 5+ becomes 4+) for +5 points per model.
- Anvillus** – All autocannons (including Ogryn, twin-linked, exterminator cannons and flaccannons) gain Sunder. Rotor cannons gain Shred.
- Lucius** - Any Infantry unit may upgrade their lasguns to hellguns and/or laspistols to hellpistols for +1 point per weapon. Any unit equipped with flak armour may upgrade to carapace armour for +1 point per model.

SMALL ARMS

Choose one option from the following:

- Triplex Phal** - The standard weapon pattern of the lasguns and laspistols of the Imperialis Auxilia.
- Agripinaan** - All lasguns are swapped for autoguns and laspistols are swapped for autopistols – this has no effect on the weapon profile.
- Accatran** - Any unit may swap all their lasguns for shotguns and all their laspistols for shot-pistols (using the same profile as a laspistol).
- Primitive** - All units may exchange their lasguns for a laspistol and a close combat weapon. Models cannot be equipped with Heavy or Special weapons, nor be a Signaller or Medicae.
- Sarum** - Any model may exchange a Special and/or Heavy weapon choice for an Assault weapon choice. Any model may exchange a lasgun for a laspistol for free or a combat shield for +1 point per model.
- Terra** - All models in a unit may exchange their lasguns for bolters for +1 point per model, and/or may exchange their laspistols for bolt pistols for +1 point per model.

WARGEAR

Rank 0+

- Melta bombs+5 points
- Exchange lasgun (or eqv.) for:
 - Close combat weapon ...free
 - Laspistol (or eqv.) free
 - Hot shot lasgun+5 points
- Upgrade close combat weapon to:
 - Augmented weapon+1 point
 - Charnabal sabre+3 points
 - Power sword+5 points
- Upgrade Laspistol (or eqv.) to:
 - Bolt pistol+1 point
 - Blast pistol+2 points
 - Hand flamer+5 points
 - Plasma pistol*+15 points

Heavy Weapons

- A model upgrades their lasgun to:
- Mortar+5 points
 - Heavy flamer+10 points
 - Heavy bolter+10 points
 - Multi laser+10 points
 - Autocannon+10 points
 - Missile launcher..... +10 points (with frag, krak and flakk missiles)
 - Lascannon+15 points
 - Multi-melta*+15 points
 - Plasma cannon*+20 points
 - Volkite culverin*+25 points

A note on vehicle sizes

Light vehicles are around the size of a Land Speeder or Aurox.
Medium vehicles are around the size of a Deimos-pattern Rhino.
Heavy vehicles are around the size of a Land Raider Proteus.

Rank 1+

- Power field/bionics+5 points
- Refractor field+10 points
- Camo cloak+5 points
- Infravisorfree
- Carapace armour+5 points
- Increase 2 stats[#] by +1 each +5 points
- Master-crafted.....+5 points
- 0+ Breacher charge ...+10 points each
- Upgrade close combat weapon to:
 - Power axe+5 points
 - Power fist+10 points
- Upgrade Laspistol (or eqv.) to:
 - Needle pistol+5 points
 - Volkite serpenta*+5 points

Special Weapons

- A model upgrades their lasgun to:
- Sniper rifle+1 point
 - Heavy stubber+5 points
 - Rotor cannon+5 points
 - Flamer+5 points
 - Grenade launcher+5 points (with frag + krak grenades)
 - Melta gun*+10 points
 - Plasma gun*+15 points
 - Volkite caliver*+10 points

Assault Weapons

- A model upgrades close combat weapon to:
- Lascutter+5 points
 - Power axe+10 points
 - Power lance+5 points
 - Power maul+5 points
 - Power sword+5 points
- Alternatively, the model may take:
- 0+ Breacher charge+10 points each

Rank 2+

- Enhanced armour+5 points
- Combat shield+5 points
- Cyber familiar+5 points
- Digital lasers+5 points
- Iron halo+20 points
- Psi-jammer+5 points
- Grav-wave generator+10 points
- Stasis grenades+10 points
- Haywire grenades+5 points
- Increase 1-2 stats[#] by +1.. +5 points ea.
- Upgrade Laspistol (or eqv.) to:
 - Melta pistol*+15 points
 - Archaeotech pistol+10 points

Vehicle Wargear

- 0-2 Hunter-killer missile +5 points each
- Anti-grenade mesh+15 points
- Artificer hull+20 points
- Armoured ceramite+20 points
- Camo netting+10 points
- Command tank (1 per squadron) +10 points
- Dozer blade+5 points
- Extra armour +5 points
- Plasteel plating+20 points
- Track guards+5 points
- Up-armoured+10 points per facing

A note on recommended base sizes

Auxiliaries: 25mm
Geno-troops with S4 and T4: 32mm
Weapon teams with Heavy weapons: a pair of 25mm bases or a cavalry base or 40-60mm for the team
Bikes, Jetbikes and Cavalry: 40-50mm or cavalry base
Ogryns: 40-50mm

ORDERS

The Orders phase occurs after the Psychic phase, but prior to the Shooting phase. Orders are issued in a strict sequence, representing the chain of command, beginning with the highest ranking Officer, down to the lowest ranking Officer.

An Officer can issue a number of orders equal to their Rank. Officers may issue orders to units within their Command Radius. Orders may only be issued to subordinate units within the Officer's Formation, inclusive of their own Command Squad; for example, a Platoon Commander cannot issue an order to a Section in a different Platoon. An order may be issued to either an entire subordinate Formation or just a part thereof; for example, a Company Commander may issue an order to a whole Platoon, or to any individual Section in the Company. In the case of an order issued to multiple different Sections, roll only once for the test, using the highest available Ld value in the Formation.

Upon an Officer issuing an order, the unit nominated to receive the order must take a Ld test. If the test is passed, apply the effects of the order for the remainder of the current turn. If the test is failed, further orders may still be issued by the controlling player. In either case, once nominated to receive an order, a unit may receive no further orders in the Orders phase.

Models cannot issue or receive orders if they are locked in an assault, falling back or have gone to ground. Models embarked on vehicles/fortifications may issue orders, drawing line of sight from fire and access points if necessary. Models embarked on vehicles may receive infantry-type orders; however, non-vehicle orders have no effect upon vehicles. All vehicles with a transport capacity are considered to be equipped with a nuncio-vox usable by the embarked unit for the purpose of receiving orders.

Vehicles have their own set of orders, distinct from those issued to rank and file troopers. If not otherwise noted, vehicles are considered to have a Ld value of 7 for the purpose of receiving orders.

Titanicus style order dice can be used to denote the order received by each unit.

Infantry, Beast, Bike, Cavalry Orders



Get Back in the Fight! A Pinned or Falling Back unit automatically regroups, even if below 25% of their starting strength. If the unit has already regrouped at the start of the turn, it may instead act as normal for the balance of the turn, suffering none of the negative effects of having regrouped, such as only being able to fire Snap Shots.



Rapid, Fire! Each model armed with Small Arms may fire +1 additional shot. Add a further +1 shot if the model did not move earlier in the Turn. Models may then not Assault this turn, nor Overwatch in the following turn.



Take Aim! Grants +1 BS during the subsequent Shooting phase and throughout the next Player Turn.



Forward You Dogs! Units receiving this order may straight away make a Run move, and then Shoot, Run (again!), or Assault as normal later in the Turn.



Frontal Assault! Grants the Furious Charge special rule.



Bring It Down! Nominate an enemy unit visible to the Officer. Heavy weapons in the unit receiving this order gain either Shred or Sunder when targeting this unit, and the unit must reroll all successful cover saves against these attacks.

Vehicle Orders



Get Back in the Fight! Each vehicle within the Formation either repairs a lost HP or a Weapon Destroyed or Immobilized damage result. Vehicles in the same squadron may each select different effects. Units receiving this order may not perform any further actions for the remainder of the Player Turn.



