

LEGACIES OF THE AGE OF DARKNESS

The Imperialis Militia

VERSION 1.0

FOREWORD

Within this PDF you will find the Imperialis Militia Army Lists for Warhammer: The Horus Heresy – Age of Darkness. This supplements the Army Lists found in the various Warhammer: The Horus Heresy – Liber army books, and contains all of the Units and Rules required to select a complete Imperialis Militia Army.

This PDF is not a stand-alone product. In order to make full use of the Rules provided herein, a copy of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook* is required.

‘CORE’ AND ‘EXPANDED’ ARMY LIST PROFILES

All Army List Profiles for the Warhammer: The Horus Heresy – Age of Darkness range are divided into two categories: Core Units and Expanded Units. All of the Units in this PDF are ‘Expanded’ Units.

Both types of Unit may be freely used in any Horus Heresy Battle, and this category does not affect their availability as part of an Army or Detachment or the Rules for their use during a Battle.

As new Units and Models are released, their Army List Profiles will clearly state if those Units are Core or Expanded Units, and future publications may shift the category of a given Unit, with any such changes clearly noted in the Unit’s Army List Profile.



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THE IMPERIAL MILITIA

THE IMPERIALIS MILITIA AT WAR: BUILDING AN IMPERIAL MILITIA ARMY

Every Unit from the Imperialis Militia Army List will have an Allegiance, represented by a Trait on its Unit Entry. For Units which are not specific to a particular Allegiance, this will be represented by '[Allegiance]'. When you add such a Unit to your Army, this Trait is replaced with either 'Loyalist' or 'Traitor', based on which Allegiance you have selected for your Army.

Some Units within this Army List will have either the Loyalist or Traitor Trait on their Unit Entry. Such Units cannot select which Allegiance they are part of, and can only be selected in an Army with the appropriate Allegiance.

ADDITIONAL REACTION POINT

If an Army's Primary Detachment is from the Imperialis Militia Army List, the Controlling Player gains one additional Reaction Point if that Detachment contains any Models with the Planetary Overlord Trait.

The following Special Rules are found on most Models in the Imperialis Militia Army List:

Irregulars

With limited military training or experience, few militia forces were truly prepared for the horrors of the Horus Heresy. Those units committed to the war for the Imperium would be forced to rely on sheer numbers to carry the day, sending wave after wave of ill-prepared and under-equipped warriors to their deaths in order to hold back the foe.

A Unit composed of Models with this Special Rule can still score Objectives when Pinned, Stunned or Suppressed, and is automatically destroyed when it Falls Back into contact with a Battlefield Edge.

A Unit which is entirely composed of Models with this Special Rule (but not the Cavalry Type) is still eligible to Control or Contest an Objective Marker if it is affected by the Pinned, Stunned or Suppressed Tactical Status (in any combination), but only scores 1 Victory Point for that Objective Marker, regardless of its value and any other Special Rules such as Line (X). While affected by any Tactical Status, Models in this Unit do not add the value of any variant of the Line (X) Special Rule they may have to their Tactical Strength when deciding if they can contest an Objective.

Additionally, when a Model from a Unit containing any Models with this Special Rule moves into Base Contact with any point on the Battlefield Edge as part of a Fall Back Move, all Models in that Unit are automatically removed as Casualties.

Third-Line

Those militia forces that could field heavy armour in any quantity made do with older designs and marks that were no longer in active service, or with cast-off or damaged units no longer fit for front-line combat. The only consolation for such commanders was that the arsenals of many worlds held large numbers of forgotten war machines, left to moulder and rust as war raged across the Imperium.

Models with this Special Rule lose a Hull Point when they suffer a Glancing Hit.

Whenever a Model with this Special Rule suffers a Glancing Hit, that Model loses one Hull Point in addition to the Glancing Hit's standard effects and in addition to any other Hull Points lost. A Vehicle with the Super-heavy Sub-Type that also has this Special Rule loses two Hull Points when it suffers a Glancing Hit – one for the effects of the Super-heavy Sub-Type and one for the effects of this Special Rule.



THE MUSTER OF WORLDS: PROVENANCES OF WAR

An Army which makes use of the Imperialis Militia Army List may have a number of Provenances from the following list selected for it which apply to every Detachment in that Army which includes Units selected from the Imperialis Militia Army List, each providing additional Special Rules to Models and options for Army Selection:

- Abhuman Muster
- Alchem-jackers
- Armoury of Old Night
- Arms of the Ommissiah
- Augmented Levy
- Cyber-augmetics
- Debased Rabble (this Provenance may only be selected for an Army with the Traitor Allegiance)
- Feral Warriors
- Gene-crafted
- Imperialis Provosts
- Industrial Levy
- Kinfolk Helots
- Legacy of the Great Crusade
- Ogryn Conscripts
- Survivors of the Dark Age
- Tainted Flesh (this Provenance may only be selected for an Army with the Traitor Allegiance)
- Unending Horde
- Voidbourne
- Warrior Elite

If an Army contains at least one Unit selected from the Imperialis Militia Army List then a single Provenance may be selected for that Army, with one additional Provenance also available for selection if the Army includes one or more Models with the Planetary Overlord Trait.

Some Provenances may only be selected for Armies of a particular Allegiance, meaning it is advisable to select any Provenances you wish for your Army before selecting any Units.



ABHUMAN MUSTER

Some strains of humanity have dwelt too long in the dark places between the stars, and have regressed or mutated in some fashion that leaves them unacceptable in most Imperial societies. Most common are the so-called 'beastmen', human kine with stable beastlike mutations, prized for their perceived prowess at war. Many consider such creatures subhuman, but often these warriors have proven themselves the equal of any unafflicted human in both intelligence and loyalty amid the horrors of the Horus Heresy.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule in this Army have their Base Strength Characteristic modified by +1, their Base Ballistic Skill Characteristic modified by -1, and gain the Impact (LD) Special Rule.
- The following item is added to the Militia Armaments list:
 - Assault shield+1 Point

ALCHEM-JACKERS

Whether through a debased cultural type or simply through the use of extreme measures to guarantee the combat-worthiness of a penal unit, the troops and perhaps even the officers of this army have their resolve 'assisted' by chemical injectors or stim-inhalers in battle. The inherent insanity of certain cult forces has much the same effect.

An Army with this Provenance gains the following benefits:

- If the Controlling Player is making a Leadership Check or Cool Check for a Unit in this Army that only contains Models with the Irregulars Special Rule, they may ignore negative modifiers to Leadership or Cool applied by the Panic (X), Pinning (X), Stun (X) or Suppressive (X) Special Rules.
- Every Model in a Unit that only includes Models with the Irregulars Special Rule and the Infantry Type in this Army can have Frenzon selected for it for +1 Point per Model.

Frenzon

One of several combat stimulants issued to forces in particularly hostile warzones or with a predilection towards melee combat, this stim enhances the aggression of the user, though long-term usage has severe detrimental effects on the psyche. Administered by injector, either by the recipient or en masse by commanding officers, many a battle has been decided by troops rendered almost fearless by the usage of such compounds.

A Model with Frenzon gains the Hatred (Infantry, Cavalry, Automata) and Heedless Special Rules.

ARMOURY OF OLD NIGHT

Some worlds maintain vast arsenals of wargear forged in an age before the fall of human civilisation and the onset of Old Night. Such societies field militia whose lack of training is balanced by the fearsome weaponry they wield and the archaeotech armour which encases them.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule and the Infantry Type in this Army have their Base Armour Save Characteristic improved by one step and gain the Slow and Purposeful Special Rule. This Provenance may not modify any Model's Armour Save Characteristic to '2+'.
 - Volkite charger.....+5 Points
- The following item is added to the Militia Pistols list and Militia Officer Weapons list:
 - Volkite caliver+10 Points
- The following item is added to the Militia Assault Weapons list:
 - Volkite culverin.....+15 Points

ARMS OF THE OMNISSIAH

Some worlds benefit from the patronage of a Forge World in return for tributes of the most intellectually gifted of the planet's population, or may be descended from some lost or abandoned Mechanicum enclave. The armaments they possess lend considerable strength to the militia hosts of such worlds.

An Army with this Provenance gains the following benefits:

- The following item is added to the Militia Armaments list:
 - Las-lock.....+1 Point
- The following item is added to the Militia Special Weapons list:
 - Arc rifle+10 Points
- Triaros Armoured Conveyor Units from the Mechanicum Taghmata Army List may be selected to fill Heavy Transport Force Organisation Slots in any Imperialis Militia Detachments in this Army and Krios Battle Tank Units from the Mechanicum Taghmata Army List may be selected to fill Armour Force Organisation Slots in any Imperialis Militia Detachments in this Army. Any Models in these Units replace the [Mechanicum] or Macrotek Trait with the Imperialis Militia Trait, gain the Third-Line Special Rule and modify their Ballistic Skill Characteristic by -1.

AUGMENTED LEVY

Those unaugmented thralls conscripted into the 'Tech Guard' of Mechanicum-oathed worlds in times of dire need undergo rapid, forced augmentation, a process which uses crude neuro-suppressors to numb the subject to the horrors of war.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule and the Infantry Type in this Army gain the Rite of Pure Thought Special Rule (see *Liber Mechanicum*, page 96).
- Every Model in a Command Troop Unit in this Army can have the Repair Automata Special Rule (see *Liber Mechanicum*, page 96) selected for it for +2 Points per Model.

CYBER-AUGMETICS

The detachment hails from a highly technologically advanced or even void-nomadic culture which habitually surgically enhances its troops with augmetic implants, either to improve combat performance or mitigate disfigurement or environmental damage.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule and the Infantry Type in this Army gain the Eternal Warrior (1) Special Rule and their Base Cool and Base Intelligence Characteristics are modified by +1.
- Any Model with the Irregulars Special Rule and the Command or Sergeant Sub-Type in this Army may have rad grenades selected for it for +5 Points per Model.

DEBASED RABBLE

Driven to lunacy by exposure to the Warp-infected influences of forbidden rites and hellish lore, some of the indentured armies that fought during the Horus Heresy were murderous beyond reason.

This Provenance may only be selected for an Army with the Traitor Allegiance. An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule in this Army have their Base Cool Characteristic modified by +1 and their Base Intelligence Characteristic modified by -1.
- The following item is added to the Militia Melee Weapons list and Militia Officer Weapons list:
 - Tainted implements.....+1 Point

FERAL WARRIORS

Products of a brutal or warlike culture, whether from the depths of an underhive or barbaric clans of regressive worlds, feral warriors have already been hardened by a life of violence and had their skills honed in a constant battle for survival.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule in this Army gain the Impact (WS) Special Rule.
- If a Unit in this Army containing any Models with the Irregulars Special Rule is within 8" of any enemy Units at the start of the Controlling Player's Charge Sub-Phase and is eligible to make a Charge Move, the Controlling Player must make an Intelligence Check for that Unit. If that Check is failed, the Controlling Player must make a Charge Move for that Unit.
- The following items are added to the Militia Armaments list and Militia Assault Weapons list:
 - Paired close combat weapons+3 Points

GENE-CRAFTED

The detachment's troops have been subjected to deliberate gene-crafting to improve their physical attributes to superhuman levels, either by recent modification or owing to some ancient manipulation to their planetary stock during the Dark Age of Technology. Such manipulations however are seldom as stable or as predictable as the Emperor's handiwork.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule and the Infantry Type in this Army gain the Light Sub-Type, unless they have the Heavy Sub-Type, in which case they instead lose the Heavy Sub-Type.
- The following item is added to the Militia Pistols list:
 - Needle pistol+5 Points
- The following item is added to the Militia Assault Weapons list:
 - Assault needler+5 Points
- The following item is added to the Militia Special Weapons list:
 - Needle rifle+10 Points
- The following item is added to the Militia Heavy Weapons list:
 - Needle cannon.....+15 Points

IMPERIALIS PROVOSTS

Provosts enforce the dictates of the Lex Imperialis throughout the Imperium, varying in form from dedicated cadres deposited from the Imperial heartland, retired Imperialis Auxilia troopers directing local volunteers and even gang enforcers deputised in service of the Imperial Tithe. Regardless of their origin, their brutality and dedication to protecting the Imperium's material assets makes Imperialis Provosts appealing footsoldiers when militia hosts are mustered, often replete with their own arsenal of paramilitary armaments.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule and the Infantry Type in this Army that do not also have the Expendable (X) Special Rule have their Base Cool Characteristic modified by +1.
- The following item is added to the Militia Melee Weapons list and Militia Officer Weapons list:
 - Shock maul.....+3 Points
- The following item is added to the Militia Special Weapons list:
 - Webber.....+3 Points

INDUSTRIAL LEVY

Adjusted to a life of constant hazards, operating under intense pressure and navigating perilous terrain, those militia drawn from the Imperium's industrial worlds have a reputation for hardiness among their Excertus Imperialis overseers, no doubt reinforced by their propensity for adapting industrial tools as brutal weapons of war.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule in this Army gain the Move Through Cover Special Rule.
- The following item is added to the Militia Assault Weapons list:
 - Heavy industrial weapon +8 Points
- The following items are added to the Militia Special Weapons list:
 - Mining laser+15 Points
 - Seismic cannon.....+15 Points
- The following items are added to the Militia Heavy Weapons list:
 - Heavy mining laser+25 Points
 - Heavy seismic cannon.....+25 Points



KINFOLK HELOTS

Kinfolk, typically found among the labour classes of afflicted worlds as sub-citizens on the cusp of accepted tolerance levels for mutation and genetic deviance, are often pressed into frontline fighting by desperate Imperial commanders in times of emergency. Many warlords prize such troops for their hardy nature and innate skill with machines, and some have voluntarily taken to the battlefield to fulfil old oaths and to seek the prize of acceptance and authority under the banner for which they fight.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule and the Infantry Type in this Army have their Base Toughness Characteristic modified by +1 and their Base Initiative and Base Movement Characteristics modified by -1.
- One Grenadier Troop Unit in each Detachment in this Army may be upgraded to be Exo-riggers for +8 Points per Model. All Models in Units which have been upgraded in this way:
 - Have the Heavy Sub-Type.
 - Have the Bulky (2) & Slow and Purposeful Special Rules.
 - Have an Armour Save Characteristic of 3+ and an Invulnerable Save Characteristic of 6+.
 - Have an Intelligence Characteristic of 7 and the Battlesmith (1) Special Rule if they have the Sergeant Sub-Type.
 - May each exchange their Militia rifle for one heavy industrial weapon for +8 Points per Model or one pair of industrial weapons for +10 Points per Model.

