

# The Imperialis Militia

VERSION 1.0

## FOREWORD

This PDF supplements the Army Lists found in the various *Warhammer: The Horus Heresy – Liber* army books, allowing players to include a new Faction in their battles. Within is a full Army List that can be used to select a complete army, including a number of units that are available only to armies with either the Loyalist or Traitor allegiance. This PDF is not a stand-alone product. In order to make full use of the rules provided, a copy of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*, and one of either *Warhammer: The Horus Heresy – Liber Hereticus*, *Warhammer: The Horus Heresy – Liber Loyalist* or *Warhammer: The Horus Heresy – Liber Imperium* 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. These represent many of the little-known, rarefied units that were part of the Imperialis Militia during the Great Crusade and the Horus Heresy that may not have official miniatures and instead offer the collector an opportunity to convert their own interpretations.

Both ‘Core’ and ‘Expanded’ 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.

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn’t as clear as it could be. We’ve taken the opportunity to listen to player feedback and to update several rules accordingly. As they are updated, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**.

*"It is of paramount importance that the worlds of the Imperium shall look to their own defence as well as the shield of Terra to protect them. They shall also look to the defence of the wider Imperium, and the prosecution of such wars as the Emperor in his wisdom shall decree. To this end, it will be the prime responsibility of every Imperial Commander to ensure the raising of a militia according to the resources, rank and nature of their world..."*

From the Preface to the Lex Imperia Munimenta, Vol I

Across the entire Imperium, it falls to the Imperialis Militia to secure and to hold those worlds brought to Compliance by the Expeditionary fleets of the Great Crusade. Part of the vast, sprawling body of the Imperium's military and its support structure, known collectively as the 'Excertus Imperialis', they form what is in effect the lowest and most common rung of the wider Imperial Army, or the 'Imperialis Auxilia' as it is more precisely known. Once a world is declared Compliant and under the full control of an appointed and independent Imperial Commander, part of that Commander's principal duty is the raising of an Imperialis Militia to protect their domain and sustain their control. It is the duty of this militia to act in no small part as the enforcers of the Imperial Truth if needed, and its protectors should the Iterators and cadres of administrators of all stripes who are left behind to oversee the long transition to full concordance become threatened or meet resistance. When the first- and second-line units of the Crusade hosts depart, such worlds stand alone once more. Should rebellion ignite, the third-line reserve – the world's own militia – must crush it. Should xenos raiders or outcasts attack from without, the world's own militia must hold until help arrives. The Imperialis Militia are therefore the first, and in many cases, the only bulwark against recidivism and disorder, and its forces, whether they are raised as conscripts from a hive's teeming masses, the yeomanry of a feudal order or tribal levies, stand guard as watchmen against the return of the horrors of Old Night.

Since the earliest days of the Great Crusade, it was common for the local forces of conquered or Compliant worlds to also provide forces to strengthen the Crusade armies themselves as they progressed. These provided auxiliary or support troops to the Legiones Astartes and the regular regiments of the Imperialis Auxilia raised from the Sol System. Other than their disconnection from the world which gave them birth, there was in effect very little to distinguish these Imperialis Auxilia units from the better armed or more culturally warlike divisions of the militias. The distinctions between the two often blurred, particularly in times of emergency when local Imperialis Militias were called up to bolster a front line, swell an invasion army or form a sector-wide defence force against a specific threat. Such was the case at the muster of Calth where numerous Imperialis Militia regiments from the Five Hundred Worlds of Ultramar served as the core reserve for the huge army being raised to attack the Orks at Ghaslakh. Additional regiments of the same type were also in attendance in the retinue of the Word Bearers, but these concealed their degeneration into what amounted to little more than armed warp cults, subordinate to their Legion's occult designs.

## ORDER OF BATTLE

The Imperialis Militia is not a coherent, galaxy-spanning organisation by any means, and, except in times of great emergency, is not subject to the chains of command of the Excertus Imperialis. Rather, each is a colonial defence force raised from a planet's own populace and its commander-in-chief is the Imperial Commander of the world it defends. Some are ancient martial classes with their roots in the Age of Strife, while others are irregular levies activated only in direst need, and in most cases the template of command structure and hierarchy imposed by the Imperium's Principia Militaris is adhered to only in its generality. Just as varied are the standards of equipment and pattern of accoutrement of individual Imperialis Militia regiments. Some wear gaudy dress uniforms or burnished plasmesh chainmail, others furs and hides, while some few might be clad in advanced armour such as a local pattern semi-powered carapace; all as dictated by the culture, environment and technological base of their home world, and so also the diversity of their weapons, within a minimum standard issued them from the Principia Command.

In theory at least, Imperialis Militia armies are irregular in nature, each member first and foremost a subject of their world only called to arms in times of emergency, but many worlds with large populations require a standing army simply to maintain civil order as well as deal with any outside threat. In practice, many Imperialis Militia forces consist of a core of professional soldiery, supplemented by an influx of men and women called upon to serve a period under arms as needed, after which they return to their previous lives. The core of professional commissioned and non-commissioned officers of the Imperialis Militia are usually career soldiers, even on worlds without a strongly martial culture, and in many cases, these are often older Imperial Army veterans retired from the Great Crusade into a position where their skills and experience may still serve the Imperium.

The darker side of this coin was the indenture of prisoners, recidivists and those considered to be members of abhumanity; mutations below the standard of the accepted human norm, but not so debased as to warrant immediate extermination. These forces often served the Imperialis Militia entirely unwillingly, their control guaranteed by cadres of veteran discipline masters, and the ruthless application of lethal sanction and chemical inducement where needed.