Rapid, Fire! May elect to fire an extra shot with one weapon, excluding Battle Tank weapon choices, Heavy Artillery guns and those with the Primary Weapon special rule. Alternatively, vehicles in squadrons may split their fire, each targeting a different unit.



Take Aim! Grants +1 BS during the subsequent Shooting phase and throughout the next Player Turn.



Forward You Dogs! Units receiving this order may fire Snap Shots after having moved Flat Out.



Frontal Assault! Enemy units making Tank Shock checks caused by a unit affected by this order test at -1 Ld.



Bring It Down! Nominate an enemy unit visible to the Officer. Heavy weapons in the unit receiving this order gain either Shred or Sunder when targeting this unit, and the unit must reroll all successful cover saves against these attacks.

IMPERIALIS AUXILIA OFFICER

+15 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Auxiliary Officer	3	3	3	3	1	3	1	7	5+

Unit Composition

- ◆ Auxiliary Officer

Unit Type

- ◆ Infantry

Wargear

- ◆ Lasgun
- ◆ Close combat weapon
- ◆ Frag and Krak grenades
- ◆ Flak Armour

Special Rules

- ◆ Independent Character
- ◆ Doctrine
- ◆ Formation
- ◆ Officer
- ◆ Rank (1-4)
- ◆ Command Radius

Options

- ◆ An Officer gains any options available to the unit entry a single unit type. For example, a Company Commander mounted on a Horse becomes Cavalry and may upgrade their close combat weapon to a hunting lance for +2 points.

Commander (HQ)

- ◆ The number and type of Formations in the detachment determine the number and type of Officers available. See the Officer rule below.
- ◆ An Officer **must** be allocated to lead a subordinate Formation; they cannot exist as individuals outside the chain of command.
- ◆ All the detachment's Officers (and Command Sections) collectively take up a single HQ choice in the Force Organisation Chart.
- ◆ Each Officer may take a Command Section as a retinue in which case the Officer replaces one Auxiliary in the Section (add the cost of the Officer to the cost of Section including the Auxiliary that will be replaced). Alternatively the Officer may operate as an Independent Character, free to join any subordinate unit in their Formation (add the cost of the Officer to the cost of an additional Auxiliary).



OFFICERS

++From fierce tribal chieftains given field rank in order to ensure the loyalty of their extended family, to haughty Terran nobles schooled in the most expensive military colleges founded during the Dark Age of Technology, Officers of the Imperialis Auxilia - much like the regiments of the Auxilia itself - are as varied as the stars they grew up under.

They might be highly decorated and charismatic officers who eat meals with their troops and lead them personally into the dangers of frontline battle, the only true human leading a company of abhumans or extremely severe and stern individuals feared more by their troops than the enemy.

One thing is certain, given thousands of years of military tradition and the highly developed Imperial sciences of psychological conditioning, when they issue orders in the heat of battle, they are obeyed. ++

INFANTRY

++All regiments in the Auxilia are assayed and tested by the shrewd members of the Departamento Munitorum and assigned a field class. This rating allows Crusade Command to assign them to the correct warzones. Most numerous of all the grades, categories and classifications is the innumerable soldiery that fight with the ground beneath their feet, a small arm in their hands and curses on their lips. Thrown into hellish crucibles of war on a million worlds, against xenos, mutants and those who resist Compliance, the Imperium of Man is forged with their blood and flesh.

Inevitably in a bureaucracy controlling the fate of billions errors, omissions and mistakes occur, heavy armoured divisions sent to war on high gravity marsh worlds, or light scouting regiments thrown into open field combat against heavily armoured foes. In a galaxy where human beings are seen as the currency of war, every regiment thrown away in such a fashion is outnumbered a hundredfold by the regiments purposefully thrown into the maelstrom of war for little to no gain.++

IMPERIALIS AUXILIA INFANTRY SECTION

30 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Auxiliary	3	3	3	3	1	3	1	7	5+

Unit Composition

- ◆ Auxiliary Sergeant
- ◆ 5 Auxiliaries

Unit Type

- ◆ Infantry

Wargear

- ◆ Lasgun
- ◆ Close combat weapon
- ◆ Frag and krak grenades
- ◆ Flak armour

Special Rules

- ◆ Doctrine
- ◆ Formation
- ◆ Weapon teams

Sergeant only:

- ◆ Rank 0
- ◆ Character

Support Officer only:

- ◆ Rank 0-2
- ◆ Character

Options

- ◆ The Section may take up to six additional models+5 points each
- ◆ Any Auxiliary in the section may be upgraded to one of the following:
 - 0-1 Signaller+10 points
 - 0-1 Medicae+10 points
 - 0-1 Vexillary+10 points

Command Section (HQ)

- ◆ Each Infantry officer may take a Command Section as a retinue.
- ◆ 0-3 Auxiliaries may be equipped with a special or heavy weapon.
- ◆ Any Auxiliary in a command section may also upgrade to:
 - 0-1 Discipline Master (Support Officer)+15 points
 - 0-1 Artillery Officer (Support Officer)+20 points
 - 0-1 Strategos (Support Officer)+20 points
 - 0-1 Fleet Officer (Support Officer)+40 points

Infantry Section (Troops)

- ◆ 0-1 Auxiliary may be equipped with a heavy weapon.
- ◆ 0-1 Auxiliary may be equipped with a special weapon.

Support Section (Elites)

- ◆ The section gains the Support unit rule.
- ◆ 0-4 Auxiliaries may be equipped with a special weapon.

Veteran Section (Elites)

- ◆ All models gain the Veterans special rule.
- ◆ 0-1 Auxiliary may be equipped with a heavy weapon.
- ◆ 0-2 Auxiliaries may be equipped with a special weapon.

Heavy Support Section (Heavy Support)

- ◆ The section gains the Support unit rule.
- ◆ 0-4 Auxiliaries may be equipped with a heavy weapon.

Support unit: The unit can be taken as Troops (instead of the force organisation choice listed above) if taken as part of an Infantry Platoon. For every 2 Infantry Sections, an Infantry Platoon may include a Support and/or Heavy Support Section.

IMPERIALIS AUXILIA BEAST SECTION

30 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Auxiliary	3	3	3	3	1	3	1	7	5+
Beast	4	1	3	3	1	4	2	6	5+

Unit Composition

- ◆ Auxiliary Sergeant
- ◆ 5 Auxiliaries

Unit Type (Auxiliaries)

- ◆ Infantry

Wargear (Auxiliaries)

- ◆ Lasgun
- ◆ Close combat weapon
- ◆ Frag and Krak grenades
- ◆ Flak armour

Special Rules (Auxiliaries)

- ◆ Doctrine
- ◆ Formation
- ◆ Weapon teams

Sergeant only:

- ◆ Rank 0
- ◆ Character

Unit Type (Beast)

- ◆ Beast

Wargear (Beast)

- ◆ Close combat weapon

Special Rules (Beast)

- ◆ Well-trained
- ◆ Let Slip The Hounds!
- ◆ Cyber Hounds

Options

- ◆ The Section may take up to six additional models+5 points each
- ◆ Any Auxiliary in the section may be upgraded to one of the following:
 - 0-1 Signaller+10 points
 - 0-1 Medicae+10 points
 - 0-1 Vexillary+10 points

Command Section (HQ)

- ◆ Each Infantry officer may take a Command Section as a retinue.
- ◆ 0-3 Auxiliaries may be equipped with a special or heavy weapon.
- ◆ Any Auxiliary in a command section may also upgrade to:
 - 0-1 Discipline Master (Support Officer)+15 points
 - 0-1 Artillery Officer (Support Officer)+20 points
 - 0-1 Strategos (Support Officer)+20 points
 - 0-1 Fleet Officer (Support Officer)+40 points

Beast Handler Section (Fast Attack)

- ◆ 0+ Auxiliaries may be upgraded to Beasts+2 points per model

Well-trained: Beasts are treated as Infantry models for the purposes of Transports and Dedicated Transport.