LEGACY OF THE GREAT CRUSADE

Some Militia units are descended from the remnants of old Imperialis Auxilia regiments long since settled on one of their conquests. While the original soldiery of such regiments have long since died or grown too old to fight, they have passed on the traditions and skills of their old life to new generations, allowing them to form the stern backbone of their planet's defences.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule in this Army which don't have any version of the Expendable (X) Special Rule have their Base Ballistic Skill Characteristic modified by +1.
- The following item is added to the Militia Armaments list:
 - Lasrifle.....+1 Point
- The following item is added to the Militia Special Weapons list:
 - Rotor cannon.....+10 Points

OGRYN CONSCRIPTS

Some worlds are populated by indentured hordes of the stable abhuman strain known as Ogryns, with few other inhabitants available to take up arms in their home's defence. Used as cheap and reliable labour across the galaxy, these creatures also make formidable, if simple, soldiers, and as such were quickly put to use on both sides of the Horus Heresy as shock troops.

An Army with this Provenance gains the following benefits:

- All Models in Ogryn Brute Troop Units in this Army lose the Heedless Special Rule while their Unit includes at least one Model with the Instill Order Special Rule.
- Every Model with an assault shield in an Ogryn Brute Troop Unit in this Army can have its assault shield exchanged for one boarding shield for +2 Points per Model.

SURVIVORS OF THE DARK AGE

The force has its origins on a world which survived with many of the wonders of the Dark Age of Technology intact, and its forces are equipped with vehicles which are potent, if idiosyncratic, in origin.

An Army with this Provenance gains the following benefits:

- All Models with the Vehicle Type and the Imperialis Militia Trait in this Army gain the Auto-Repair (5+) Special Rule.
- Rhino and Termite Units from the Legionis Astartes Army List may be selected to fill Transport Force Organisation Slots in any Imperialis Militia Detachments in this Army and Land Raider Carrier Units from the Legionis Astartes Army List may be selected to fill Heavy Transport Force Organisation Slots in any Imperialis Militia Detachments in this Army. Any Models in these Units replace the Legionis Astartes Trait with the Imperialis Militia Trait, gain the Third-Line Special Rule and modify their Ballistic Skill Characteristic by -1.



TAINTED FLESH

Amongst the strangest and most terrible of the bizarre warriors fielded by militia regiments were those warriors twisted by exposure to terrible poisons, mutagens or even the influence of the Warp. Such regiments formed a parade of horrors unguessed at by sane minds, terrifying to friend and foe alike.

This Provenance may only be selected for an Army with the Traitor Allegiance. An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule in this Army gain the Aflame (1) and Impact (1) Special Rules.
- Each Rogue Psyker Model in this Army may have up to two Psychic Disciplines selected for it from the options available on its profile instead of one.

VOIDBOURNE

Battlefield deployment by means of grav-chute or retro-jets is not uncommon among specialised elements of the Imperialis Auxilia, but such equipment is only seen in the militia's possession where such hosts are drawn from societies well acquainted with similar technology. Whether these are gravitic gliders from some mountainous world or the void-maneuvering packs of spacebound cultures, those militia so equipped prove far more unpredictable than most of their ilk.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule but not any version of the Bulky (X) or the Expendable (X) Special Rules in this Army gain the Infiltrate (18) Special Rule.
- Any Reconnaissance Troop or Command Troop Unit in this Army may be upgraded to be Voidjumpers for +3 Points per Model. All Models in Units which have been upgraded in this way:
 - Have the Antigrav Sub-Type
 - Have the Bulky (2), Deep Strike & Firestorm Special Rules.
 - Set their Base Movement Characteristic to 10.
- The following items are added to the Militia Armaments list and Militia Assault Weapons list:
 - Two militia pistols Free
 - Two laspistols +1 Point

WARRIOR ELITE

The detachment's troops are trained to a high standard and possess discipline worthy of a regular Imperial Army unit.

An Army with this Provenance gains the following benefits:

- All Models with the Irregulars Special Rule in this Army have their Base Leadership Characteristic modified by +1 to a maximum of 9.
- Any Model in this Army may have a Militia vexilla exchanged for one auxilia vexilla (see *Liber Auxilia*, page 104) for Free.

UNENDING HORDE

Some militia forces descend upon their enemy as a screaming mass, intent only on the destruction of the foe no matter how many lives are spent in the attempt. Such forces are found only on the most insular or rabidly isolationist worlds of the Imperium, though during the Horus Heresy many units sworn to the Traitor Warmaster would adopt such tactics, some by choice and others less so.

An Army with this Provenance gains the following benefits:

- All Models in Infantry Troop and Levy Troop Units in this Army gain the Endless Horde (4+) Special Rule.
- Every Model in a Command Troop or Infantry Troop Unit in this Army can have the Expendable (1) Special Rule selected for it for +1 Point per Model.

Endless Horde (X)

There are some armies so vast in number that to their foe they appear as if an unrelenting tide, each slain warrior replaced by yet another.

This Special Rule can replace a Unit that has been wiped out with a new one in Reserves.

When a Unit that contains any Models with this Special Rule has its last Model Removed as a Casualty, the Controlling Player may choose to roll a D6. On a result equal to or greater than the value in brackets, a Unit identical to the one that was Removed as Casualties (with all Models and Wargear listed on the Controlling Player's Army Roster) is placed into Reserves – and treated as a new Unit. On any other result, the Unit is removed as Casualties with no further effect. Any Victory Points that would be scored for the Unit Removed as Casualties are unaffected and scored as normal, and any new Unit that enters Reserves may be used to score Victory Points if also Removed as Casualties. Any other Models that have joined a Unit that contains any Models with this Special Rule either during Deployment, in Reserves or during the Battle are not placed into Reserves with the new Unit.

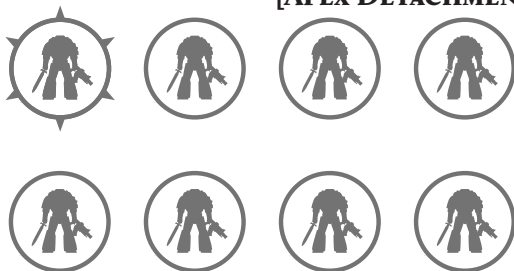


IMPERIALIS MILITIA DETACHMENTS

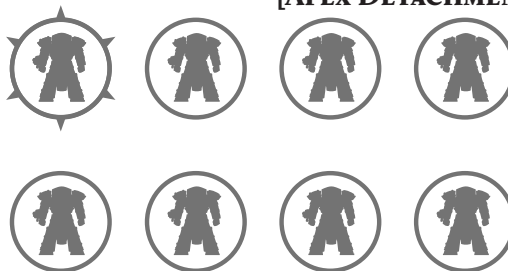
An army can include any number of Apex and Auxiliary Detachments, depending on the number of High Command or Command Choices selected respectively.

In addition to the Apex and Auxiliary Detachments presented in the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*, armies which make use of the Imperialis Militia Army List have access to a number of additional Apex and Auxiliary Detachments. These follow all the standard Rules for Apex and Auxiliary Detachments, but only Units entirely composed of Models with the Imperialis Militia Trait may be selected to fill Force Organisation Slots in these Detachments (except for the Daemonic Manifestation Auxiliary Detachment), and may have certain restrictions upon which Unit is used to fill the Command Force Organisation Slot which allows their selection. Additionally, certain Auxiliary Detachments allow Units to be selected from an Army List which is different to that used to fill the Primary, Allied or Apex Detachment to which they are linked. In this case, when an Auxiliary Detachment specifies which Army List Units selected for it are drawn from, this overrules the usual restrictions upon Army Lists presented in the Crusade Army Selection Rules.

GRENADIER MUSTER [APEX DETACHMENT]

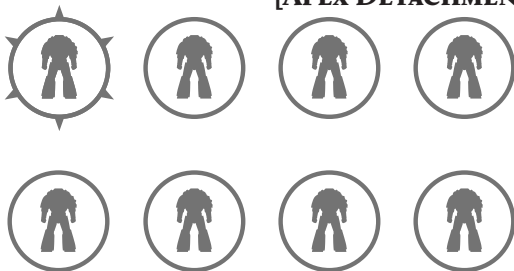


OGRYN AUXILIA [APEX DETACHMENT]

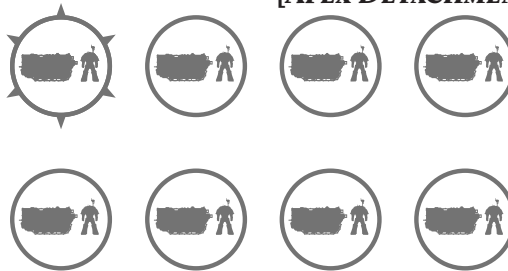


- Heavy Assault Slots in this Detachment may only be used to select Ogryn Brute Troop Units.

INFANTRY COHORT [APEX DETACHMENT]

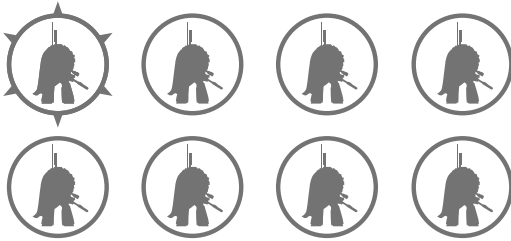


ARTILLERY DIVISION [APEX DETACHMENT]



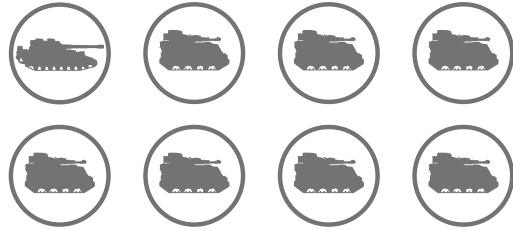
- Support Slots in this Detachment may not be used to select Militia Medicae Units.

CAVALRY WING [APEX DETACHMENT]

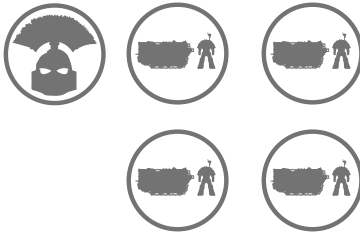


- Recon Slots in this Detachment may only be used to select Cavalry Troop Units.

ARMoured PHALANX [APEX DETACHMENT]



OVERSIGHT DELEGATION [AUXILIARY DETACHMENT]



- Support Slots in this Detachment may only be used to select Militia Medicae Units.

STORM CADRE [AUXILIARY DETACHMENT]



DAEMONIC MANIFESTATION [AUXILIARY DETACHMENT]

When a Rogue Psyker Unit is selected to fill a Command Force Organisation Slot, then the Player may choose to add one Daemonic Manifestation Auxiliary Detachment to the Army instead of the options available in the Crusade Force Organisation Chart.



- Heavy Assault Slots in this Detachment may only be used to select Ruinstorm Daemon Brute Units from the Daemons of the Ruinstorm Army List.

WARGEAR LISTS

These Wargear lists are used with many of the Units in this Army List. Where a Wargear Option on a Unit references a Wargear list from those below, one of the options from that list can be selected for that Model and the Points cost listed added to the cost of that Unit.

MILITIA OFFICER WEAPONS

- Militia pistol Free
- Laspistol+1 Point
- Bolt pistol+2 Points
- Blast pistol.....+3 Points
- Needle pistol.....+5 Points
- Hand flamer.....+5 Points
- Plasma pistol.....+5 Points
- Charnabal weapon.....+5 Points
- Power weapon+10 Points
- Power fist.....+15 Points

MILITIA MELEE WEAPONS

- Close combat weapon..... Free
- Chainsword.....+2 Points
- Chainaxe.....+2 Points

MILITIA PISTOLS

- Militia pistol Free
- Laspistol+1 Point
- Bolt pistol+2 Points
- Blast pistol.....+3 Points

MILITIA ARMAMENTS

- Militia rifle Free
- Militia carbine Free
- Militia shotgun..... Free

MILITIA ASSAULT WEAPONS

- Militia rifle Free
- Militia carbine Free
- Militia shotgun..... Free
- Las-lock+1 Point
- Lasrifle+1 Point
- Bolter+3 Points

MILITIA SPECIAL WEAPONS

- Heavy stubber.....+5 Points
- Militia longrifle+5 Points
- Flamer.....+5 Points
- Grenade launcher+10 Points
- Plasma gun.....+10 Points
- Meltagun.....+15 Points

MILITIA HEAVY WEAPONS

- Twin heavy stubber+10 Points
- Mortar.....+10 Points
- Multi-laser.....+10 Points
- Heavy bolter.....+10 Points
- Heavy flamer.....+10 Points
- Missile launcher+15 Points
- Autocannon+20 Points
- Lascannon.....+25 Points

MILITIA PINTLE WEAPONS

- Pintle Mounted combi-bolter.....+5 Points
- Pintle Mounted heavy stubber+5 Points
- Pintle Mounted grenade launcher+10 Points
- Pintle Mounted heavy flamer+10 Points



FORCE COMMANDER

UNIT COMPOSITION: 1 FORCE COMMANDER

70 Points

- This Model may be replaced with 1 Mounted Force Commander for +15 Points.

The leaders of the Imperialis Militias range from planetary commanders to clan chiefs, depending on their home world's nature. On many planets, the ruling elite was implanted by Terra's administration, and so it is far from unusual for ill-equipped, frontier militia to be commanded by a noble of Terra or some other core world, bearing gaudy finery and wondrous armaments. In other cases, native warrior-monarchs or hive gang overlords are elevated to formal military rank upon bending knee to the Imperium, leading entire armies of their own peoples in support of the Loyalist or Traitor cause.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Force Commander	6	4	4	3	3	3	3	3	9	8	7	7	3+	5+
Mounted Force Commander	12	4	4	3	3	4	3	3	9	8	7	7	3+	5+

WARGEAR

- Militia pistol
- Charnabal sabre
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Imperialis Militia
- Planetary Overlord

SPECIAL RULES

Force Commander

- Irregulars

Mounted Force Commander

- Bulky (3)
- Firestorm
- Impact (S)
- Irregulars
- Outflank

TYPE

- Force Commander:** Infantry (Command)
- Mounted Force Commander:** Cavalry (Command)

OPTIONS

- This Model may have its militia pistol and/or charnabal sabre exchanged for one paragon blade for +15 Points, one archaeotech pistol for +15 Points, one item each from the Militia Officer Weapons list or one item each from the Militia Melee Weapons list.
- This Mounted Force Commander may have its charnabal sabre exchanged for one militia lance for +5 Points.
- This Model may have melta bombs selected for it for +10 Points.



DISCIPLINE MASTER CADRE

UNIT COMPOSITION: 1 DISCIPLINE MASTER

30 Points

- May include up to 5 additional Militia Discipline Masters for +30 Points per Model.
- Any Militia Discipline Master in this Unit may be replaced with 1 Mounted Discipline Master for +10 Points per Model.

These stern veterans are deployed throughout the Excertus Imperialis and are one of the few examples of outside Imperial officials which operate within the Imperialis Militia. Discipline Masters' primary task is to ensure that the principles of the Imperial Truth and the manifest destiny of humanity to rule the stars are upheld. Chosen primarily from war veterans of regular Imperialis Auxilia regiments, their role is to enforce order on the battlefield according to the writ of law, inspire courage and impose the Imperial Truth on often backward and insular Militia troops to whom the Imperium may be a relatively new master.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Discipline Master	6	4	3	3	3	2	3	2	8	8	7	6	5+	5+
Mounted Discipline Master	12	4	3	3	3	2	3	2	8	8	7	6	5+	5+

WARGEAR

- Militia pistol
- Frag grenades

TRAITS

- [Allegiance]
- Imperialis Militia

SPECIAL RULES

- Among the Ranks
- Instil Order
- Irregulars
- Outflank (Mounted Discipline Master only)
- Bulky (3) (Mounted Discipline Master only)
- Impact (S) (Mounted Discipline Master only)

TYPE

- **Discipline Master:** Infantry (Command)
- **Mounted Discipline Master:** Cavalry (Command)

OPTIONS

- Any Model in this Unit may have its militia pistol exchanged for one item from the Militia Officer Weapons list.
- Any Model in this Unit may have one item from the Militia Officer Weapons list or one item from the Militia Melee Weapons list selected for it.
- Any Model in this Unit may have one item from the Militia Assault Weapons list selected for it.
- One Model in this Unit may have the Officer of the Line (3) Special Rule selected for it for +20 Points.

SPECIAL RULES

Among the Ranks

While organised as distinct cadres, some specialists are dispersed among rank and file troops in order to provide their expertise where it is needed most.

Models with this Special Rule are deployed and operate individually.

Although included in an Army as a Unit that includes multiple Models, each Model with this Special Rule is considered to be a separate Unit for all other purposes, including Deployment and the scoring of Victory Points.

Instil Order

Discipline Masters know well the chaos that can ensue when order in the ranks breaks down. Many know that it is better for their charges to fear their bullets more than the enemy's, and maintain discipline accordingly.

Models with this Special Rule can inflict wounds on their Unit in order to remove a Tactical Status in the Start Phase.

During the Start Phase of their Turn as Active Player, the Controlling Player of a Unit which contains any Models with this Special Rule and only includes Models with the Irregulars Special Rule can select for that Unit to suffer D3 Wounds with a Damage Characteristic of 1, an AP of 2 and no Saves of any kind allowed, allocated as if they were inflicted by a Melee Attack. If they do so, a single Leadership Check or Cool Check is then made for that Unit, allowing the removal of one Tactical Status from all Models in that Unit (Pinned, Stunned or Suppressed if a Cool Check was made, or Routed if a Leadership Check was made) if it is successful.



COMMAND TROOP

UNIT COMPOSITION: 1 MILITIA LIEUTENANT, 4 BODYGUARDS

70 Points

- May include up to 5 additional Bodyguards at +10 Points per Model.
- Every Bodyguard in this Unit may be replaced with 1 Grenadier Bodyguard each for +2 Points per Model.

Militia force commanders are served by a cadre of subordinate officers in whom command of the Militia host's sub-divisions is vested. These may be the kin of the commander-in-chief, scions of noble blood, trusted clan or gang chiefs, or even former mercenaries, knight lieutenants or yeoman captains depending on the culture in question. The more proficient among them are often Imperialis Auxilia veterans granted settlement rights on condition that they lead local militia forces in times of emergency, while others are simply individuals possessed of the requisite skill and demeanour to take command when no others will.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Bodyguard	6	3	3	3	3	1	3	2	6	6	5	5	5+	-
Grenadier Bodyguard	6	3	3	3	3	1	3	2	6	6	5	5	4+	-
Militia Lieutenant	6	4	4	3	3	2	3	3	7	7	6	5	4+	-

WARGEAR

- Militia rifle
- Militia pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Imperialis Militia

OPTIONS

- Any Model in this Unit may have its militia rifle exchanged for an assault shield for Free, one item from the Militia Melee Weapons list or one item from the Militia Assault Weapons list.
- Any Model in this Unit whose militia rifle has been exchanged for an assault shield may have its militia pistol exchanged for one militia shotgun for +1 Point per Model or one item from the Militia Melee Weapons list.
- Any Model in this Unit may have its militia pistol exchanged for one item from the Militia Pistols list.
- Any Model in this Unit with a militia rifle, lasrifle or bolter may have one bayonet selected for it for +1 Point per Model.

SPECIAL RULES

- Implacable Advance
- Irregulars
- Officer of the Line (3) (Militia Lieutenant only)

TYPE

- **Militia Lieutenant:** Infantry (Command)
- **Bodyguard:** Infantry
- **Grenadier Bodyguard:** Infantry

- One Bodyguard or Grenadier Bodyguard in this Unit may have its militia rifle exchanged for one item from the Militia Special Weapons list.
- The Militia Lieutenant in this Unit may have its militia rifle and/or militia pistol exchanged for one item each from the Militia Officer Weapons list.
- The Militia Lieutenant in this Unit may have melta bombs selected for it for +10 Points.
- One Bodyguard or Grenadier Bodyguard in this Unit may have one militia standard selected for it for +15 Points.
- One Bodyguard or Grenadier Bodyguard in this Unit may have one militia vox selected for it for +10 Points.



MOUNTED COMMAND TROOP

UNIT COMPOSITION: 1 MILITIA LANCEMASTER, 4 LANCERS

85 Points

- May include up to 5 additional Lancers at +12 Points per Model.

Rather than fielding mounted formations as scouts and outriders, Militia commanders from some worlds within the Imperium instead utilise them as frontline fighting formations. The musters from such worlds typically include officer cadres mounted on trained beasts or rapid vehicles, enabling them to keep pace with the forces under their command. This mobility ensures they can easily direct cavalry assets or even lead from the front, with especially bellicose Militia officers massing their troops into overwhelming charges of swift and skilled warriors, riding down the foe before they can bring guns to bear.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Lancer	12	3	3	3	3	2	3	2	6	6	5	5	5+	-
Militia Lancelmaster	12	4	3	3	3	2	3	2	7	7	5	5	5+	-

WARGEAR

- Militia pistol
- Frag grenades

TRAITS

- [Allegiance]
- Imperialis Militia

SPECIAL RULES

- Bulky (2)
- Firestorm
- Implacable Advance
- Irregulars
- Outflank
- Impact (S)
- Officer of the Line (3) (Militia Lancelmaster only)

TYPE

- **Militia Lancelmaster:** Cavalry (Command)
- **Lancer:** Cavalry

OPTIONS

- Any Model in this Unit may have one item from the Militia Melee Weapons list, one item from the Militia Assault Weapons list, or one of the following options selected for it:
 - Militia lance +5 Points per Model
 - Power weapon +5 Points per Model
- One Lancer in this Unit which has not had one of the above options selected for it may have one item from the Militia Special Weapons list selected for it.
- Any Model in this Unit may have its militia pistol exchanged for one item from the Militia Pistols list.
- For every five Models in this Unit, one Lancer may have melta bombs selected for it for +10 Points per Model.
- The Militia Lancelmaster in this Unit may have its militia pistol exchanged for one item from the Militia Officer Weapons list.
- One Lancer in this Unit may have one militia standard selected for it for +15 Points.



ROGUE PSYKER

UNIT COMPOSITION: 1 ROGUE PSYKER

- May include up to 9 Militia Wardens at +6 Points per Model.

60 Points

Militia and cult forces serving in the rebel hordes of the Warmaster are frequently accompanied by individuals capable of wielding the raw power of the Warp. As the Age of Darkness grinds on, the galaxy is wracked with warp storms of unprecedented intensity, and where they pass, waves of spontaneous psyker emergence ensue, formerly unremarkable individuals coming suddenly into untold power. Such figures are eagerly brought into the fold by those long studied in the forbidden sciences of the Immaterium in defiance of Imperial edict, themselves drawn to Horus Lupercal's banner by the promise of occult lore.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Rogue Psyker	6	2	3	3	3	2	3	1	7	8	9	7	-	5+
Militia Warden	6	3	3	3	3	1	3	1	6	6	5	5	5+	-

WARGEAR

Rogue Psyker

- None

Militia Warden

- Militia rifle
- Frag grenades

TRAITS

- Traitor
- Imperialis Militia
- Psyker (Rogue Psyker only)

SPECIAL RULES

Rogue Psyker

- Fear (1)

Militia Warden

- Irregulars
- Support Unit (1)

TYPE

- **Rogue Psyker:** Infantry (Sergeant)
- **Militia Warden:** Infantry

OPTIONS

- Any Militia Warden in this Unit may have its militia rifle exchanged for one militia pistol for Free or one item from the Militia Armaments list.
- Any Militia Warden in this Unit whose militia rifle has been exchanged for a militia pistol may have one item from the Militia Melee Weapons list selected for it.
- The Rogue Psyker in this Unit may have one force weapon selected for it for +10 Points.
- The Rogue Psyker in this Unit may have one of the following Psychic Disciplines selected for it:
 - Biomancy +20 Points
 - Pyromancy +10 Points
 - Telekinesis +10 Points
 - Divination +10 Points
 - Telepathy +10 Points
 - Anathemata +10 Points

ANATHEMATA DISCIPLINE

Some Esoterists study the Warp with the sole intent of discovering the weakness of those creatures that dwell within. Others see them as tools for the prosecution of war, unburdened by loyalty or purpose.

A Model with the Anathemata Discipline gains the following benefits:

- The Fear (1) Special Rule.
- The Void Darts Psychic Weapon.
- If the Model has the Loyalist Trait, it can use the Seal the Veil Psychic Reaction.
- If the Model has the Traitor Trait, it can use the Breach the Veil Psychic Power.
- The 'Anathemata' Trait.

Void Darts (Psychic Weapon)

By tearing a series of tiny apertures into reality itself, the Esoterist can unleash the fury of hell upon the foe, channelling the power of the Warp for his own purposes.

R	FP	RS	AP	D	Special Rules	Traits
18	D6	5	4	1	Shred (5+), Force (D)	Psychic

Breach the Veil (Psychic Power, Blessing)

Binding the denizens of the Warp to their will, the Esoterist breaches the fabric of reality, dragging their otherworldly allies onto the battlefield and setting them upon their foe.

Trigger: The Active Player may choose to Manifest the Breach the Veil Psychic Power at the start of the Reserves Sub-Phase of their Movement Phase.

Focus: The Focus of the Power must be a Model with the Anathemata Trait and under the Active Player's control.

Target: This Psychic Power does not have a Target.

Duration: If successfully Manifested, the effects of this Psychic Power last until the end of this Reserves Sub-Phase.

Process

1. Once the Focus has been decided, make a Manifestation Check.
2. If the Manifestation Check is successful, the Active Player can select one Unit from a Daemonic Manifestation Detachment from the same Army as the Focus that is in Reserves. Reserve Rolls made for that Unit are automatically successful for the duration of this Psychic Power.

Seal the Veil (Psychic Reaction, Curse)

Many Esoterists master the sealing of ætheric energy and investigate any method of repelling the foul entities that spill from that realm, no matter how strange or ritualistic such arcane tricks might be.

Trigger: The Reactive Player may choose to declare a Seal the Veil Psychic Reaction at the start of Step 3 of the Charge Procedure for a Charge declared by the Active Player for a Unit which includes any Models with the Malefic Sub-Type.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Seal the Veil Psychic Reaction, this cost paid as soon as the declaration is made.

Focus: The Focus of this Psychic Reaction must be a Model with the Anathemata Trait and under the Reactive Player's Control, and must be a part of the Unit targeted by the Charge that triggered this Psychic Reaction.

Target: The Target Unit must be the Unit that is making the Charge that triggered the Reaction.

Duration: If successfully Manifested, the effects of this Psychic Reaction are resolved immediately.

Process

1. Once the Focus and Target Unit have been decided, make a Manifestation Check.
2. If the Manifestation Check is successful, then the Target Unit cannot make a Set-Up Move of more than 1", and when a Charge Roll is made for that Unit in Step 5 of the Charge Procedure, the highest Dice is discarded instead of the lowest.



GRENADIER TROOP

UNIT COMPOSITION: 1 GRENADIER SERGEANT, 9 GRENADIERS

- May include up to 10 additional Grenadiers at +8 Points per Model.

85 Points

'Grenadier' is the term used in the Principia Belicosa to describe a more professional and well-equipped class of Militia soldier than the bulk of Imperialis Militia forces. Such troops are often retainers from the Commander's household, higher status volunteers able to purchase their own equipment or professional security forces folded into the Militia due to the approach of conflict. On less developed worlds, such warriors may be called huscarls or be close kin to the planet's ruler, while amongst more hierarchical cultures they might be known as lifeguard and wear the heraldry of their liege lord with pride.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Grenadier	6	3	3	3	3	1	3	1	6	6	5	5	4+	-
Grenadier Sergeant	6	3	3	3	3	1	3	2	7	6	5	5	4+	-

WARGEAR

- Militia rifle
- Militia pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Imperialis Militia

OPTIONS

- Any Model in this Unit may have its militia rifle exchanged for an assault shield for Free, one item from the Militia Melee Weapons list or one item from the Militia Assault Weapons list.
- Any Model in this Unit whose militia rifle has been exchanged for an assault shield may have its militia pistol exchanged for one militia shotgun for +1 Point per Model or one item from the Militia Melee Weapons list.
- Any Model in this Unit may have its militia pistol exchanged for one item from the Militia Pistols list.
- Any Model in this Unit with a militia rifle, lasrifle or bolter may have one bayonet selected for it for +1 Point per Model.

SPECIAL RULES

- Implacable Advance
- Irregulars
- Vanguard (3)

TYPE

- **Grenadier Sergeant:** Infantry (Sergeant)
- **Grenadier:** Infantry

- Up to two Grenadiers in this Unit may each have their militia rifle exchanged for one item from the Militia Special Weapons list.
- The Grenadier Sergeant in this Unit may have its militia rifle and/or militia pistol exchanged for one item each from the Militia Officer Weapons list.
- The Grenadier Sergeant in this Unit may have melta bombs selected for it for +10 Points.
- One Grenadier in this Unit may have one militia vexilla selected for it for +5 Points.
- One Grenadier in this Unit may have one militia vox selected for it for +10 Points.