Let Slip The Hounds!: During any movement or assault phase, Beasts may form a separate unit from the Infantry models in the unit. They must immediately move to assault the nearest enemy unit, gaining Fearless once they are engaged with an enemy unit. Such Beasts are ignored for the purposes of Attrition/Last Man Standing etc.

Cyberhounds: Any Beast model may be equipped with a flamer for +5 points.

All models may gain Feel No Pain (6+) for +1 point per model.

All models may gain Banestrike (AP3 on rolls to wound of 6) for +1 point per model.

All models in the unit may increase up to two statistics (WS, BS, S, T, I, A) by one for +3 points per model for each statistic increase. Note that all eligible models in the unit must be upgraded with the same statistic increases. Models with S4+ and T4+ become Bulky.

All models may become Psychic Anathemas (as per the Sisters of Silence Army List) for +5 points per model.



INFANTRY

++
In addition to standardised infantry, myriad creatures and sequestered technologies are used by the Imperialis Auxilia to create vicious predatory attack beasts
++



IMPERIALIS AUXILIA JUMP INFANTRY SECTION

52 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Auxiliary	3	3	3	3	1	3	1	7	5+

Jump Infantry

++Fluff Here++

Unit Composition

- ◆ Auxiliary Sergeant
- ◆ 5 Auxiliaries

Unit Type

- ◆ Jump Infantry

Wargear

- ◆ Lasgun
- ◆ Close combat weapon
- ◆ Frag and krak grenades
- ◆ Flak armour

Special Rules

- ◆ Doctrine
- ◆ Formation
- ◆ Deep Strike
- ◆ Bulky

Sergeant only:

- ◆ Rank 0
- ◆ Character

Support Officer only:

- ◆ Rank 0-2
- ◆ Character

Options

- ◆ The Section may take up to six additional models+8 points each
- ◆ Any model may exchange lasgun for laspistol.
- ◆ Any Auxillary in the section may be upgraded to one of the following:
 - 0-1 Signaller+10 points
 - 0-1 Medicae+10 points
 - 0-1 Vexillary+10 points

Command Section (HQ)

- ◆ Officers upgrade from Infantry to Jump Infantry for +3 points each
- ◆ Each Officer may be assigned a Jump Infantry Command Section.
- ◆ 0-3 Auxiliaries may be equipped with a special weapon.
- ◆ Any Auxiliary in a Command Section may also upgrade to:
 - 0-1 Discipline Master (Support Officer)+15 points
 - 0-1 Artillery Officer (Support Officer)+20 points
 - 0-1 Strategos (Support Officer)+20 points
 - 0-1 Fleet Officer (Support Officer)+40 points

Jump Infantry Section (Fast Attack)

- ◆ 0-3 Auxiliaries may be equipped with a special weapon.

IMPERIALIS AUXILIA BIKE/CAVALRY SECTION

65 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Auxiliary Cavalry	3	3	3	3	2	3	1	7	5+
Auxiliary Outrider	3	3	3	4	1	3	1	7	5+

Unit Composition

- ◆ Auxiliary Sergeant
- ◆ 5 Auxiliaries

Unit Type

- ◆ Varies

Wargear (Auxiliaries)

- ◆ Lasgun
- ◆ Close combat weapon
- ◆ Frag and Krak grenades
- ◆ Flak armour

Special Rules (Auxiliaries)

- ◆ Doctrine
- ◆ Formation
- ◆ Weapon Teams

Sergeant only:

- ◆ Rank 0
- ◆ Character

Support Officer only:

- ◆ Rank 0-2
- ◆ Character

Options

- ◆ The Section may take up to six additional models+10 points each
- ◆ Any model may exchange a lasgun for a laspistol (or equivalents thereof).
- ◆ Any Auxiliary in the section may be upgraded to one of the following:
 - 0-1 Signaller+10 points
 - 0-1 Medicae+10 points
 - 0-1 Vexillary+10 points

Rough Rider Section (Fast Attack)

- ◆ Unit type becomes Cavalry (gaining +1W as shown in profile above)
- ◆ Any model may exchange a close combat weapon for a laspistol.
- ◆ Any model may upgrade a lasgun or close combat weapon to a hunting lance for +2 points per model.
- ◆ May equip 0-3 models with a special weapon (models exchange their lasgun per the special weapon entry and so may not take a lance).

Outrider Section (Fast Attack)

- ◆ Unit type becomes Bike (gaining +1T as shown in the profile above)
- ◆ May equip 0-3 models with heavy weapons see Wargear section
Heavy weapons teams may combine to become Attack Bikes ...free
Alternatively, may equip 0-3 models with special weapons.
- ◆ Any Bike or Attack Bike unit may be equipped with defensive grenades +1 point per model
- ◆ Any Bike or Attack Bike unit may gain Scout ... +1 point per model

Command Section (HQ)

- ◆ Choose one of the unit types listed above and assign them to an Officer as a retinue, creating a Command Section.
- ◆ Any Auxiliary in a command section may also upgrade to:
 - 0-1 Discipline Master (Support Officer)+15 points
 - 0-1 Artillery Officer (Support Officer)+20 points
 - 0-1 Strategos (Support Officer)+20 points
 - 0-1 Fleet Officer (Support Officer)+40 points

Outriders and Rough Riders

++For millenia mankind has made use of fast moving troops and beasts. Whether the massed charges of backwater world nomads riding hissing felids or the household guard of an Imperial Magistrate riding perfectly maintained jetbikes, such troops and equipment are recruited and trained to perform encirclements, scouting, and other aspects of lightning war. Feral Worlds in particular are sought after by the Departamento Munitorum for the calibre of their cavalry.

Specialist transport craft are prepared, not only to transport the beasts and riders but vast reserve beast herds, breeding stock, and feed supplies. Sometimes a world may have the most ferocious cavarly encountered however the beasts are unsuitable for a life off-world. In cases like this the warriors themselves are still recruited but often substitute mounts are found whether beasts with more standard biology or some kind of cyber-hybrid. More advanced worlds will supply motorbike mounted or even jetbike mounted troops. These machines allow troops to rapidly redeploy or make sudden attacks on the enemy, and only need to be fed readily available fuels. Often companies or even entire regiments will be issued bikes as a tactical consideration.

Verscius III in the Solar Segmentum was taken early in the Crusade by the Imperial Army dropping 20 Regiments of gene-modified troops at the southern poles. The entire force was equipped fusion powered bikes and were able to move in under the equatorial defence network which made a frontal assault against the world unlikely to succeed. ++

ABHUMANS

++At the height of the Dark Age of Technology, human flesh was but a plaything to mankind. Vast is the knowledge lost during Old Night, however in the past worlds were colonised not only by modifying the planet using Terraforming but via the modification of man itself. High gravity worlds require a shorter more dense frame. Lighter gravity or worlds with complex geology, worlds with hostile atmospheres or with native flora all required differing forms of genetic tinkering, and sometimes Crusade forces will even encounter lost strains of humanity so far divergent, they can barely exist outside of their homeworld. The most common and less stable form of abhuman are either the product of genetic degeredation or the mutating and warping effects of xenos biology, technology or some other mysterious elements. Whatever the form and cause of their divergence from the prime Terran model, all abhuman populations are assayed, the most divergent exterminated without prejudcide, the least mutated still held as a lower class. Abhuman Empires such as those of the Squats have previously been incorporated into the Imperium, thier worlds Tithed and their flesh fed into the ongoing wars of the Crusade++

IMPERIALIS AUXILIA ABHUMAN SECTION

40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Beastman	4	3	3	4	1	3	1	7	5+
Ratling	2	4	2	2	1	4	1	7	5+
Squat	4	3	3	4	1	2	1	7	5+