OGRYN BRUTE TROOP

UNIT COMPOSITION: 3 OGRYN BRUTES

95 Points

- May include up to 7 additional Ogryn Brutes at +30 Points per Model.
- If this Unit includes 5 or more Models, one Ogryn Brute may be replaced with 1 Ogryn Boss for +10 Points.

Across the Imperium, there are a scattering of worlds possessed of large populations of the abhuman strain known as Ogryns. Some are native to high-gravity planets such as Beta-Entebes III or Dranno IV, while others have been imported in order to provide a workforce of untiring and unquestioning manual labourers. Ogryns themselves are hugely strong and phenomenally durable, if slow witted, making ideal soldiers, as well as workers. This often results in them being drafted into defence Militias as well as conscripted for service off-world, where the simple, heavy-grade weaponry they are able to wield wreaks havoc on their foe.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Ogryn Brute	7	3	2	5	5	4	2	3	7	8	6	3	5+	-
Ogryn Boss	7	4	2	5	5	4	2	4	8	9	6	3	5+	-

WARGEAR

- Ripper gun

TRAITS

- [Allegiance]
- Imperialis Militia

SPECIAL RULES

- Impact (A)
- Heedless
- Bulky (4)

TYPE

- **Ogryn Boss:** Infantry (Sergeant)
- **Ogryn Brute:** Infantry

OPTIONS

- Any Model in this Unit may have its ripper gun exchanged for one of the following:
 - Stub cannon Free
 - Power maul +5 Points per Model
- The Ogryn Boss in this Unit may have its ripper gun exchanged for one of the following:
 - Heavy bolter Free
 - Heavy flamer +5 Points per Model
 - Autocannon +5 Points per Model
 - Thunder hammer +10 Points per Model
- Any Model in this Unit which has had its ripper gun exchanged for a stub cannon, power maul or thunder hammer may have one assault shield selected for it for +3 Points per Model.
- Any Model in this Unit with a ripper gun may have one bayonet selected for it for +1 Point per Model.
- One Ogryn Brute in this Unit may have one militia vexilla selected for it for +5 Points.



BEASTMASTER TROOP

UNIT COMPOSITION: 3 MILITIA HANDLERS

30 Points

- May include up to 7 additional Militia Handlers at +8 Points per Model.
- For each Militia Handler in this Unit, this Unit may include up to one of the following:
 - Militia Mastiff for +10 Points per Model
 - Militia Felidae for +10 Points per Model
 - Militia Caiman for +15 Points per Model
 - Militia Raptor for +8 Points per Model

Many undeveloped worlds lack the vast manufactoria to produce standard pattern arms and armour or the thundering armoured vehicles that dominate the battlefields of the Horus Heresy – but such worlds are rife with vicious forms of life that can be turned to war. In desperation, many militia forces exploit their homes' deadly fauna to make up for their lack of more sophisticated weaponry. In a few cases these creatures garner enough grim renown that their foe might come to fear them almost as much as they would the great cannon of conventional militaries.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Militia Handler	6	3	3	3	3	1	3	1	7	7	6	6	5+	-
Militia Caiman	6	3	0	5	4	2	2	1	5	6	4	2	4+	-
Militia Felidae	7	4	0	3	3	1	4	2	5	6	4	2	6+	-
Militia Mastiff	6	3	0	4	3	1	3	3	5	6	4	2	5+	-
Militia Raptor	8	3	0	3	3	1	4	2	5	6	4	2	6+	-

WARGEAR

- Militia pistol (Militia Handler only)

TRAITS

- [Allegiance]
- Imperialis Militia

SPECIAL RULES

- Impact (I) (Militia Felidae and Militia Raptor only)
- Impact (S) (Militia Mastiff and Militia Caiman only)
- Irregulars (Militia Handler only)
- Heedless

TYPE

- **Militia Handler:** Infantry (Sergeant)
- **Militia Caiman:** Infantry (Heavy)
- **Militia Felidae and Militia Mastiff:** Infantry
- **Militia Raptor:** Infantry (Antigrav)

OPTIONS

- Any Militia Handler in this Unit may have its militia pistol exchanged for one item from the Militia Armaments list.



INFANTRY TROOP

UNIT COMPOSITION: 1 SERGEANT, 19 MILITIA

90 Points

The mainstay of the Imperialis Militia are the infantry troops, groups of soldiers possessed of at least rudimentary military training or martial heritage. These soldiers have defended their worlds against outcasts, invaders or any of the numerous threats which assailed humanity throughout the Age of Strife and display a staggering degree of variety across the Imperium, including soldier-subjects bonded to nobility, bands of hive gangers or warp cult initiates. Their arms range from black powder muskets to mass-produced lasrifles, most manufactured locally or supplied from a Great Crusade fleet's reserve.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Militia Infantry	6	3	3	3	3	1	3	1	6	5	5	5	5+	-
Infantry Sergeant	6	3	3	3	3	1	3	1	6	6	5	5	5+	-

WARGEAR

- Militia rifle
- Frag grenades

TRAITS

- [Allegiance]
- Imperialis Militia

OPTIONS

- Any Militia Infantry in this Unit may have its militia rifle exchanged for one militia pistol for Free or one item from the Militia Armaments list.
- Any Militia Infantry in this Unit whose militia rifle has been exchanged for a militia pistol may have one item from the Militia Melee Weapons list selected for it.
- Any Model in this Unit with a militia rifle, lasrifle or bolter may have one bayonet selected for it for +1 Point per Model.
- Every Model in this Unit may have krak grenades selected for it for +10 Points per Unit.
- One Militia in this Unit may have its militia rifle exchanged for one item from the Militia Special Weapons list.

SPECIAL RULES

- Irregulars
- Line (1)

TYPE

- **Sergeant:** Infantry (Sergeant)
- **Militia:** Infantry

- The Infantry Sergeant in this Unit may have its militia rifle exchanged for one item from the Militia Pistols list or one item from the Militia Assault Weapons list.
- If the Infantry Sergeant in this Unit has had its militia rifle exchanged for one item from the Militia Pistols list, it may have one item from the Militia Melee Weapons list or one of the following selected for it:
 - Power weapon +5 Points
- One Militia Infantry in this Unit may have one militia vexilla selected for it for +5 Points.
- One Militia Infantry in this Unit may have one militia vox selected for it for +10 Points.



LEVY TROOP

UNIT COMPOSITION: 20 LEVY

80 Points

- May include up to 30 additional Levy at +5 Points per Model.
- One Levy in this Unit may be replaced with 1 Levy Warden for +5 Points.

The product of a general planetary mobilisation of every subject judged capable, Levy troops may be individuals with little or no training or direct experience of war, experienced but ill-disciplined warriors unsuited to service in standing armies, those classed as borderline abhuman or those serving penal terms for criminality. In certain cultures, levies might consist of 'probitors' unproven in combat, or thrall-troops captured from rival gangs or clans and forced to fight for their enemies. Regardless of their origin, such troops are rarely well equipped and must often be herded to battle by a stern overseer.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Levy	6	2	2	3	3	1	3	1	5	5	5	5	6+	-
Levy Warden	6	3	3	3	3	1	3	1	6	6	5	5	5+	-

WARGEAR

- Militia rifle

TRAITS

- [Allegiance]
- Imperialis Militia

SPECIAL RULES

- Irregulars
- Expendable (3)

TYPE

- **Levy Warden:** Infantry (Sergeant)
- **Levy:** Infantry

OPTIONS

- Any Model in this Unit may have its militia rifle exchanged for one item from the Militia Melee Weapons list or one item from the Militia Armaments list.
- Every Model in this Unit with a militia rifle may have one bayonet selected for it for +10 Points per Unit.
- Every Model in this Unit may have frag grenades selected for it for +10 Points per Unit.
- If the Levy Warden in this Unit has had its militia rifle exchanged for an item from the Militia Melee Weapons list, one item from the Militia Pistols list may be selected for it.
- One Levy in this Unit may have one militia vexilla selected for it for +5 Points.
- One Levy in this Unit may have one militia vox selected for it for +10 Points.



MILITIA MEDICAE

UNIT COMPOSITION: 1 MILITIA MEDICAE

20 Points

The Imperialis Militia must often look to its own resources to provide its warriors with medical care, for its units are not integrated into the support echelons that provide such services to the Imperialis Auxilia. In the militias of industrialised societies, locally trained medics serve alongside the troops and some are even pensioned-off Excertus Imperialis battle surgeons. More basic regiments, on the other hand, often lack such amenities unless provided by a local Imperial authority; in which case, such imperiously professional off-worlders are often viewed with superstitious favour by their charges as protective omens.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Militia Medicae	6	3	3	3	3	1	3	1	6	6	5	6	5+	-

WARGEAR

- Militia pistol
- Frag grenades

SPECIAL RULES

- Irregulars
- Medic (5+)

TRAITS

- [Allegiance]
- Imperialis Militia

TYPE

- Infantry (Specialist)



FIRE SUPPORT TROOP

UNIT COMPOSITION: 3 FIRE TEAMS

50 Points

- May include up to 7 additional Fire Teams at +15 Points per Model.

While many planetary militia troops are trusted or even required to provide or maintain their own basic equipment, heavier weapons are usually kept in secure stockpiles accessible only by senior officers. These stores are only opened in times of crisis or general mobilisation, and issued to troops specially trained in their use, thereby minimising the risk that these weapons will be turned against a world's leaders. The tactics used by the fire support troops are simple and direct, and require little practice; the field officers generally massing their heavy weapons crews to defend key positions.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Fire Team	6	3	3	3	3	2	2	2	6	5	5	5	5+	-

WARGEAR

- Militia pistol
- Frag grenades

TRAITS

- [Allegiance]
- Imperialis Militia

SPECIAL RULES

- Bulky (3)
- Irregulars
- Support Unit (1)
- Slow and Purposeful

TYPE

- Infantry (Heavy)

OPTIONS

- Every Model in this Unit must have one item from the Militia Heavy Weapons list selected for it. Every Model in this Unit must have the same item selected for it.
- One Fire Team in this Unit may have one militia vox selected for it for +10 Points.



RAPIER TROOP

UNIT COMPOSITION: 1 RAPIER CREW*

40 Points

- May include up to 3 additional Rapier Crews at +35 Points per Rapier Crew.
- * Each Rapier Crew consists of 2 Militia Gunners and 1 Rapier Carrier.

Imperialis Militias make use of the ubiquitous Rapier weapons carrier when operating in terrain too dense to deploy their heavier artillery, in particular cities, forests and mountainous areas. The Rapier's tracked carriage and its on-board reactor allow weapons too heavy to be carried into battle to be deployed, providing vitally needed frontline fire support to the notoriously under-equipped armies raised by both sides in the civil war raging across the Imperium.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Militia Gunner	6	3	3	3	3	1	3	1	6	5	5	5	5+	-
Rapier Carrier	6	1	3	4	6	2	1	-	1	1	1	1	3+	-

WARGEAR

Militia Gunner

- Militia rifle
- Frag grenades

Rapier Carrier

- Gravis multi-laser array

SPECIAL RULES

- Rapier Crew
- Bulky (3) (Rapier Carrier only)
- Irregulars (Militia Gunners only)
- Slow and Purposeful
- Support Unit (1)

TRAITS

- [Allegiance]
- Imperialis Militia

TYPE

- Militia Gunner:** Infantry (Sergeant)
- Rapier Carrier:** Infantry

OPTIONS

- Each Rapier Gunner in this Unit may have its militia rifle exchanged for one militia pistol for Free or one item from the Militia Armaments list.
- One Militia Gunner in this Unit may have one militia vox selected for it for +10 Points.
- Each Rapier Carrier in this Unit may have its gravis multi-laser array exchanged for one of the following:
 - Gravis heavy bolter battery +5 Points per Model
 - Laser destroyer +25 Points per Model
 - Quad launcher with frag shells +5 Points per Model

SPECIAL RULES

Rapier Crew

Each Rapier crew acts in concert to operate their gun carriage, keeping up a steady rate of fire while utilising its bulk and armoured shield to protect them from retribution.

The Characteristics of different Models with this Special Rule are used in different situations.

Each time Wound Tests are made for a Fire Group that targets a Unit that includes any Models with this Special Rule, if any Rapier Carrier Models are in this Unit, the Toughness Characteristic of the Rapier Carriers is treated as being the majority. If any wounds are generated by these Wound Tests, the Target Model selected must be a Rapier Carrier Model if possible.

Each time Wound Tests are made for a Strike Group targeting this Unit, the Toughness Characteristic of the Legionary Models is treated as being the majority. If any wounds are generated by these Wound Tests, the Target Model selected must be a Legionary Model, if possible.

If at any point there are only Rapier Carrier Models remaining in this Unit, those Models are immediately Removed as Casualties.





FIELD GUN BATTERY

UNIT COMPOSITION: 1 FIELD GUN

- May include up to 4 additional Field Guns at +50 Points per Model.

55 Points

Emplaced guns are the main source of heavy firepower for militia units, providing a vital hammer blow to the ranks of infantry they support. Considered underpowered and lacking in mobility by more professional armies, and viewed with contempt by the lofty Legiones Astartes, these weapons are among the most powerful available to many worlds – and, despite the opinions of better equipped armies, are still more than capable of causing harm to any force that underestimates them when deployed in sufficient numbers.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Field Gun	4	3	3	3	4	3	2	3	6	5	5	5	4+	-

WARGEAR

- Kalliope rocket mortar
- Militia pistol

TRAITS

- [Allegiance]
- Imperialis Militia

SPECIAL RULES

- Emplaced
- Bulky (5)
- Irregulars
- Slow and Purposeful
- Support Unit (1)

TYPE

- Infantry (Heavy)

OPTIONS

- Any Field Gun Model in this Unit may have its kalliope rocket mortar exchanged for one of the following:
 - Thunderblast battlecannon..... +10 Points per Model
 - Heavy lascannon+15 Points per Model
- One Field Gun in this Unit may have one militia vox selected for it for +10 Points.

SPECIAL RULES

Emplaced

Many militia troops carry weapons which require time to set up, or are heavy or unwieldy to manoeuvre. While these provide potent firepower, they cannot be quickly moved, and are generally abandoned should their operators be required to fall back.

Models with this Special Rule are Removed as Casualties instead of making Fall Back Moves.

A Unit that includes any Models with this Special Rule cannot make any Reactions which would allow it to Move. In addition, if a Unit that includes any Models with this Special Rule is required to make a Fall Back Move, all Models in that Unit are immediately Removed as Casualties.



HEAVY ORDNANCE BATTERY

UNIT COMPOSITION: 1 GUN CARRIAGE, 3 MILITIA GUNNERS

85 Points

- May include up to 5 additional Militia Gunners at +6 Points per Model.