Unit Composition

- ◆ Abhuman Sergeant
- ◆ 5 Abhumans

Unit Type

- ◆ Infantry

Wargear

- ◆ Lasgun
- ◆ Close combat weapon
- ◆ Frag and krak grenades
- ◆ Flak armour

Special Rules

- ◆ Doctrine
- ◆ Formation
- ◆ Abhuman
- ◆ Veterans
- ◆ Weapon Teams

Sergeant only:

- ◆ Rank 0
- ◆ Character

Support Officer only:

- ◆ Rank 0-2
- ◆ Character

Options

- ◆ The Section may take up to six additional models+5 points each
- ◆ Any Abhuman in the section may be upgraded to one of the following:
 - 0-1 Signaller+10 points
 - 0-1 Medicae+10 points
 - 0-1 Vexillary+10 points

Beastmen (Elites)

- ◆ Sections cannot include a Signaller.
- ◆ May not take a Dedicated Transport, regardless of any Organisation rules.
- ◆ 0-3 Beastmen may be equipped with a special weapon.
- ◆ Beastmen Sections may include:
 - 0-1 Discipline Master (Support Officer)+15 points
- ◆ A Beastmen Section may be upgraded to Beastmen Cavalry for +5 points per model. Models gain +1W and change unit type to Cavalry. These sections are Fast Attack choices. Any model may upgrade a lasgun or close combat weapon to a hunting lance for +3 points per model.

Ratlings (Elites)

- ◆ Sections cannot include a Vexillary.
- ◆ May not take a Dedicated Transport, regardless of any Organisation rules.
- ◆ Cannot compose Formations higher than Platoon.
- ◆ Any model may exchange their lasgun for a sniper rifle.
- ◆ All models gain the Scout special rule and gains +1 to cover saves (to a maximum of 2+).

Squats (Elites)

- ◆ All models suffer -1 to each 6" or d6" of movement (minimum 1").
- ◆ 0-3 Squats may be equipped with a special or heavy weapon.
- ◆ Squats may crew an Artillery Section. Use the entire entry on page 35, exchanging the human Auxiliary profile for the Squat profile.

Command Section (HQ)

- ◆ Choose one of the unit types listed above and assign them to an Officer as a retinue, creating a Command Section. The Officer must be the same type of abhuman, using the statistic line listed above.
- ◆ A Beastman in a Beastmen Command Section may upgrade to:
 - 0-1 Discipline Master (Support Officer)+15 points
- ◆ Squats in a Squat Command Section may upgrade to:
 - 0-1 Artillery Officer (Support Officer)+20 points
 - 0-1 Strategos (Support Officer)+20 points
 - 0-1 Fleet Officer (Support Officer)+40 points

Abhuman: Within Abhuman Sections and Platoons, all models must be the same type of abhuman. Abhuman Formations may be led by an abhuman or human Commander.

IMPERIALIS AUXILIA OGRYN SECTION

110 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Auxilia Ogryn	4	2	5	5	3	2	3	6	5+

Unit Composition

- ◆ 1 Ogryn Sergeant
- ◆ 2 Auxilia Ogryns

Unit Type

- ◆ Infantry

Wargear

- ◆ Ogryn weapon
- ◆ Close combat weapon
- ◆ Frag grenades
- ◆ Flak armour

Special Rules

- ◆ Doctrine
- ◆ Formation
- ◆ Abhuman
- ◆ Veterans
- ◆ Very Bulky
- ◆ Hammer of Wrath
- ◆ Stubborn

Sergeant only:

- ◆ Character

Options

- ◆ The Ogryn Section may take up to six additional Ogryns ...+35 points each
- ◆ Any Ogryn in the section may be upgraded to one of the following:
 - 0-1 Vexillary+10 points
- ◆ Select an Ogryn weapon for each model:
 - Close combat weapon*free*
 - Heavy chainsword+2 points
 - Power maul+5 points
 - Power axe+10 points
 - Power fist+15 points
 - Ripper gun*free*
 - Ogryn heavy bolter+5 points
 - Ogryn autocannon+10 points
 - Boarding shield+5 points

Ogryn Section (Elites)

- ◆ Any Ogryn Section may upgrade the Sergeant to be a BONEhead (Rank 1, Officer) for +25 points.
- ◆ Any section may include a human Veteran Discipline Master (Rank 1, Officer) for +25 points. See p.32-33 for statistics and wargear options.
- ◆ Ogryn Sections upgraded in either of these ways may be treated as Platoons for the purposes of Formations.

Heavy Support Section (Heavy Support)

- ◆ Ogryn models may only be equipped with ranged Ogryn weapons.

Command Section (HQ)

- ◆ Upgrade one Ogryn in an Ogryn section to be an Officer for +20 points. The Ogryn Officer uses the entry details given here, but gains the rules and wargear options for Officers as given in the HQ entry, but may be unable to use some options as they will not have prerequisite wargear, for example, no lasguns to upgrade or exchange.



OGRYNS

++Fluff Here++



IMPERIALIS AUXILIA ARTILLERY SECTION

30 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Auxiliary	3	3	3	3	1	3	1	7	5+
Field Gun	-	-	-	7	2	-	-	-	3+
Heavy Field Gun	-	-	-	7	4	-	-	-	3+

Field Artillery

++Fluff Here++

Unit Composition

- ◆ Auxiliary Sergeant
- ◆ 5 Auxiliaries

Unit Type

- ◆ Infantry (Auxiliaries)
- ◆ Artillery (Field Gun)

Wargear (Auxiliaries)

- ◆ Lasgun
- ◆ Close combat weapon
- ◆ Frag and Krak grenades
- ◆ Flak armour

Special Rules (Auxiliaries)

- ◆ Doctrine
- ◆ Formation
- ◆ Weapon Teams

Sergeant only:

- ◆ Rank 0
- ◆ Character

Support Officer only:

- ◆ Rank 0-1
- ◆ Character

Options

- ◆ Any Auxiliary may be upgraded to one of the following:
 - 0-1 Signaller+10 points
 - 0-1 Vexillary+10 points

Command Section (HQ)

- ◆ A section may be taken as a retinue for an Infantry Officer, creating a Command Section.
- ◆ The Section may take up to six additional models ... +5 points each
- ◆ Any Auxiliary in the Command Section may upgrade to:
 - 0-1 Discipline Master (Support Officer)+15 points
 - 0-1 Artillery Officer (Support Officer)+20 points
 - 0-1 Strategos (Support Officer)+20 points

Field Artillery Section (Elites)

- ◆ The section may take up to six additional Auxiliaries +5 points each
- ◆ The section must be equipped with 1-3 Field Guns:
 - Heavy mortar+20 points
 - Rapier with quad multi-laser+15 points
 - Rapier with quad heavy bolter+15 points
 - Rapier with laser destroyer array+30 points
 - Rapier with graviton cannon+30 points
 - Thudd Gun or Rapier with quad mortar+50 points
 - Frag Shellsfree
 - Shatter Shells+10 points
 - Incendiary Shells+5 points
 - Splinter Shells+5 points

Heavy Field Artillery Section (Heavy Support)

- ◆ The section may take up to two additional Auxiliaries +5 points each
- ◆ The section must be equipped with a Heavy Field Gun:
 - Griffon heavy mortar+40 points
 - Twin-linked Hydra flakcannon+50 points
 - Wyvern quad mortar with frag shells+30 points
 - Earthshaker cannon+70 points
 - Four Manticore missiles+80 points
 - Four Skyeagle missiles+80 points
 - Medusa siege cannon+80 points
 - Colossus siege mortar+85 points

Flak Platform Section (Heavy Support)

- ◆ The Section must be equipped with 1-3 Field Guns for +15 points each.
- ◆ Each Field Gun is equipped with a searchlight and is twin-linked: dual heavy stubber, heavy bolter, multi-laser or autocannon.
- ◆ Any field gun may upgrade its weapon to a twin-linked missile launcher for +5 points or a twin-linked lascannon for +15 points.
- ◆ Field Gun models gain the Immobile Artillery, Skyfire, Interceptor and Dual Mode rules.