Before the coming of the galactic civil war, the bulk of Imperialis Militias were configured to mount largely static, defensive operations, their heaviest weapons concentrated on key installations vital to the defence of their home world. Heavy ordnance batteries, commonly of the robust and easily supplied Earthshaker patterns, were ideal for this task, for what they lacked in battlefield mobility or the skill of their commanding artillerists, they compensated for in sheer weight of firepower.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Militia Gunner	6	3	3	3	3	1	3	1	6	5	5	5	5+	-
Gun Carriage	-	1	3	4	7	4	1	-	1	1	1	1	3+	-

WARGEAR

Militia Gunner

- Militia rifle
- Frag grenades

Gun Carriage

- Earthshaker cannon

TRAITS

- [Allegiance]
- Imperialis Militia

OPTIONS

- Each Militia Gunner in this Unit may have its militia rifle exchanged for one militia pistol for Free or one item from the Militia Armaments list.
- One Militia Gunner in this Unit may have one militia vox selected for it for +10 Points.

SPECIAL RULES

- Heavy Ordnance Crew
- Bulky (8) (Gun Carriage only)
- Irregulars (Militia Gunners only)
- Support Unit (1)

TYPE

- **Militia Gunner:** Infantry (Sergeant)
- **Gun Carriage:** Infantry

- The Gun Carriage in this Unit may have its earthshaker cannon exchanged for one of the following:
 - Siege mortar Free
 - Heavy rocket bombard Free
 - Siege cannon +5 Points
 - Heavy quad mortar +15 Points
 - Medusa mortar +15 Points

SPECIAL RULES

Heavy Ordnance Crew

Each heavy ordnance crew works in concert to operate their gun carriage, keeping up a steady rate of fire while utilising its bulk and armoured shield to protect them from retribution.

The Characteristics of different Models with this Special Rule are used in different situations and they are Removed as Casualties instead of making Fall Back Moves.

A Unit that includes any Models with this Special Rule cannot make any Reactions which would allow it to Move. In addition, if a Unit that includes any Models with this Special Rule is required to make a Fall Back Move, all Models in that Unit are removed from play.

Each time Wound Tests are made for a Fire Group that targets a Unit that includes any Models with this Special Rule, if any Gun Carriage Models are in this Unit, the Toughness Characteristic of the Gun Carriage is treated as being the majority. If any wounds are generated by these Wound Tests, the Target Model selected must be a Gun Carriage Model if possible.

Each time Wound Tests are made for a Strike Group targeting this Unit, the Toughness Characteristic of the Militia Gunner Models is treated as being the majority. If any wounds are generated by these Wound Tests, the Target Model selected must be a Militia Gunner Model, if possible.

If at any point there are only Gun Carriage Models remaining in this Unit, those Models are immediately Removed as Casualties.



SENTINEL PATROL

UNIT COMPOSITION: 1 SCOUT SENTINEL

40 Points

- May include up to 4 additional Scout Sentinels at +35 Points per Model.
- Every Scout Sentinel in this Unit may be replaced with 1 Armoured Sentinel each for +10 Points per Model.

While not considered a frontline military vehicle by most of the Excertus Imperialis, many local militias use Sentinel walkers in an anti-insurgency role, using the machines' height, manoeuvrability and firepower to dissuade unruly populations from rising up against the Imperium and brutally suppressing such uprisings should they occur. As the militias took up arms in the wars of the Horus Heresy, these lightest of war machines were pressed into service on the front lines, though few survived in battle against the far more formidable engines of war commonly fielded by the Legiones Astartes and Mechanicum.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Scout Sentinel	10	3	3	5	5	3	3	2	8	8	7	5	3+	-
Armoured Sentinel	8	3	3	5	6	4	2	2	9	9	7	5	3+	-

WARGEAR

- None

TRAITS

- [Allegiance]
- Imperialis Militia

SPECIAL RULES

- Bulky (5)
- Implacable Advance
- Outflank (Scout Sentinel only)

TYPE

- **Scout Sentinel:** Walker (Light, Skirmish)
- **Armoured Sentinel:** Walker (Skirmish)

OPTIONS

- Every Model in this Unit must have one of the following selected for it:
 - Multi-laser.....+10 Points per Model
 - Heavy flamer.....+10 Points per Model
 - Autocannon.....+20 Points per Model
 - Missile launcher.....+15 Points per Model
 - Lascannon.....+25 Points per Model
 - Multi-melta.....+25 Points per Model
 - Plasma cannon.....+20 Points per Model
- Each Model in this Unit may have any of the following selected for it:
 - One hunter-killer missile.....+5 Points per Model
 - Smoke launchers.....+5 Points per Model
 - Sentinel chainblade.....+10 Points per Model



MILITIA ARVUS LIGHTER

UNIT COMPOSITION: 1 MILITIA ARVUS

65 Points

The Arvus is but one example of a range of workhorse orbital transports in service across the entire Imperium. Many Imperialis Militias maintain lighters so that they can dispatch patrols across the surface of their home world, for often the only sign of xenos incursion or pirate raid is the inexplicable silence of some outlying settlement. Those militias serving in the great hosts of the Loyalists and the Traitors instead rely on these transports to convey units between void-faring troop barques and the surface, for they are rarely afforded berths in the battle transports and combat drop ships utilised by first-line forces.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Militia Arvus	18	3	11	11	11	4	12

WARGEAR

- Searchlights

TRAITS

- [Allegiance]
- Imperialis Militia

OPTIONS

- This Model may have one Hull (Rear) Mounted multi-laser selected for it for +10 Points.

SPECIAL RULES

- Light Transport
- Third-Line

TYPE

- Vehicle (Flyer, Transport)

ACCESS POINTS

If this Model does not have a base, it is considered to have Access Points on all Facings.

WARGEAR

Flare Launchers

Simple but robust, the flare launcher systems fitted to many Imperial aircraft provided a rudimentary countermeasure to many classes of tracking and guidance systems, decreasing the vulnerability of such aircraft to a plethora of anti-air weapons.

Flare launchers provide an Invulnerable Save against the Interceptor Reaction.

A Model with flare launchers gains a 5+ Invulnerable Save against any Hits inflicted as part of an Interceptor Reaction.



MILITIA UTILITY HAULER

UNIT COMPOSITION: 1 CARGO HAULER

55 Points

- This Model may be replaced with 1 Armoured Hauler for +30 Points.

Basic utility haulers are used throughout the Imperium for moving heavy freight, be it industrial materials, ammunition or even beasts for slaughter, and these ubiquitous vehicles can easily be converted to carry the soldiers of the Imperialis Militia. Predominantly slow, lightly armoured and all but unarmed, these haulers are far from ideal as troop transports, but they benefit from being cheap and easily available, while sturdier alternatives – either those retrofitted with improvised armour or more robust designs intended for hazardous environments – provide a modicum of additional protection at the cost of mobility.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Cargo Hauler	12	3	10	10	9	4	22
Armoured Hauler	10	3	11	10	9	5	20

WARGEAR

- Searchlights

SPECIAL RULES

- None

TRAITS

- [Allegiance]
- Imperialis Militia

TYPE

- Cargo Hauler:** Vehicle (Transport)
- Armoured Hauler:** Vehicle (Transport)

OPTIONS

- This Cargo Hauler may have one item from the Militia Pintle Weapons list selected for it.
- This Armoured Hauler may have up to three items from the Militia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile+10 Points
 - Dozer blade+5 Points

ACCESS POINTS

This Model has one Access Point on its Rear Facing.





MILITIA INDUSTRIAL RIG

UNIT COMPOSITION: 1 MINING RIG

- This Model may be replaced with 1 Explorator Rig for +40 Points.

65 Points

Many worlds in the Imperium are dedicated to heavy industry, from mining to macro-grade fabrication, and play host to fleets of industrial vehicles built to withstand the often dangerous conditions these industries require. As such, when Imperialis Militia hosts are mustered from said worlds, these rugged vehicles are often appropriated as ad-hoc military transports, their reinforced chassis standing in for armour plating and the powerful industrial tools they frequently mount serving as formidable improvised weapons.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Mining Rig	10	3	11	11	10	5	12
Explorator Rig	8	3	12	12	10	6	12

WARGEAR

Mining Rig

- Turret Mounted twin heavy flamer

Explorator Rig

- Turret Mounted twin heavy stubber
- Hull (Front) Mounted heavy flamer
- Dozer blade
- Searchlights

TRAITS

- [Allegiance]
- Imperialis Militia

OPTIONS

- This Mining Rig may have its Turret Mounted twin heavy flamer exchanged for one of the following:
 - Turret Mounted gravis autocannon+10 Points
 - Turret Mounted heavy seismic cannon.....+15 Points
 - Turret Mounted heavy mining laser +15 Points

ACCESS POINTS

This Model has Access Points on both Side Facings and the Rear Facing.

SPECIAL RULES

Mining Rig

- Light Transport

Explorator Rig

- Auto-repair (5+)
- Light Transport

TYPE

- Vehicle (Transport)

- This Mining Rig may have one item from the Militia Pintle Weapons list selected for it.
- This Mining Rig may have any of the following selected for it:
 - Dozer blade+5 Points
 - Searchlights.....+5 Points



MILITIA GORGON TRANSPORTER

UNIT COMPOSITION: 1 MILITIA GORGON

275 Points

A Gorgon is a huge, open-topped, transport vehicle used to carry a large number of assault troops towards the front lines, before disgorging them directly into enemy positions. Its virtues lie in its sheer scale and rugged durability to enemy fire, the latter thanks largely to its heavily armoured prow. The Gorgon is only deployed by the strategos of the Great Crusade for carefully selected missions such as first breach attacks on fortified enemy defensive positions or overrunning trench works. Rarely, they will also be used as a last resort as hostile terrain transports, although this is a far from optimum use of the vehicle.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Militia Gorgon	10	3	14	13	11	10	45

WARGEAR

- Two Pintle Mounted twin heavy stubbers
- Hull (Front) Mounted Gorgon mortar battery
- Smoke launchers

TRAITS

- [Allegiance]
- Imperialis Militia
- Smokescreen

OPTIONS

- This Model may have its Hull (Front) Mounted Gorgon mortar battery exchanged for one of the following:
 - Four Sponson Mounted heavy stubbers Free
 - Four Sponson Mounted heavy flamers +20 Points
 - Four Sponson Mounted heavy bolters +20 Points

SPECIAL RULES

- Assault Vehicle
- Third-Line

TYPE

- Vehicle (Super-heavy, Transport)

- This Model may have up to two Hull (Front) Mounted hunter-killer missiles selected for it for +5 Points each.

ACCESS POINTS

This Model has one Access Point on its Front Facing.



RECONNAISSANCE TROOP

UNIT COMPOSITION: 1 SCOUT SERGEANT, 4 SCOUTS

50 Points

- May include up to 5 additional Scouts at +8 Points per Model.

While under-equipped and poorly trained in comparison to many other military formations in the Imperium, the Imperialis Militia does often have the advantage of fighting on familiar ground. Militia reconnaissance troops consist of individuals with a keen sense of field-craft who are experienced scouts and trackers, able to mount ambushes and wide flanking attacks against an invader thanks to their knowledge of the land and ability to move unseen. Many of these skills can be brought to bear should a militia force be mobilised into a larger army and, as such, they are to be found in Traitor and Loyalist war hosts alike.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Scout	6	3	3	3	3	1	3	1	6	5	5	5	5+	-
Scout Sergeant	6	3	3	3	3	1	3	1	6	6	5	5	5+	-

WARGEAR

- Militia shotgun
- Frag grenades

TRAITS

- [Allegiance]
- Imperialis Militia
- Smokescreen

SPECIAL RULES

- Infiltrate (9)
- Irregulars
- Move Through Cover
- Support Unit (2)

TYPE

- **Scout Sergeant:** Infantry (Sergeant, Light)
- **Scout:** Infantry (Light)

OPTIONS

- Any Model in this Unit may have its militia shotgun exchanged for one item from the Militia Armaments list.
- Up to five Models in this Unit may have their militia shotgun exchanged for one militia longrifle for +5 Points per Model.
- One Scout in this Unit may have one militia vox selected for it for +10 Points.
- The Scout Sergeant in this Unit may have melta bombs selected for it for +10 Points.



CAVALRY TROOP

UNIT COMPOSITION: 1 MILITIA OUTRIDER SERGEANT, 4 MILITIA OUTRIDERS

60 Points

- May include up to 5 additional Militia Outriders at +10 Points each.

Many worlds make use of a variety of light vehicles to support reconnaissance and scouting roles, and to supplement the rapid strike capabilities of otherwise ungainly militia formations. In most cases this role is filled by rudimentary, but reliable, motorcycles, each capable of carrying a single warrior and equipment ahead of the main advance. Some worlds also make use of more advanced machines, the most prized featuring atomantic reactors that require very little fuel and composite tyres that allow them to traverse even the most difficult terrain, while others make do with trained beasts of various kinds.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Militia Outrider	12	3	3	3	3	2	3	2	6	5	5	5	5+	-
Militia Outrider Sergeant	12	3	3	3	3	2	3	2	6	6	5	5	5+	-

WARGEAR

- Militia pistol
- Frag grenades

TRAITS

- [Allegiance]
- Imperialis Militia

SPECIAL RULES

- Bulky (3)
- Firestorm
- Irregulars
- Outflank
- Implacable Advance
- Impact (S)
- Vanguard (3)

TYPE

- **Militia Outrider Sergeant:** Cavalry (Sergeant)
- **Militia Outrider:** Cavalry

OPTIONS

- Any Model in this Unit may have one item from the Militia Melee Weapons list, one item from the Militia Armaments list, or one militia lance selected for it +5 Points per Model.
- One Militia Outrider in this Unit which has not had one of the above options selected for it may have one item from the Militia Special Weapons list selected for it.
- For every five Models in this Unit, one Militia Outrider may have melta bombs selected for it for +10 Points per Model.
- The Militia Outrider Sergeant in this Unit may have its militia pistol exchanged for one item from the Militia Officer Weapons list.
- One Militia Outrider in this Unit may have one militia vexilla selected for it for +5 Points.



ALL-TERRAIN PATROL

UNIT COMPOSITION: 1 MILITIA QUAD

20 Points

- May include up to 4 additional Militia Quads at +18 Points per Model.
- Every Militia Quad in this Unit may be replaced with 1 Militia Trike each for +5 Points per Model.