Special restrictions

- ◆ Any number of individual sections may be taken in a detachment, however, a maximum of one platoon of each type of Artillery (Field Artillery, Heavy Artillery or Flak Platform) may be selected.

IMPERIALIS AUXILIA SENTRY GUN BATTERY

15 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun	-	3	-	6	2	-	-	-	3+

Unit Composition

- ◆ 1 Sentry Gun

Unit Type

- ◆ Artillery

Wargear

- ◆ Twin-linked weapon
- ◆ Searchlight

Special Rules

- ◆ Immobile Artillery
- ◆ Automated Artillery
- ◆ Sentry Gun

Options:

- ◆ The Battery may take up to three additional Sentry Guns for +15 points each
- ◆ The Battery may take any of the following special rules:
 - Scout+5 points per model
 - Stealth+5 points per model

Sentry Gun Battery (Fast Attack)

- ◆ Each Sentry Gun must be equipped with a weapon from the list below.
- ◆ Any of these weapons may be twin-linked for +5 points.
 - Heavy stubber +5 points
 - Rotor cannon +5 points
 - Heavy bolter +10 points
 - Multi-laser +10 points
 - Autocannon +10 points
 - Hyperios missiles +15 points
 - Lascannon +15 points
 - Multi melta*+20 points
 - Plasma gun*+20 points
 - Volkite caliver*+15 points



SENTRY GUN

++Fluff Here++

Metalica Pattern Sentry Gun

IMPERIALIS AUXILIA LIGHT VEHICLE SQUADRON

25 POINTS



Light Vehicles

++Fluff Here++

Light Vehicles include the Centaur Light Armoured Utility vehicle, the Tauros Recon buggy and its long wheel base support variant, the Venator, and the Themis Infantry Fighting Vehicle. In the wake of the devastation of the Heresy wars, knowledge of the Themis STC would degrade, reaching its nadir in the form of the Taurox ten thousand years later.

	BS	Front	Side	Rear	HP
Auxilia Light Vehicle	3	10	10	10	2

Unit Composition

- ◆ 1 Light Vehicle

Unit Type

- ◆ Vehicle

Wargear

- ◆ Searchlight
- ◆ Smoke launchers
- ◆ Communicator

Special Rules

- ◆ Doctrine
- ◆ Formation
- ◆ All-terrain Vehicle
- ◆ Vehicle Section

Access Points

- ◆ As modeled

Options

- ◆ The Squadron may take up to three additional models for +30 points each.
 - ◆ Any model may be equipped with.
 - Hunter-killer missile+5 points
 - Camo-netting+5 points
 - ◆ All models may have up-armoured front armour for +5 points per model.
 - ◆ Any model may be equipped with a pintle mounted heavy weapon:
 - Heavy stubber+5 points
 - Rotor cannon+5 points
 - Automatic grenade launcher+5 points
 - Heavy flamer+10 points
 - Heavy bolter+10 points
 - Multi-laser+10 points
 - Autocannon+10 points
 - Missile launcher (frag and krak) ...+10 points
 - Lascannon+15 points
- Any weapon may be twin-linked for +5 points each.

Wheeled Utility Squadron (Fast Attack)

- ◆ All models are Open-topped, Fast and gain Scout.

Tracked Utility Squadron (Fast Attack)

- ◆ All models are Open-topped, Transport (6), Semi-Fast, with the Artillery Tractor Squadron rule.
- ◆ Any model may be equipped with a dozer blade for free.

Fighting Vehicle Squadron (Fast Attack)

- ◆ Models are Transport (12) with two fire points, Semi-Fast.
- ◆ Any model may take a hull mounted heavy weapon and/or a turret mounted heavy weapon, chosen from the list above.
- ◆ All models in the squadron may be equipped with artificer hulls (granting +1 HP) for +5 points per model.

Light Vehicle Commander (HQ)

- ◆ Upgrade a single model from a Wheeled Utility Squadron to be an Officer for +25 points. The remainder of the Squadron may be taken as a Command Section with no further rules, or
- ◆ Alternatively, take an Infantry Commander and Command Section with a Tracked Utility Vehicle or Fighting Vehicle as a Dedicated Transport.

IMPERIALIS AUXILIA WALKER SQUADRON

20 POINTS

	WS	BS	S	Front	Side	Rear	I	A	HP
Auxilia Walker	3	3	5	10	10	10	3	1	2

Unit Composition

- ◆ 1 Auxilia Walker

Unit Type

- ◆ Vehicle, Walker

Wargear

- ◆ Searchlight
- ◆ Smoke Launcher
- ◆ Communicator

Special Rules

- ◆ Scout
- ◆ Doctrine
- ◆ Formation
- ◆ Vehicle Section

Options

- ◆ The squadron may include up to three additional models for +20 points each
- ◆ Each walker must be equipped with one of the following options:
 - Powerlifter+5 points
 - Heavy Flamer+10 points
 - Heavy Bolter+10 points
 - Multi-laser+10 points
 - Autocannon+10 points
 - Missile Launcher (frag and krak missiles).....+10 points
 - Lascannon+15 points
 - Multi-melta*+20 points
 - Volkite culverin*+25 points
 - Plasma cannon*+25 points
- ◆ Alternatively, the model may be equipped with two of the following:
 - Lascutter+5 points
 - Heavy Stubber+5 points
 - Rotor Cannon+5 points
 - Flamer+5 points
 - Grenade Launcher (with frag and krak)+5 points

Note that the same option may be selected twice.
- ◆ Any model may be equipped with:
 - Hunter-killer missile+5 points
 - Combat blades (+1A)+5 points

Walker Squadron (Fast Attack)

- ◆ Models gain Move Through Cover and Open-topped.
- ◆ All models may be equipped with:
 - Camo-netting+5 points per model

Armoured Walker Squadron (Fast Attack)

- ◆ Models increase front and side AV to 11 for +5 points per model.
- ◆ All models may be equipped with:
 - Extra armour +5 points per model

Walker Commander (HQ)

- ◆ Upgrade a single model in a Walker or Armoured Walker Squadron to be an Officer for +25 points. Any other models in the Squadron may be taken as a part of a Command Section.



Walkers

++Fluff Here++

Including the ubiquitous Sentinel

IMPERIALIS AUXILIA SKIMMER SQUADRON

30 POINTS

Skimmers

++Fluff Here++

Anti-grav technology was in use in the 31st millennium in both civilian and military vehicles, with some planets and regiments making widespread use of it.

These esoteric technologies were greatly coveted and the forges that produced them were the focus of many battles of the Age of Darkness. Inevitably, this led to the destruction of these production facilities. Such vehicles became increasingly rare after the Horus Heresy, as any losses were unable to be replaced.

	BS	Front	Side	Rear	HP
Light Skimmer	3	10	10	10	2
Medium Skimmer	3	11	11	10	3

Unit Composition

- ◆ 1 Light Skimmer

Unit Type

- ◆ Vehicle, Skimmer, Fast, Open-topped

Wargear

- ◆ Searchlight

Special Rules

- ◆ Deep strike
- ◆ Scout
- ◆ Doctrine
- ◆ Formation
- ◆ Vehicle Section

Transport Capacity

- ◆ Various

Fire Points

- ◆ As modeled

Access Points

- ◆ As modeled

Options

- ◆ The Squadron may take up to three additional models for +30 points each.
- ◆ Any model may be equipped with a hull mounted heavy weapon:
 - Heavy flamer+10 points
 - Heavy bolter+10 points
 - Multi-laser+10 points
 - Autocannon+10 points
 - Missile launcher (frag and krak) ...+10 points
 - Lascannon+15 points
 - Multi-melta*+20 points
 - Plasma cannon*+25 points
 - Volkite culverin*+25 points
- ◆ Any model may be equipped with a pintle mounted weapon:
 - Melta gun*+15 points
 - Volkite caliver*+15 points
 - Plasma gun*+20 points
 - Heavy weapon (see list above for options and costs)
- ◆ Light Skimmers have the following additional options:
 - Hunter-killer missile+5 points
 - Transport (6)+5 points
 - Up-armoured (Front)+5 points
- ◆ Any model may upgrade to medium skimmer for +20 points per model. Medium skimmers have the following options:
 - Twin-link a heavy weapon+5 points each
 - Extra armour+5 points
 - 0-2 Hunter-killer missiles+5 points each
 - Transport (12)+10 points
 - Up-armoured (Front)+10 points
 - Remove the Open-topped rule+5 points
 - Add a turret mounted heavy weapon (see list above)

Auxilia Skimmer Squadron (Fast Attack)

Skimmer Squadrons may contain a mix of Light and Medium Skimmers.