In concert with the light motor vehicles employed by cavalry troops, many Imperialis Militia musters make use of heavier scramblers to scout rough terrain and provide mobile firepower, typically adapted from patrol vehicles, hunting quads, agri-carriers and others of their ilk. While these all-terrain patrols provide much more adaptable fire support than infantry-served ground weapons, their vehicles offer little additional protection and can render their crews exposed and vulnerable should they be ill-positioned, an all-too-common eventuality given the meagre training and discipline of most militia.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Militia Quad	10	3	3	3	4	3	3	2	6	7	5	5	5+	-
Militia Trike	12	3	3	3	4	2	3	1	6	6	5	5	4+	-

WARGEAR

Militia Quad

- None

Militia Trike

- Two combi-bolters

SPECIAL RULES

- Bulky (4)
- Firing Protocols (2)
- Implacable Advance
- Irregulars

TRAITS

- [Allegiance]
- Imperialis Militia

TYPE

- Cavalry (Light, Skirmish)

OPTIONS

- Every Militia Quad in this Unit must have one item from the Militia Special Weapons list or one item from the Militia Heavy Weapons list selected for it.
- Any Militia Trike in this Unit may have both of its combi-bolters exchanged for one of the following:
 - Two heavy stubbers Free
- One Militia Trike in this Unit may have both of its combi-bolters exchanged for one of the following:
 - Two meltaguns +20 Points per Model
- Any Model in this Unit may have one item from the Militia Melee Weapons list or one item from the Militia Pistols list selected for it.



MILITIA SCOUT ROVER

UNIT COMPOSITION: 1 MILITIA VENATOR

35 Points

- This Model may be replaced with 1 Militia Ridgerunner for +10 Points.

Scout rovers are one of the most widely accessible militarised vehicles available to the Imperialis Militia, being adaptations of survey buggies and utility tractors mass-fabricated for civilian use across the Imperium. Many start life serving in Provost Imperialis pursuit squadrons, outpost defence patrols or hostile xeniform cull-teams, while some are even retired Imperialis Auxilia combat vehicles. Their ease of use, maintenance and repair makes them well suited to the Militia, though they are outmatched in both durability and firepower by any true combat vehicle, a factor rapidly demonstrated during the Horus Heresy.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Militia Venator	16	3	10	10	10	3	-
Militia Ridgerunner	14	3	11	10	10	3	-

WARGEAR

Militia Venator

- Pintle Mounted twin heavy stubber
- Smoke launchers

Militia Ridgerunner

- Hull (Front) Mounted twin heavy stubber
- Smoke launchers

SPECIAL RULES

- Move Through Cover
- Outflank

TYPE

- Vehicle (Rapid)

TRAITS

- [Allegiance]
- Imperialis Militia
- Smokescreen

OPTIONS

- This Militia Venator may have its Pintle Mounted twin heavy stubber exchanged for one of the following:
 - Pintle Mounted twin multi-laser.....+10 Points
 - Pintle Mounted twin seismic cannon..... +15 Points
 - Pintle Mounted twin lascannon..... +20 Points
- This Militia Ridgerunner may have one item from the Militia Heavy Weapons list selected for it. Any item selected in this way becomes Pintle Mounted.
- This Model may have any of the following selected for it:
 - Up to two Hull (Front) Mounted hunter-killer missiles..... +10 Points each
 - Searchlights.....+5 Points



MILITIA THUNDERBOLT HEAVY FIGHTER

UNIT COMPOSITION: 1 MILITIA THUNDERBOLT

110 Points

The Thunderbolt is a pattern of heavy fighter which forms the mainstay of rare Militia air wings. Famed for its reliability and ruggedness, many worlds boast small wings of these dependable and easy to maintain fighter craft, providing capability for ground-attack and also performing vital aerial interdiction against enemy aircraft. Its versatile armament ensures it is capable of destroying even the most resilient targets, and its own armoured frame rivals that of even the aircraft of the vaunted Legiones Astartes.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Militia Thunderbolt	22	3	12	12	12	5	-

WARGEAR

- Centreline Mounted twin lascannon
- Two Centreline Mounted gravis autocannon

TRAITS

- [Allegiance]
- Imperialis Militia

SPECIAL RULES

- Third-Line

TYPE

- Vehicle (Flyer)



MILITIA LEMAN RUSS TANK

UNIT COMPOSITION: 1 MILITIA LEMAN RUSS

130 Points

The Leman Russ battle tank was only just beginning to be issued to militia forces at the outbreak of the Horus Heresy, albeit in its most basic pattern and form, utilising a template that could be constructed on most worlds with basic industrialisation. As such, Leman Russ battle tanks have been deployed by Imperialis Militias on both sides of the galactic civil war, often in deliberate concentrations (this being their optimum deployment with relatively unskilled support troops and inexperienced crews), where their formidable weapons can provide vital support to the massed advance of their footslogging compatriots.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Militia Leman Russ	10	3	14	13	10	6	-

WARGEAR

- Turret Mounted battlecannon
- Hull (Front) Mounted heavy bolter
- Smoke launchers

TRAITS

- [Allegiance]
- Imperialis Militia
- Smokescreen

OPTIONS

- This Model may have its Turret Mounted battlecannon exchanged for one of the following:
 - Turret Mounted gravis autocannon Free
 - Turret Mounted twin lascannon Free
 - Turret Mounted vanquisher cannon and one Co-Axial (vanquisher cannon) Mounted heavy stubber+10 Points
 - Turret Mounted executioner plasma destroyer+25 Points
 - Turret Mounted demolisher cannon..... +30 Points

SPECIAL RULES

- Third-Line

TYPE

- Vehicle

- This Model may have its Hull (Front) Mounted heavy bolter exchanged for one of the following:
 - Hull (Front) Mounted heavy flamer Free
 - Hull (Front) Mounted multi-laser Free
 - Hull (Front) Mounted autocannon+5 Points
 - Hull (Front) Mounted lascannon+10 Points
- This Model may have one item from the Militia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights.....+5 Points



MILITIA MALCADOR HEAVY TANK

UNIT COMPOSITION: 1 MILITIA MALCADOR

170 Points

A mainstay heavy tank of the early decades of the Great Crusade and named after the Regent of Terra – Malcador the Sigillite – the Malcador was largely consigned to second-line service by the time of the outbreak of the Horus Heresy. Hence, a great many Imperialis Militias, even those raised from less developed worlds, are possessed of large reserves of this formidable engine of war, although in some cases they are fielded by crews so ignorant in the ways of the machine that they might abandon them the moment they run out of fuel or ammunition.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Militia Malcador	12	3	13	13	11	7	-

WARGEAR

- Hull (Front) Mounted battlecannon
- Hull (Front) Mounted heavy bolter
- Two Sponson Mounted multi-lasers
- Smoke launchers

TRAITS

- [Allegiance]
- Imperialis Militia
- Smokescreen

OPTIONS

- This Model may have its Hull (Front) Mounted battlecannon exchanged for one of the following:
 - Hull (Front) Mounted twin lascannon Free
 - Hull (Front) Mounted vanquisher cannon+10 Points
- This Model may have its Hull (Front) Mounted heavy bolter exchanged for one of the following:
 - Hull (Front) Mounted heavy flamer Free
 - Hull (Front) Mounted multi-laser Free
 - Hull (Front) Mounted autocannon+5 Points
 - Hull (Front) Mounted lascannon+10 Points
 - Hull (Front) Mounted demolisher cannon+40 Points

SPECIAL RULES

- Independent Fire
- Third-Line

TYPE

- Vehicle

- This Model may have both Sponson Mounted multi-lasers exchanged for one of the following:
 - Two Sponson Mounted heavy flamers Free
 - Two Sponson Mounted heavy bolters..... Free
 - Two Sponson Mounted autocannon.....+10 Points
 - Two Sponson Mounted lascannon+20 Points
- This Model may have one item from the Militia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights.....+5 Points

SPECIAL RULES

Independent Fire

Whether by means of advanced targeting cogitators or by merit of numerous crew, each tasked with manning a separate gun, some armoured vehicles are capable of targeting numerous foes simultaneously. The hail of fire such vehicles can project far outweighs the lack of focus in their volleys.

A Model with this Special Rule can shoot at multiple targets at its full Ballistic Skill.

When making multiple Shooting Attacks in the same Shooting Phase, a Model with this Special Rule and the Vehicle Type does not have to make all attacks as Snap Shots.



MILITIA BANEBLADE SUPER-HEAVY BATTLE TANK

UNIT COMPOSITION: 1 MILITIA BANEBLADE

500 Points

The Baneblade was a common sight upon the battlefields of the Great Crusade, fielded by the myriad arms of the Excerptus Imperialis. At the time of the outbreak of the Horus Heresy, the first generations of Baneblades were being replaced in frontline service by more advanced and specialised war machines such as the Stormhammer. As a result, even the Imperialis Militias were beginning to be issued this most formidable of super-heavy tanks, usually in the shape of older machines which had already seen decades of service before being 'retired' to second-line formations and planetary arsenals.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Militia Baneblade	10	3	14	13	12	16	-

WARGEAR

- Turret Mounted Baneblade cannon
- Co-axial (Baneblade cannon) Mounted autocannon
- Centreline Mounted demolisher cannon
- Hull (Front) Mounted twin heavy bolter
- Smoke launchers

SPECIAL RULES

- Third-Line

TYPE

- Vehicle (Super-heavy)

TRAITS

- [Allegiance]
- Imperialis Militia
- Smokescreen

OPTIONS

- This Model may have one of the following selected for it:
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy bolters+40 Points
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy flamers+40 Points
- This Model may have one item from the Militia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile+5 Points
 - Searchlights+5 Points

SPECIAL RULES

AFLAME (X)

Some weapons are wreathed in flame emitted from small projectors, or burn with otherworldly fire, stirring a primeval aversion in even the boldest warriors.

A Weapon with this Special Rule causes additional modifiers to a Target's Leadership Characteristic.

If a Melee Attack made for a Weapon or Model with this Special Rule inflicts one or more wounds on a Target Unit, regardless of whether any Damage is inflicted, until the end of the Phase, that Unit is considered to be 'afame'. If the Controlling Player of a Unit that is afame is required to make a Leadership Check during that Phase for a Combat that includes that Unit, the value of X on this Special Rule is applied as an additional negative modifier to the Leadership Characteristic being used for that Check.

ARMOUR-BREAKER (X)

Some weapons are designed to crack armour and deal massive damage to internal components of armoured fighting vehicles. Few tanks can withstand the firepower of such weapons for long.

Attacks made with the Armour-breaker (X) Special Rule can sometimes inflict an extra point of Damage.

When any Armour Penetration Test is made for an attack on a Model with the Armour-breaker (X) Special Rule, and it results in a Penetrating Hit – roll a Dice. If the result of that Dice roll is equal to or greater than the value of X attached to this variant of the Armour-breaker (X) Special Rule, then the Damage Characteristic of that Penetrating Hit is increased by 1. Note that the Armour-breaker (X) Special Rule may only be triggered by an Armour Penetration Test and has no effect when making a Wound Test.

FIRESTORM

Many units within the Legion conduct warfare at point-blank distances, blasting their foes with a deluge of short ranged firepower.

A Model with this Special Rule does not have to make Volley Attacks as Snap Shots.

When a Model with this Special Rule makes Volley Attacks, it is not required to fire Snap Shots. In addition, after making Volley Attacks in Step 4 of the Charge Procedure, a Unit containing any Models with this Special Rule is not required to make a Charge Roll in Step 5. If the Controlling Player chooses not to make a Charge Roll in Step 5 of the Charge Procedure then the Charge Procedure ends immediately.

IMPLACABLE ADVANCE

The wargear of many Legiones Astartes warriors and war machines incorporates a variety of targeting and stabilisation systems, enabling larger weaponry to be brought to bear even at close ranges.

Models with this Special Rule can make Volley Attacks with other Weapons.

The Controlling Player of a Model with this Special Rule treats all Ranged Weapons such a Model has that do not have any variant of the Heavy (X) Special Rule or Ordnance (X) Special Rule as having the Assault Trait.

MEDIC (X)

Some specialists are trained in field medicine and carry specialist equipment, from a simple satchel of bandages and pain suppressants to the complex narthecium devices carried by Legion apothecaries. If able to tend to the injured in time, such warriors can be returned to the battle, enabling them to fight on.

This Special Rule determines the difficulty of any Recovery Tests made due to other Reactions or Special Rules.

If a Unit includes one or more Models with the Medic (X) Special Rule, then certain other Special Rules, Reactions or Gambits may allow the Controlling Player to make Recovery Tests for other Models in the same Unit. Note that the Medic (X) Special Rule does not allow Recovery Tests to be made, but simply establishes the Target Number for such Tests – Recovery Tests may only be made if another Special Rule, Reaction or Gambit allows them (see, for example, the Medic! Advanced Reaction).

Recovery Tests

A Recovery Test is made when one or more Unsaved Wounds are allocated to a Model, and is resolved by rolling a Dice and comparing the result to the value of 'X' in the variant of the Medic (X) Special Rule. If there is more than one variant of the Medic (X) Special Rule present in a Unit, then the Controlling Player chooses which is used to determine the Target Number. If the Recovery Test is successful then a single Unsaved Wound allocated to the Model has its Damage reduced by 1 (to a minimum of 0). If a Recovery Test is failed, then any Unsaved Wounds allocated to the Model are resolved as normal.



MELTA (X)

The beams of energy generated by melta weaponry dissipate over long ranges. When used at close quarters, however, their effect on armoured vehicles is devastating.

This Special Rule increases the amount of Damage against Vehicles when Shooting Attacks are made within a specific range.

If at least one Model in a Unit with the Vehicle Type that is targeted by a Shooting Attack made by a Model using a Weapon with this Special Rule is within a range equal to or less than the value specified by X, that attack has the Armourbane Special Rule and the Damage of Penetrating Hits caused by that attack is doubled.

OVERLOAD (X)

Some weapons are almost as dangerous to the wielder as to the foe. Supercharged powerpacks can explode in combat or volatile munitions can jam or even detonate, all of which can prove deadly to those charged with deploying such weapons.

Weapons with this Special Rule may inflict Hits on the Models making Shooting Attacks with them.

When the Controlling Player declares that attacks will be made for a Model using a Weapon or profile that has the Overload (X) Special Rule, any Hit Tests made for those attacks that result in a number that is equal to or less than the value of X attached to the variant of the Overload Special Rule that the Weapon had, before any modifiers are applied to the roll, are Misfires.

For Weapons that do not make Hit Tests, such as Weapons with the Template Special Rule, instead roll a number of dice equal to the Firepower Characteristic of the Weapon used to make the attack after the attack has been declared and the number of Models hit is determined. Each Dice that results in a number equal to or less than the value of X attached to the variant of the Overload Special Rule that the Weapon had creates a Misfire. This does not affect the number of Hits on the Target Unit created by this attack.