Skimmer Commander (HQ)

- ◆ Upgrade a single model from a Skimmer Squadron to be an Officer for +25 points. The remainder of the Squadron may be taken as a Command Section with no further rules, or
- ◆ Alternatively, take an Infantry Commander and Command Section and a Light or Medium Skimmer with a Transport capacity as a Dedicated Transport.

IMPERIALIS AUXILIA FLYER SQUADRON

75 POINTS

	BS	Front	Side	Rear	HP
Auxilia Flyer	3	12	11	10	3

Unit Composition

- ◆ 1 Auxilia Flyer

Unit Type

- ◆ Vehicle, Flyer, Hover

Wargear

- ◆ Searchlight

Special Rules

- ◆ Deep strike
- ◆ Outflank

Transport Capacity

- ◆ 12

Fire Points

- ◆ none

Access Points

- ◆ 1 on each side, 1 at rear

Options

- ◆ The Squadron may take up to three additional models for +75 points each.
- ◆ Model has wing mounted hard points that mount one of the following:
 - Two identical heavy weapons, chosen from the below list.
 - Two hellstrike missiles+20 points
 - Two hellfury missiles+10 points
 - Two multiple rocket pods+30 points
 - Six hunter-killer missiles+30 points
 - Six tactical bombs (Gunship only)+25 points
 - Twin-linked punisher cannon (Gunship only)+40 points
- ◆ Model may be equipped with a hull-mounted heavy weapon, as below.
- ◆ Model may be equipped with a pair of sponson heavy weapons for double the cost listed below. These weapons have the Independent Targeting rule.
- ◆ Any model may be equipped with:
 - Extra armour+5 points
 - Armoured cockpit+15 points
 - Flare or chaff launchers+10 points
 - Infrared targeting+5 points

Flyer Heavy Weapon Options

- ◆ Flyers can be equipped with the following heavy weapons:
 - Heavy bolter+10 points
 - Multi-laser+10 points
 - Autocannon+10 points
 - Missile launcher (frag and krak) ...+10 points
 - Lascannon+15 points
- ◆ Any weapon listed here may be twin-linked for +5 points each.

Auxilia Medium Flyer Squadron (Fast Attack)

Models must be one of the following types:

- ◆ Gunship: Model loses transport capacity but gains Strafing Run and Vector Dancer. May take a turret mounted heavy weapon chosen from the list above.
 - ◆ Assault Carrier: Gains the Grav Shute Insertion special rule.
- A Squadron may contain a mix of Gunships and Assault Carriers.

Auxilia Heavy Flyer Squadron (Heavy Support)

A Squadron containing a single model may upgrade to be a Heavy Flyer for +50 points. The following changes apply:

- ◆ Increase transport capacity to 25, Side AV to 12 and HP to 4.
- ◆ May take 0-2 turret mounted heavy weapons chosen from the list above.
- ◆ Gains the Grav Shute Insertion and Strafing Run special rules.



Flyer

++Fluff Here++

Keres VTOL craft were used in a variety of roles during both the Great Crusade and the Heresy that ended it. The Keres is an adaptable template, and can be outfitted for transport, reconnaissance, fire support and sub-orbital counter flyer roles. After the Heresy, these craft would be removed from the purview of the Imperial Army regiments and subsequently codified as the Valkyrie, Vendetta and Vulture. As the Imperium of Man stagnated, so too did the flexibility of its constituent organs, as evidenced by the fate of the Keres.

IMPERIALIS AUXILIA MEDIUM TANK SQUADRON

50 POINTS



Medium Tanks

++Fluff Here++

Medium Tanks based on the Hyperion STC template are perhaps the most widely produced vehicles in all of the Imperium. From the amphibious Chimera APCs of paradise world militias to the fully armoured mobile artillery batteries of fortress worlds, uncounted numbers of these tanks have fought in humanity's myriad wars.

Various patterns in use at the end of the Great Crusade include the Selenios Flame Tank, the Hyperion Recon, Transport and Support Tanks; and the Helios Artillery Tank.

	BS	Front	Side	Rear	HP
Medium Tank	3	12	11	10	3

Unit Composition

- ◆ 1 Medium Tank

Unit Type

- ◆ Vehicle, Tank

Wargear

- ◆ Searchlight
- ◆ Smoke launchers
- ◆ Communicator

Special Rules

- ◆ Doctrine
- ◆ Formation
- ◆ Tank Section

Transport

- ◆ Various

Fire Points

- ◆ As modeled

Access Points

- ◆ As modeled

For each Assault, Recon, Carrier and Artillery Tank Squadron, a single Support Tank may be selected in addition to the 1-4 models in the Squadron.

Options

- ◆ The squadron may take up to three additional models for +50 points each.
- ◆ Any model may be equipped with Vehicle Wargear (see Wargear page).
- ◆ Any model may be equipped with a pintle mounted heavy weapon :
 - Heavy stubber +5 points
 - Rotor cannon +5 points
 - Automatic grenade launcher +5 points
 - Heavy flamer +10 points
 - Heavy bolter +10 points
 - Multi-laser +10 points
 - Autocannon +10 points
 - Lascannon +15 points
 - Multi-melta* +20 points
 - Plasma cannon* +25 points
 - Volkite culverin* +25 points
- ◆ Any model may additionally be equipped with a hull mounted heavy weapon, chosen from the above list of pintle mounted heavy weapons.

Assault Tank Squadron (Fast Attack)

- ◆ All models are either Swift or Transport (6).
- ◆ Each model must take a turret mounted weapon:
 - Hellhound inferno cannon +50 points
 - Devil dog melta cannon +50 points
 - Bane wolf chem cannon +50 points

Recon Tank Squadron (Fast Attack)

- ◆ All models are Open-topped, Swift, and gain Scout.
- ◆ Models are either Transport (6) or have an Auspex Array.
- ◆ Any model may take second hull mounted heavy weapon.

Carrier Tank Squadron (Fast Attack)

- ◆ Models are Transport (12) with two fire points.
- ◆ Any model may take a turret mounted heavy weapon selected from the above list of pintle mounted heavy weapons. This weapon may be twin-linked for +5 points.

Support Tank Squadron (Fast Attack)

- ◆ Heavy Artillery Tractor, Support Vehicle, Transport (6) with two fire points.

Artillery Tank Squadron (Heavy Support)

- ◆ Open-topped. Alternatively, models may have an enclosed crew compartment (losing the Open-topped rule) for +15 points.
- ◆ Each model must be equipped with a hull mounted or a turret mounted Heavy Field Gun (see p.35 for options and costs).

Medium Tank Commander (HQ)

- ◆ Upgrade a single model from any type of Tank Squadron to be an Officer for +15 points. The remainder of the Squadron may be taken as a Tank Command Section (see p.57), or alternatively, may take an Infantry Commander and Command Section, transported in an Assault, Recon, Carrier or Support Tank.