For each Misfire, the Unit for which the Hit Tests were made suffer a Hit – these Hits must form a new Fire Group or Strike Group, referred to as the ‘Misfire Group’.

Once the current Shooting Attack and any Reactions triggered by it have been fully resolved, the Misfire Group must be resolved. A Misfire Group is resolved in the same way as any other Fire Group or Strike Group, using the profile of the Weapon used for the Fire Group or Strike Group it was created from. Wounds, Glancing Hits or Penetrating Hits from this Misfire Group are allocated by the Controlling Player, and must be allocated to a Model that made attacks as part of the Fire Group or Strike Group that generated the Misfire Group. If a Hit from a Misfire Group is generated by an attack made by a Model with the Vehicle Type, then it is resolved against the lowest Armour Value from all of the Model’s facings.

Hits, Wounds or Casualties inflicted upon a Unit as a result of this Special Rule do not cause Leadership or Cool Checks, and Hits inflicted as part of a Misfire Group do not trigger any Special Rules that take effect as a result of a certain value on a Hit Test.

SLOW AND PURPOSEFUL

Many warriors are steady but sure, slow to advance but no less deadly for it.

Models with this Special Rule cannot Pursue fleeing enemy Units.

In Step 4 of the Resolution Sub-Phase, a Player that has won Combat cannot choose for a Unit that includes any Models with this Special Rule to Pursue, and must instead select another eligible option for that Unit.

WARGEAR

ASSAULT SHIELD

Rudimentary imitations of the various patterns of boarding shield employed by the Space Marine Legions, assault shields provide a degree of ablative protection and are primarily intended to assist the bearer in closing to melee range.

Assault shields grant a variable Invulnerable Save, the Shield Trait and the Heavy Sub-Type.

A Model with an assault shield gains a 6+ Invulnerable Save that is modified to 5+ against attacks made as part of a Volley Attack or Overwatch Reaction. In addition it gains the Shield Trait and the Heavy Sub-Type.

BOARDING SHIELD

Utilised primarily in boarding actions and Zone Mortalis operations, boarding shields are bulkier than the similar combat shield, offering a measure of additional protection to the bearer and allowing them to form a formidable bulwark against enemy assault.

Boarding shields grant a 5+ Invulnerable Save, the Shield Trait and the Heavy Sub-Type.

A Model with a boarding shield gains a 5+ Invulnerable Save. In addition it gains the Shield Trait and the Heavy Sub-Type.

DOZER BLADE

Dozer blades for the clearance of mines and other obstacles are a common feature of many armoured vehicles.

Dozer blades allow Models to ignore the Movement penalties of Difficult Terrain.

If the Controlling Player chooses for a Model with a dozer blade to enter any area of Difficult Terrain, the Unit does not apply a modifier to its movement during that Phase.

FRAG GRENADES

This class of grenade contains only a small explosive charge, and is intended primarily to disorientate and distract the foe while closing on a fixed position.

Frag grenades can be used to make attacks during the Volley Step.

When making Volley Attacks during Step 4 of the Charge Procedure with a Unit that includes at least one Model with frag grenades, the Controlling Player may choose to make a single attack with a frag grenade instead of making a normal Shooting Attack using the following profile:

R	FP	RS	AP	D	Special Rules	Traits
6	1	3	6	1	Blast (3")	Assault

MILITIA VEXILLA

Whether an intricate banner, technological device or simple rag on a stick, almost all militia units use some form of banner to organise the mass of warriors they field in battle.

A Militia vexilla adjusts the distance of Fall Back Moves.

When making a Dice roll to determine the distance of a Fall Back move for a Unit which contains any Models with a Militia vexilla, the Controlling Player rolls an additional Dice and discards a single Dice of their choice.

MILITIA VOX

A militia vox generally takes the form of a large communications pack that allows contact between a unit and their command elements. While these are the most common tools for such communications, some less well-equipped militias may instead use signal flags, coloured flares or even musical instruments such as drums or horns to convey instructions or reinforce morale.

Militia voxes allows the Controlling Player to roll an additional dice when making Checks to remove Statuses in the End Phase.

When making a Cool or Leadership Check in the Statuses Sub-Phase of the End Phase to remove a Tactical Status from a Unit which includes any Models with a Militia vox, the Controlling Player may roll an additional Dice, discarding the Dice which, once rolled, has the highest result, as long as at least one Model in that Unit has Line of Sight to a friendly Model with the Command Sub-Type and the Imperialis Militia Trait which is not affected by any Statuses.



MILITIA STANDARD

Many 'true' soldiers scoff at the banners of militia regiments – especially those that take overly pompous forms or ape those of more famous warriors. Yet in the heat of battle even the least warrior will rally to the sight of their world's emblem fluttering above them.

A Militia standard removes the Routed Tactical Status from friendly Imperialis Militia Units when they end a Fall Back Move within 12".

When at least one Model in a Unit entirely composed of Models with the Imperialis Militia Trait ends a Fall Back Move within 12" of at least one Model from a Friendly Unit with a Militia standard, all Models in that Unit immediately remove the Routed Status.

SEARCHLIGHTS

Mounted illum-beacons or simple electric torches, many vehicles mount some kind of portable light to aid in target identification and destruction in darkness and poor weather.

Searchlights allow attacks to ignore Shrouded Damage Mitigation Rolls.

The Target Number of any Shrouded Damage Mitigation Tests is increased by +1 (to a maximum of 6+) when making Tests as a consequence of wounds, Penetrating Hits or Glancing Hits inflicted by Shooting Attacks made by a Model that has searchlights that has Line of Sight to the Target Unit. Additionally, a Model with searchlights may not make Shrouded Damage Mitigation Tests to negate wounds, Penetrating Hits or Glancing Hits.

SMOKE LAUNCHERS

Many armoured vehicles utilise countermeasure devices for protection and concealment. Whether these launch simple projectiles that surround the vehicle's hull with concealing smoke or employ more complex payloads capable of disrupting enemy targeting devices with infra-red strobes or disruptive radiation signatures, all find use during the Age of Darkness.

A Model with smoke launchers gains the Smokescreen trait.

IMPERIALIS MILITIA ADVANCED REACTIONS

GO TO GROUND!

Invested with only rudimentary training and poor discipline, the response of most militia to any substantial weight of fire is ducking for cover.

This Reaction allows the Reactive Player to make Cover Save Rolls for a Friendly Unit at the expense of it gaining the Pinned Status.

Trigger: The Reactive Player may declare a Go to Ground! Advanced Reaction in the Shooting Phase, during Step 3 of the Shooting Attack sequence of any Shooting Attack made by the Active Player that targets a Unit that only contains Models with the Infantry Type and the Imperialis Militia Trait without the Bulky (X) Special Rule.

Cost: The Go to Ground! Advanced Reaction has no cost.

Target: For a Go to Ground! Advanced Reaction, the Reacting Unit is always the Unit that was the target of the Shooting Attack that triggered the Advanced Reaction.

Process

1. Once a Go to Ground! Advanced Reaction has been declared, all Models in the Reacting Unit gain a 6+ Cover Save for the rest of the Shooting Phase.
2. Once the Shooting Attack that triggered this Advanced Reaction has been fully resolved, the Reacting Unit gains the Pinned Status.

MEDIC!

Some warriors specialise in battlefield triage and providing medical aid to their fellows, even under heavy fire. Such specialists are often identified by the variety of medical equipment they carry, from simple bindings and stim-packs, to complex arrays of piston-driven syringes dispensing unguents, serums and potent stimulants to keep their brethren combat-capable.

This Reaction allows the Reactive Player to make Recovery Tests for a Unit that is the target of a Shooting Attack if the Target Unit has a Medic.

Trigger: The Reactive Player may declare a Medic! Advanced Reaction in Step 9 of any Shooting Attack if the Target Unit of the Shooting Attack includes one or more Models with the Medic (X) Special Rule.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Medic! Reaction, this cost paid as soon as the declaration is made.

Target: The Target Unit is always the Unit which is the target of the Shooting Attack that triggered the Reaction. Once the cost has been paid, the Reactive Player must select one eligible Unit under their control that is a target of that Shooting Attack. That Unit is the Reacting Unit.

Process

1. Once a Medic! Advanced Reaction has been declared, the Active Player continues resolving that Shooting Attack.
2. In Step 11 of that Shooting Attack, the Reactive Player may make one Recovery Test for each Model in the Target Unit that is allocated an Unsaved Wound – but no more than one Recovery Test may be made for any single Model. However, no Recovery Tests may be made for any Model in the Target Unit that has the Medic (X) Special Rule.

SHIELDWALL!

Many warriors go to battle carrying large protective shields, commonly issued when the fighting is expected to be conducted at close ranges, such as Zone Mortalis or breach storming engagements. With sufficient training, these warriors can form a moving bulwark, layering and overlapping such shields to provide protection against all but the most determined attacks.

This Reaction allows the Reactive Player to gain a bonus to the Toughness Characteristic of Models in a Unit targeted by a Shooting Attack or Volley Attack if the majority of those Models have the Shield Trait.

Trigger: The Reactive Player may declare a Shieldwall! Reaction in the Shooting Phase, at the start of Step 3 of the Shooting Attack sequence of any Shooting Attack made by the Active Player, or at the start of Step 4 of a Charge declared by the Active Player.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Shieldwall! Reaction, this cost paid as soon as the declaration is made.

Target: For a Shieldwall! Reaction, the Reacting Unit is always the Unit that was the target of the Shooting Attack or Charge that triggered the Reaction. This Unit must include a majority of Models with the 'Shield' Trait at the point when the Reaction is declared.

Process

1. The Active Player continues to resolve this Shooting Attack as normal.
2. All Models in the Unit for which this Advanced Reaction is declared have their Toughness Characteristic modified by +1 for the duration of the Phase in which this Reaction was declared.

SMOKESCREEN

Many troops and even vehicles are fitted with an array of deployable defensive measures, ranging from high-tech sensor disruptors, to chaff dispensers and even simple smoke grenade launchers. Despite their variety, all have the same simple purpose: to hide the users from the enemy.

This Reaction allows the Reactive Player to gain Shrouded Damage Mitigation Rolls for a Model with the Smokescreen Trait.

Trigger: The Reactive Player may declare a Smokescreen Reaction in the Shooting Phase, at the start of Step 3 of the Shooting Attack sequence of any Shooting Attack made by the Active Player.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Smokescreen Reaction, this cost paid as soon as the declaration is made.

Target: For a Smokescreen Reaction, the Reacting Unit is always the Unit that was the target of the Shooting Attack that triggered the Reaction. This Unit must include a majority of Models with the Smokescreen Trait at the point when the Reaction is declared.

Process

1. The Active Player continues to resolve this Shooting Attack as normal.
2. All Models in the Unit for which this Reaction was declared gain a 5+ Shrouded Damage Mitigation Test against any wounds, Penetrating Hits or Glancing Hits inflicted during any Shooting Attack made in the same Phase in which this Reaction was declared.

ARMOURY OF THE IMPERIALIS MILITIA

The Imperialis Militia made use of a number of Weapons that were able to be produced in vast quantities for these numberless warriors. This section presents the Rules for these Weapons.

Some Weapon Profiles are marked with an *. Such Profiles may not be used when this Weapon is selected to make attacks with unless the Controlling Player has selected the appropriate Wargear option on the firing Model's Unit entry.

RANGED WEAPONS

ARCHAEOTECH PISTOL

Despite the renaissance of human power in the galaxy that the Great Crusade has created, there remains much of Mankind's ancient might and arts that are lost to myth and legend, save for a few relics that have survived the stifling darkness of Old Night. One of the more common types of these relics found are sidearms of surpassing firepower and elegance. Be they bespoke slug-throwers utilising micro-atomic munitions or searing kill-rays that draw power from a planet's ambient magnetosphere, such priceless artefacts of war find their way into the hands of the Emperor's chosen agents and the masters of the Space Marine Legions.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Archaeotech pistol	12	1	6	4	2	Pistol, Breaching (3+)	Assault

ARTILLERY CANNON

Often operating on the same principles as bolt or auto weaponry, these weapons are considered of a separate kind simply due to the excessive calibre and often prodigious size of the weapons themselves – used as they were to lay bare the fortresses of those that stood against the Emperor. Intended to engage targets at extreme ranges and to subdue enemies whose armour or innate toughness made them proof against lesser weapons, these cannon rely on either huge, explosive payloads or advanced armour piercing technologies to achieve a destructive capacity that few other weapons can match.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Mortar	36	1	4	5	1	Ordnance (R), Blast (3"), Barrage (1), Stun (0)	-
Gorgon mortar battery	24	2	5	5	2	Ordnance (R), Blast (5"), Barrage (1), Stun (1), Limited (2)	-
Demolisher cannon	24	1	12	3	3	Blast (3"), Breaching (5+), Ordnance (D), Stun (1)	-
Quad launcher with frag shells	60	1	5	5	1	Heavy (FP), Blast (5"), Barrage (2)	-
Heavy quad launcher	48	4	7	4	2	Ordnance (FP), Barrage (0), Armourbane, Breaching (6+)	-
Earthshaker cannon	240	1	5	4	2	Ordnance (RS), Blast (5"), Barrage (2), Breaching (6+), Pinning (1)	-
Medusa mortar	36	1	5	4	2	Ordnance (RS), Blast (5"), Barrage (2), Breaching (5+), Pinning (2)	-
Siege mortar	48	1	4	4	3	Ordnance (RS), Blast (5"), Barrage (1), Breaching (6+), Pinning (1)	-



AUTO WEAPONS

An auto weapon is an ancient form of firearm that propels a solid slug by means of a chemical explosion, both ancient 'bullets' of lead or other base metals and more advanced armour-piercing sabot rounds. Among the ranks of the Legiones Astartes there are few examples of the older autoguns that once formed the main armament of the Emperor's armies, but a number of larger autocannon remain in use due to the reliability of such simple weapons. Such weapons are most often used as anti-armour weapons, delivering volleys of large armour-piercing shells to defeat armour that is proof against the mass reactive fire of the more advanced bolter weaponry. This category of weaponry also plays host to more advanced weapons, such as the first generations of assault cannon and magnetic charge accelerator cannon.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Heavy stubber	36	3	3	6	1	-	Auto
Twin heavy stubber	36	6	3	6	1	-	Auto
Stub cannon	8	1	6	4	2	Stun (1)	Assault, Auto
Ripper gun	12	4	5	-	1	Shred (6+)	Assault, Auto
Rotor cannon	24	3	3	-	1	Heavy (FP), Suppressive (1)	Auto
Autocannon	48	2	7	4	2	Breaching (6+), Heavy (FP)	Auto
Gravis autocannon	48	3	8	4	2	Breaching (6+), Heavy (FP)	Auto
Thunderblast							
battlecannon	48	1	6	4	1	Heavy (AP), Blast (3"), Pinning (0)	Auto
Battlecannon	48	1	8	4	2	Heavy (AP), Blast (3"), Pinning (1)	Auto
Vanquisher cannon	72	1	10	2	3	Heavy (D), Critical Hit (6+)	Auto
Siege cannon	48	1	9	4	4	Heavy (AP), Blast (3"), Stun (1)	Auto
Baneblade cannon	82	1	8	3	2	Blast (7"), Pinning (1)	Auto