IMPERIALIS AUXILIA HEAVY TANK SQUADRON

100 POINTS

	BS	Front	Side	Rear	HP
Heavy Tank	3	13	12	10	3

Unit Composition

- ◆ 1 Heavy Tank

Unit Type

- ◆ Vehicle, Tank

Wargear

- ◆ Searchlight
- ◆ Smoke launcher
- ◆ Communicator

Special Rules

- ◆ Doctrine
- ◆ Formation
- ◆ Tank Platoon
- ◆ Veteran Crew

Options

- ◆ The squadron may take up to three additional models for +100 points each.
- ◆ Any model may be equipped with Vehicle Wargear (see Wargear page).
- ◆ Any model may be equipped with a pintle mounted heavy weapon:
 - Heavy stubber +5 points
 - Rotor cannon +5 points
 - Heavy flamer +10 points
 - Heavy bolter +10 points
 - Multi-laser +10 points
 - Autocannon +10 points
 - Lascannon +15 points
 - Multi-melta* +20 points
 - Plasma cannon* +25 points
 - Volkite culverin* +25 points
- ◆ Battle tank gun options:
 - Battle cannon (short barrel, range 48") +20 points
 - Medium barrel (range 60") ... +5 points
 - Long barrel (range 72") +15 points
 - Beast-hunter ammo +25 points
 - HE ammo +10 points
 - Kinetic penetrator ammo +25 points
 - Twin-linked exterminator cannon +30 points
 - Illum ammo +5 points
 - Auger ammo +5 points
 - Dual lascannon +30 points
 - Heavy laser destroyer +30 points
 - Punisher cannon +40 points
 - Demolisher cannon +45 points
 - Eradicator nova cannon +35 points
 - Restricted weapons see box to left

Restricted weapons

Incinerator volkite demi-culverins may only be selected in detachments with Martian Armoury for +35 points.

Infernus magna-melta cannons may only be selected in detachments with Mezoan Armoury for +40 points.

Executioner plasma cannons may only be selected in detachments with Ryzan Armoury for +50 points.

For each Heavy Battle Tank, Heavy Artillery Tank and Heavy Tank Destroyer Squadron, a single Heavy Support Tank may be selected in addition to the 1-4 models in the squadron.

Heavy Battle Tank Squadron (Heavy Support)

- ◆ Models may be equipped with a hull mounted heavy weapon, chosen from the above list of pintle mounted heavy weapons.
- ◆ Models may be equipped with a pair of identical sponson heavy weapons, each chosen from the above list of pintle mounted heavy weapons.
- ◆ Models must be equipped with a turret mounted battle tank gun.

Heavy Artillery Tank Squadron (Heavy Support)

- ◆ Models may be equipped with a hull mounted heavy weapon, chosen from the above list of pintle mounted heavy weapons.
- ◆ Must be equipped with a hull mounted heavy field gun (see p. 41).

Heavy Tank Destroyer Squadron (Heavy Support)

- ◆ Models must be equipped with a hull mounted battle tank gun.
- ◆ Model gains the twin-linked rule for this weapon for +5 points.

Heavy Support Tank Squadron (Fast Attack)

- ◆ Models may be equipped with a hull mounted heavy weapon chosen from the above list of pintle mounted heavy weapons.
- ◆ Models gain Heavy Artillery Tractor, Support Vehicle.



Heavy Tank

++ Heavy Tanks based on the Tethys STC template are ubiquitous in the armoured regiments of the Imperialis Exertius.

With a robust and adaptable hull, numerous variants are produced by the forges of the Imperium. Ever the savior of beleaguered infantry, the most heavily armoured patterns of the Tethys are referred to as Lemman Russ tanks, in honour of the Emperor's second-found son. ++

IMPERIALIS AUXILIA ULTRA HEAVY CRAWLER

150 POINTS

Heavy Crawler

++Fluff Here++

The most common version is the Sthenos, an exceedingly resilient heavy transporter, with none of the weaknesses of the Gorgons used by second line Militia forces.

	BS	Front	Side	Rear	HP
Ultra-Heavy Crawler	3	13	13	10	6

Unit Composition

- ◆ 1 Ultra Heavy Crawler

Unit Type

- ◆ Vehicle, Tank

Wargear

- ◆ Searchlight
- ◆ Smoke launchers
- ◆ Communicator
- ◆ Armoured prow

Special Rules

- ◆ Assault vehicle
- ◆ Independent Vehicle section
- ◆ Veteran crew
- ◆ Ultra-Heavy vehicle

Transport Capacity

- ◆ 40

Fire Points

- ◆ none

Access Points

- ◆ 1 on the front, through which up to 40 models may embark or disembark each turn.

Options

- ◆ Model may be equipped with Vehicle Wargear (see Wargear page).
- ◆ Model may upgrade to have Resilient Construction for +25 points.
- ◆ May be equipped with up to four pintle mounted heavy weapons:

- Heavy stubber +5 points
- Rotor cannon +5 points
- Heavy flamer +10 points
- Heavy bolter +10 points
- Multi-laser +10 points
- Autocannon +10 points
- Lascannon +15 points
- Multi-melta* +20 points
- Plasma cannon* +25 points
- Volkite culverin* +25 points

Any of these heavy weapons may be twin-linked for +5 points each.

- ◆ Model may be equipped with up to two pairs of sponson heavy weapons, selected from the above list of pintle mounted heavy weapons, for twice the listed points cost.
- ◆ Model may be equipped with a turret mounted Field Gun (see p.35), including a weapon team, which form a part of the vehicle.

Auxilia Ultra-Heavy Crawler (Heavy Support)

Having such a large transport capacity allows entire Platoons of infantry to embark upon the vehicle.

Special rule:

Ultra-Heavy vehicle: For the purposes of determining which weapons the vehicle can fire (and at what BS), Ultra-heavy vehicles are always treated as having remained stationary.

WEAPONS

Grenades

Name	Range	Str	AP	Type
Frag grenades	8"	3	-	Assault 1, Blast (3")
Haywire grenades	8"	2	-	Grenade 1, Haywire
Krak grenades	8"	6	4	Grenade 1
Melta bombs	-	8	1	Grenade 1 (Melee only), Armourbane, Unwieldy
Stasis grenades	8"	-	-	Assault 1, Stasis

Ogryn Weapons

Name	Range	Str	AP	Type
Ripper gun	12	5	6	Assault 3
Ogryn heavy bolter	18"	5	4	Assault 3
Ogryn autocannon	24"	7	4	Assault 2
Heavy chainsword	-	+2	5	Melee, Two-handed

Walker Weapons

Weapon	Range	Str	AP	Type
Powerlifter	-	+2	3	Melee

WEAPON RULES

Barrage (Subterranean): Use the standard Barrage rules. Only models with an AV may be targeted, and are always hit at their lowest AV. May be used in Zone Mortalis games despite being Barrage weapons.

Cratering: Whenever a weapon with this special rule causes a glancing or penetrating hit, roll a D6: on a 4+, permanently reduce the AV on the facing that was struck by 1. If a vehicle is reduced to AV 0 on any facing it is immediately wrecked.

Dual mode: The weapon may shoot using the normal rules, or may use Skyfire and/or Interceptor instead.

Graviton Pulse: Instead of rolling to wound with this weapon, any model caught in its blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of 6 always counts as a failure). After the Graviton Pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn due to the wrenching gravity flux.

Heat Seeker: Twin-linked when targeting skimmers and flyers.

Hellstorm Only one bomb may be dropped each turn, placing the narrow end of the template at the impact point and the wider end closer to the final position of the bomber than the narrow end.

Illum: Any unit hit by a weapon with this special rule loses the benefits of Stealth and Shrouded until the end of the controlling player's next turn.

Meltdown: roll a d6 before firing; on a roll of 1, the model loses d3 HP.

Primary weapon: roll an additional dice and select the highest when rolling for Armour penetration. In the case of Ordnance weapons, roll three dice and use the highest result. Similarly, Armourbane rolls three dice and uses the two highest.

Stasis: Units hit by Stasis weapons suffer -1 WS and -1 I until the end of the turn.