BOLT WEAPONS

A branch of weaponry now commonplace among the ranks of the Legiones Astartes, bolt weapons are based on a robust Terran design, refined from the weapons used during the Emperor's battles to conquer Old Earth. These brutally efficient weapons fire a caseless, self-propelled and mass reactive munition, more akin to a miniature rocket than a simple bullet and easily capable of eviscerating most foes against which the armies of the Imperium find themselves matched. Such was the success of these weapons that they would eventually come to replace the more complex Martian weapons that had once been commonplace among the arsenals of the Excertus Imperialis.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Bolt pistol	12	1	4	5	1	Pistol	Assault, Bolt
Bolter	24	2	4	5	1	-	Bolt
Combi-bolter	24	4	4	5	1	-	Bolt
Heavy bolter	36	3	5	4	1	Heavy (FP)	Bolt
Twin heavy bolter	36	6	5	4	1	-	Bolt
Gravis heavy bolter battery	36	8	5	4	1	Suppressive (2)	Bolt

FLAME WEAPONS

Among the most ancient of weapons employed within the ranks of the armies of the Imperium, flame has always been a potent weapon against creatures that lurk in darkness. Many of the Emperor's warriors consider the cleansing power of flame a key part of their arsenal, and indeed, the ability of these weapons to rout the enemy from fortified positions has proven pivotal in any number of battles.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Hand flamer	Template 1		3	-	1	Template, Pistol	Assault, Flame
Flamer	Template 1		4	5	1	Template, Panic (1)	Flame
Heavy flamer	Template 1		5	4	1	Template, Panic (1)	Flame
Twin heavy flamer	Template 1		5	4	1	Template, Panic (2)	Flame

LAS WEAPONS

In the Imperium, the term 'las' is applied to a wide variety of weapons, from crude particle weapons, such as the ubiquitous lascannon, to more complex and deadly weapons, such as the neutron laser beam cannon. The defining features that link these disparate weapons are their nature as energy weapons, rather than projectile weapons, and their reliance on rechargeable power packs or portable generators instead of conventional magazines.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Laspistol	12	1	3	-	1	Pistol	Assault, Las
Las-lock	18	1	4	6	1	-	Las
Lasrifle							
- Volley	30	1	3	6	1	Heavy (FP)	Las
Blast pistol	9	2	4	4	1	Pistol, Rending (6+), Shred (6+)	Assault, Las
Multi-laser	36	3	6	6	1	Suppressive (1)	Las
Twin multi-laser	36	6	6	6	1	Suppressive (2)	Las
Gravis multi-laser array	36	6	6	6	2	Suppressive (1)	Las
Lascannon	48	1	9	2	1	Heavy (D), Armourbane	Las
Twin lascannon	48	2	9	2	1	Heavy (D), Armourbane	Las
Heavy lascannon	48	1	10	2	2	Ordnance (D), Armourbane	Las
Laser destroyer	36	2	10	2	2	Heavy (D), Armourbane	Las

MELTA WEAPONS

Capable of focusing microwave beams to such a fierce heat that even the sturdiest of armour runs like water, melta weapons are among the most fearsome anti-tank weapons available to the warriors of the Emperor. The origins of this technology are unknown, for it was in use among the armies of Old Earth, Mars and Jupiter long before the Emperor unified Sol.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Meltagun	12	1	8	2	3	Melta (6)	Melta
Multi-melta	24	1	8	2	3	Heavy (RS), Melta (8)	Melta

MILITIA WEAPONS

Across the worlds of the Imperium, the many and varied militia forces utilise a vast range of different firearms. These include the ubiquitous las-weaponry common to the Imperial Army, solid-shot autorifles and other chemical propellant armaments to more unusual weapons such as rapid-firing crossbows or even simple bows and arrows. Whatever their technology level, all are capable of firing projectiles over reasonable distance with a fair degree of killing power.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Militia pistol	8	1	3	-	1	Pistol	Assault
Militia carbine	18	1	3	-	1	-	Assault
Militia shotgun	8	1	4	-	1	-	Assault
Militia rifle	24	1	3	-	1	Heavy (FP)	-
Militia longrifle	36	1	4	-	1	Heavy (RS), Breaching (6+), Precision (5+), Pinning (1)	-

MISSILE WEAPONS

From advanced guided missiles to crude explosive rockets, the armies of the Emperor make use of a variety of rocket-propelled munitions. Most common is the humble missile launcher, a man-portable weapon used to supplement the firepower of Imperial infantry squads, but a number of vehicle mounted launchers serve as both artillery and anti-aircraft weapons. Though such weapons are crude by comparison to many of the wonders wielded by the magi of Mars, they still serve as vital tools for the prosecution of the Great Crusade.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Missile launcher							
- Frag	48	1	4	6	1	Heavy (RS), Blast (3")	Missile
- Krak	48	1	8	3	1	Heavy (D)	Missile
- Flak	48	1	8	4	1	Heavy (D), Skyfire	Missile
Hunter-killer missile	48	1	9	3	3	Armourbane, Limited (1)	Missile
Hellstrike missile	48	1	9	3	3	Armourbane, Limited (1)	Guided, Missile
Kalliope rocket mortar	48	1	6	4	1	Blast (5"), Barrage (1), Suppressive (1)	Missile
Heavy rocket bombard	48	1	6	4	1	Blast (7"), Barrage (1), Suppressive (2)	Missile

INDUSTRIAL TOOLS

Several weapon systems fielded by the Imperium's militaries owe their origins to industrial tools unearthed from humanity's past, and while not intended for combat, many of the devices employed in heavy industry on Imperial worlds can be co-opted as brutal – if crude – armaments.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Mining laser	6	1	9	4	2	Heavy (RS)	Las
Heavy mining laser	9	1	10	4	2	Heavy (RS)	Las
Seismic cannon	Template 1		6	4	2	Template, Heavy (RS), Breaching (6+), Stun (1)	Sonic
Twin seismic cannon	Template 2		6	4	2	Template, Heavy (RS), Breaching (6+), Stun (1)	Sonic
Heavy seismic cannon	Template 1		7	4	2	Template, Heavy (RS), Breaching (5+), Stun (1)	Sonic

NEEDLE WEAPONS

Needle weapons fire a rapid burst of metal slivers, each carved from the ammunition block within the weapon's housing and coated with a cocktail of potent nerve agents before firing. Even a minor laceration from such a projectile can lead to an agonising death and cause chaos among the target's allies. However, these weapons lack any real ability to penetrate heavy armour and are far less effective when employed against well-equipped military forces.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Needle pistol	12	2	2	-	1	Poisoned (3+), Pistol, Pinning (1)	Assault, Needle
Assault needler	18	2	2	-	1	Poisoned (3+), Pinning (1)	Assault, Needle
Needle rifle	48	1	2	-	1	Poisoned (2+), Precision (5+), Breaching (6+), Pinning (1)	Needle
Needle cannon	24	3	2	-	1	Heavy (FP), Poisoned (3+), Pinning (1)	Assault, Needle

PLASMA WEAPONS

Understood only by the secretive Tech-Priests of Mars, these weapons unleash projectiles of super-heated plasma capable of melting both armour and flesh with equal ease. Kept contained by temperamental, magnetically sealed flasks, the plasma that feeds these weapons is as dangerous to the wielder as to the foe, and deadly leaks or even explosions are far from unknown. Yet, such is the destructive power of these weapons that even the risk of such detonations does not outweigh their value.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Plasma pistol							
- Sustained fire	12	1	6	4	1	Pistol, Breaching (6+)	Assault, Plasma
- Maximal fire	12	1	7	4	1	Pistol, Breaching (5+), Overload (1)	Assault, Plasma
Plasma gun							
- Sustained fire	24	2	6	4	1	Breaching (6+)	Plasma
- Maximal fire	24	2	7	4	1	Breaching (5+), Overload (1)	Plasma
Plasma cannon							
- Sustained fire	36	1	6	4	1	Heavy (RS), Blast (3"), Breaching (6+)	Plasma
- Maximal fire	36	1	6	4	1	Heavy (RS), Blast (3"), Breaching (5+), Overload (2)	Plasma
Executioner plasma destroyer							
- Sustained fire	36	1	8	4	1	Blast (5"), Breaching (5+)	Plasma
- Maximal fire	36	1	8	4	2	Blast (5"), Breaching (4+), Overload (1)	Plasma

VOLKITE WEAPONS

'Volkite' is an arcane Martian term for a variety of powerful ray weapons whose origins date back to the Age of Strife. Possessed of considerable killing power surpassing most armaments of their size, volkites were difficult to manufacture, even for the most able of the Mechanicum's forges, and the demands of the Great Crusade swiftly overwhelmed supply of them. Once relatively common, they had fallen largely from favour by the time of the Horus Heresy, and been superseded by the far more flexible and utilitarian Terran bolter. Those few that remained in service were the purview of only a few specialised units at the outbreak of the conflict.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Volkite serpenta	10	2	5	5	1	Pistol, Deflagrate (5)	Assault, Volkite
Volkite charger	15	2	5	5	1	Deflagrate (5)	Assault, Volkite
Volkite caliver	30	2	6	5	1	Deflagrate (6)	Volkite
Volkite culverin	45	3	6	5	1	Heavy (FP), Deflagrate (6)	Volkite

EXOTIC AND MISCELLANEOUS WEAPONS

The armies of the Imperium also employ a number of other weapons that do not fall into any easy category. These are listed here.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Arc rifle	30	2	5	5	1	Suppressive (1), Shock (Suppressed)	Arc
Grenade launcher							
- Frag	24	1	3	6	1	Blast (3")	-
- Krak	24	1	6	4	2	-	-
Rad grenades	8	1	4	3	1	Poisoned (2+), Phage (T)	Rad
Webber	Template	1	4	-	0	Pinning (1)	Assault



MELEE WEAPONS

CHAIN WEAPONS

These savage weapons have their origins within the blood-red depths of the Terran wars of Unity. These weapons feature heavy grips and a series of razor-edged blades mounted along the edge of the weapon and are set into cacophonous motion by the powerful motors at its heart. Able to shred flesh and armour with equal ease in the hands of a skilled wielder (and all but unusable otherwise), there were those, even before the Horus Heresy, who wondered at the development of such a weapon, seemingly designed as much for the displays of fountaining gore it created as its effectiveness in battle.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Chainsword	1	A	S	5	1	Shred (6+)	Chain
Chainaxe	-1	A	+1	5	1	Shred (6+)	Chain
Sentinel chainblade	1	A	+2	4	1	Reaping Blow (2), Shred (5+)	Chain

CHARNABAL WEAPONS

With their origins tracing back to the ancient duelling societies, assassin cults and bloody vendettas of the Terran Courts during the Age of Strife, these elegant and deadly weapons rely on speed and dexterity rather than brute force for their lethality. The master weaponsmiths of Terra are each said to have their own rituals of forging, impressing a distinct pattern in each bespoke weapon as legible as a signature to those with the wit to read them.

If a Model has a charnabal weapon as part of its Wargear, you can select one of the following for that Model to have:

- Charnabal sabre
- Charnabal tabar

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Charnabal sabre	+1	A	S	-	1	Breaching (6+), Duellist's Edge (1)	Charnabal
Charnabal tabar	1	A	+1	-	1	Breaching (6+), Duellist's Edge (1)	Charnabal

INDUSTRIAL TOOLS

Several weapon systems fielded by the Imperium's militaries owe their origins to industrial tools unearthed from humanity's past, and while not intended for combat, many of the devices employed in heavy industry on Imperial worlds can be co-opted as brutal – if crude – armaments.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Pair of industrial weapons	-2	+1	+3	4	1	Armour-breaker (6+)	-
Heavy industrial weapon	-2	A	+4	4	1	Armour-breaker (5+)	-

PARAGON WEAPONS

Weapons forged of consummate artistry or irreplaceable relics of the ancient might of the Dark Age of Technology, Paragon blades are few in number and may take many forms. The most common Paragon blades are two-handed power weapons of extraordinary balance and durability, although even more rarely unique chain weapons wrought from the teeth of terrifying xenos-beasts and certain night-black sickle swords found on remote death worlds on the edges of the Halo Stars have been known to hold similar phenomenal killing power. Regardless of their form, Paragon blades are valued beyond price by the Imperium's warriors.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Paragon blade	1	A	+1	2	1	Critical Hit (6+)	-

POWER WEAPONS

These melee weapons are sheathed in disruption fields that allow them to cleave armour as though it were paper and annihilate flesh or bone with ease. They are both difficult to master, for a single mis-stroke can lead to catastrophe in a close-packed melee, and expensive to manufacture and maintain.

If a Model has a power weapon as part of its Wargear, you can select one of the following for that Model to have:

- Power sword
- Power axe
- Power maul
- Power lance

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Power sword	1	A	S	3	1	Breaching (6+)	Power
Power axe	-1	A	+1	3	1	Breaching (5+)	Power
Power maul	-1	A	+2	3	1	Breaching (6+)	Power
Power lance	+1	A	S	3	1	Precision (6+)	Power
Thunder hammer	-2	A	+3	2	2	-	Power

RUDIMENTARY WEAPONS

Blades, cudgels and lances all exist in the Imperium's arsenal in a variety of forms, from mass-produced, single component weapons to masterful pieces of art, but all embody a single defining truth: there is little that Mankind cannot fashion into a tool of death given sufficient time.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Close combat weapon	1	A	S	-	1	-	-
Paired close combat weapons	1	+1	S	-	1	-	-
Bayonet	1	A	S	5	1	-	Bayonet

EXOTIC AND MISCELLANEOUS WEAPONS

The armies of the Imperium also employ a number of other weapons that do not fall into any easy category. These are listed here.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Krak grenades	-3	1	6	4	2	Detonation	-
Melta bombs	-3	1	9	2	4	Armourbane, Detonation	-
Militia lance	+2	0	+3	3	2	Impact (AM)	-
Shock maul	-1	A	+2	-	1	Aflame (1)	-
Tainted implements	1	A	S	-	1	Rending (6+)	-