Shell Shock: Causes Pinning, with a -1 penalty to the pinning test.

Shellstorm: if the model doesn't move in the movement phase, it may shoot twice in the shooting phase.

Skewer: This weapon has the Two-handed rule. Attacks made with this weapon gain +2 I on the turn the wielder charges.

Thrown Charge: A model that has a breacher charge may use it in an assault instead of using their normal attacks or weapons. The model makes a single attack. Place the Blast (3") template anywhere in base contact with the attacking model so that it covers at least one enemy model and no friendly models. Roll to-hit against the majority Weapon Skill of the enemy. On a successful hit, the template remains where it is. On a miss, roll the Scatter dice and flip the template over in the direction shown, re-rolling the Hit symbol if needed until an arrow is shown

IMPERIALIS AUXILIA WEAPON PROFILES

Small Arms

Name	Range	Str	AP	Type
Bolter	24"	4	5	Rapid Fire
Hellgun	24"	3	5	Rapid Fire
Hotshot lasgun	24"	3	3	Rapid Fire, Gets Hot
Lasgun or autogun	24"	3	-	Rapid Fire
Laslock	18"	4	6	Assault 1
Lasrifle	30"	3	-	Rapid Fire
Mitralock	8"	4	6	Assault 1, Shred
Shot gun	12"	3	-	Assault 2
Volkite charger	15"	5	5	Assault 2, Deflagrate

Pistols

Archaeotech pistol	12"	6	3	Pistol, Master-crafted
Blast pistol	6"	5	-	Pistol, Twin-linked, Gets Hot
Bolt pistol	12"	4	5	Pistol
Hand flamer	Template	3	6	Pistol
Hellpistol	12"	3	5	Pistol
Laspistol or autopistol	12"	3	-	Pistol
Melta pistol	6"	8	1	Pistol, Melta
Needle pistol	12"	2	5	Pistol, Poison (4+) Rending
Plasma pistol	12"	7	2	Pistol, Gets Hot
Stub gun	12"	3	-	Pistol
Volkite serpenta	10"	5	5	Pistol, Deflagrate

Special weapons

Flamer	Template	4	5	Assault 1
Grenade launcher	24"	-	-	Assault 1, and:
+ fireburst grenade	*	3	6	Blast (3"), Pinning
+ gas grenade	*	-	5	Blast (3"), Poison (4+), Ignores Cover
+ frag grenade	*	3	6	Blast (3")
+ krak grenade	*	6	4	-
Heavy stubber	36"	4	6	Heavy 3
Melta gun	12"	8	1	Assault 1, Melta
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Rotor cannon	30"	3	6	Salvo 3/4
Sniper rifle	36"	4	6	Heavy 1, Sniper, Pinning
Volkite caliver	30"	6	5	Heavy 2, Deflagrate

Heavy weapons

Autocannon	48"	7	4	Heavy 2
Automatic grenade launcher	36"	*	*	Heavy 2 (Str and AP as frag or krak grenade)
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Lance strike	∞	10	1	Ordnance 1, Large Blast (5"), Barrage, Lance
Lascannon	48"	9	2	Heavy 1
Missile launcher	48"	-	-	Heavy 1, and:
+ flakk missiles	*	7	4	Skyfire, Missile
+ frag missiles	*	4	6	Blast (3")
+ krak missiles	*	8	3	-
Mole launcher	8-24"	5	5	Heavy 1, Blast (3") Barrage (Subterranean), Strikedown
Mortar	12-48"	4	5	Heavy 1, Blast (3") Barrage Pinning
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Volkite culverin	45"	6	5	Heavy 4, Deflagrate

Melee

Augmented weapon	-	+1	-	Melee
Breacher charge	-	8	2	Melee, One Use, Thrown Charge
Chain bayonet	-	U	5	Melee
Charnabal sabre	-	U	-	Melee, Rending, Duellist's Edge
Close combat weapon	-	U	-	Melee
Hunting lance	-	+2	3	Melee, One Use, Skewer
Lascutter	-	9	2	Melee, Unwieldy
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Unwieldy, Specialist
Power lance	-	+1/-	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	U	3	Melee

Field guns

Name	Range	Str	AP	Type
Graviton cannon	36"	*	4	Heavy 1, Large Blast (5"), Concussive, Graviton Pulse, Haywire
Heavy mortar	12-48"	6	4	Heavy 1, Blast (3") Barrage Pinning
Laser destroyer array	36"	9	1	Ordnance 1, Twin-linked
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Quad mortar	-	-	-	Twin-linked, and:
+ frag shells	12-60"	5	5	Heavy 1, Large Blast (5"), Barrage, Shell Shock
+ shatter shells	36"	8	4	Heavy 4, Sunder
+ incendiary shells	12-60"	4	5	Heavy 1, Large Blast (5"), Barrage, Ignores Cover
+ splinter shells	12-36"	2	4	Heavy 1, Large Blast (5"), Barrage, Rending
Quad multi-laser	36"	6	6	Heavy 6, Twin-linked

Heavy field guns

Colossus siege mortar	24-60"	6	3	Ordnance 1, Large Blast (5") Barrage, Ignores Cover
Earthshaker cannon	36-240"	9	3	Ordnance 1, Large Blast (5"), Barrage
Griffon heavy mortar	12-48"	6	4	Ordnance 1, Large Blast (5") Barrage, Pinning
Hydra flakcannon	72	8	4	Heavy 4, Skyfire, Ignores Jink, Twin-linked
Manticore missiles	36-300"	9	2	Ordnance 1, Massive Blast (7"), Barrage, One Use
Medusa siege cannon	36"	10	2	Ordnance 1, Large Blast
+siege shells	48"	10	1	Heavy 1, Blast Armourbane
Sky eagle rockets	120"	9	2	Ordnance 1, Skyfire, Missile, Heat seeker
Wyvern quad mortar with frag shells	12-60"	5	5	Heavy 1, Large Blast (5"), Barrage, Shell Shock, Shred

Vehicle mounted weapons

Banewolf chem cannon	Template	1	3	Heavy 1, Fleshbane
Devil dog melta cannon	24"	8	1	Heavy 1, Melta, Blast (3")
Hellhound inferno cannon	Template	6	4	Heavy 1, Torrent
Hunter killer missile	∞	8	3	Heavy 1, One Use

Battle tank guns

Battle cannon	60"	8	3	Heavy 1, Blast (3")
+ Beast hunter ammo	60"	8	3	Heavy 1, Blast (3"), Instant Death
+ HE ammo	72"	8	3	Ordnance 1, Large Blast (5")
+ Kinetic penetrator	60"	8	2	Heavy 1, Armourbane
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast (5") Heavy 1, Large Blast (5"), Ignores Cover
Eradicator nova cannon	36"	6	4	Heavy 3, Blast (3")
Executioner plasma cannon	36"	7	2	Heavy 4
Exterminator cannon	48"	7	4	Heavy 4
+ Illum ammo	48"	7	4	Heavy 4, Blind, Illum
+ Auger rounds	48"	7	4	Heavy 4, Cratering
Heavy laser destroyer	60"	9	1	Ordnance 1, Shock Pulse
Incinerator demi-culverin	45"	7	5	Heavy 5, Deflagrate
Infernus magna-melta	18"	8	1	Heavy 1, Large Blast, Melta
Neutron laser	36"	10	1	Ordnance 1, Concussive, Shock Pulse
Punisher cannon	24"	5	-	Heavy 20

Flyer wing mounted weapons

Hellstrike missiles	72"	8	2	Heavy 1, Sunder, One Use
Hellfury missiles	72"	5	4	Heavy 1, Large Blast (5"), Ignores Cover, One Use
Multiple rocket pod	24"	4	6	Heavy 1, Large Blast (5")
Punisher cannon	24"	5	-	Heavy 20
Tactical bombs	Bomb	6	4	Heavy 1, Barrage, Bomb, Blast, One Use