In almost all cases, Imperialis Militia supply lines are limited to their own world, and barring an initial bequest of equipment during their founding, it is unusual for them to be regularly equipped by off-world sources unless the Imperial Commander is prepared to negotiate supply compacts with nearby Forge Worlds or other centres of industry. Given the widely divergent technological levels of worlds across the Imperium, it is impossible to standardise the supply of Imperialis Militia forces, necessitating local manufacture and provision in the vast majority of cases. When it comes to heavy vehicles and armour however, most Imperialis Militia are equipped from the Imperium's strategic reserves as very few worlds are capable of manufacturing such fearsome engines of war as the Leman Russ battle tank or the Baneblade super-heavy tank. Thus it is not uncommon to see a tribal warrior in warpaint and animal skins manning the command cupola of a Baneblade, such is the diversity and span of the Imperium.

### **THE IMPERIUM SPLIT ASUNDER**

With the coming of the Horus Heresy, the Imperialis Militia was as split in its loyalties as was every other division of the Imperium's armed forces. When the Warmaster's betrayal was revealed, so too was that of countless planetary commanders, forcing those not sharing their master's conspiracy to choose whether to follow or oppose them. Many militias were brutally purged in the opening months of the Heresy and officers who could not be trusted to follow orders replaced, while on many worlds where loyalty was divided, open civil war erupted, internecine strife that would in some places last out the length of the Horus Heresy and into the years of the Scouring until it was resolved. Nor was this phenomenon limited to Traitor worlds, for the betrayal was greeted with such shock that a wavefront of paranoia spread out across the Imperium, unevenly, as world after world was gripped by the horror of what had occurred at Isstvan III, or some more local outbreak of open conflict was revealed to the population, who feared it might be visited upon them too. As battle lines were drawn and allegiances determined, the Imperium's worlds looked to raise more armies, either to defend themselves from the oncoming hosts of the Warmaster or to take up arms alongside them. Initially, entire planetary defence militias were swept

up on both sides in unprecedented numbers, both in the Warmaster's campaign of Dark Compliance, and in Dorn's and Malcador's desperate response to the imminent threat of the invasion of Sol System. In the forces of the Traitor, many militia regiments soon discovered that they were ranked the lowest of all the Warmaster's servants, and the lives of billions were callously spent as disposable cannon fodder. Only the most ambitious and determined warriors survived such battles and soon the Traitor armies were served by a host of bloodthirsty helot-soldiers, who in many cases worshipped their Legiones Astartes masters as demi-gods. Others were infected en masse with Warp-worshipping cult beliefs by their masters, particularly where the Word Bearers were concerned, succumbing irrevocably to mutation and insanity. The Loyalists too were soon mobilising the Imperialis Militias to oppose the Warmaster's betrayal, in particular across those sectors along the route Horus would take from Isstvan to Terra. Entire worlds were often stripped of their defence forces, multitudinous hosts of ill-prepared but determined citizen-soldiers fed into the inexorable grinder of war so that the Warmaster's advance might be slowed as Terra prepared for the inevitable final confrontation.

Throughout the so-called Age of Darkness, mortal warriors from countless worlds fought in the shadow of the mighty Legiones Astartes, often unseen, invariably unheralded. The actions of the Loyalist Imperialis Militia were rarely recorded or celebrated, while those of the Traitors must remain unspoken. Though the Horus Heresy was undoubtedly a war of brother against brother, that war was fought for mastery of the entire human race, and no people and no world would survive it untouched.

The following comprises a full listing of the warriors and war machines of the Imperialis Militia, the diverse standing forces that stood guard of the conquered worlds of the Imperium and which were often drafted en masse to serve in the hosts of Terra or the Warmaster. It includes Army List entries for a variety of units which were commonly seen within the Imperialis Militia that formed during the Horus Heresy. It also includes a variety of options, known as Provenances, which apply special rules and additional units for players to include in their army, offering many avenues to produce a unique force.

A Detachment selected from this Army List will be of the Imperialis Militia Faction. In addition, material found in other Horus Heresy volumes will add further units and characters to the forces presented in this base Army List. Where such units and characters are represented, their rules will clearly indicate that they are part of the Imperialis Militia Army List and Faction. A Detachment selected from this Army List is considered to be a sub-faction of the larger Imperial Army faction for the purpose of determining Allegiances.

In order to make full use of this Army List and the various Wargear and Special Rules it incorporates, a copy of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*, and one of either *Warhammer: The Horus Heresy – Liber Hereticus*, *Warhammer: The Horus Heresy – Liber Loyalist* or *Warhammer: The Horus Heresy – Liber Imperium* is required.

#### **DESIGNER'S NOTE: ASSEMBLING AN IMPERIALIS MILITIA ARMY**

Given the vast number of worlds contained within the Imperium, no two Imperialis Militia armies look the same, the panoply of each dictated by the cultures and tactics of the planet it was drawn from. The Citadel Miniatures and Forge World ranges offer a multitude of options from which you can construct your army, combining parts to create your own personalised force; further tailoring and conversion potential can be achieved through the Provenance system, as described on page 9. The sole caveat is to ensure that all models are clearly equipped with the weapons and relevant Wargear stated on their profile; for more complex conversions, always inform your opponent before the battle, so both players are clear. Apart from that, the only real limitation with Imperialis Militia is your own imagination.

# THE IMPERIALIS MILITIA ARMY LIST

## THE IMPERIALIS MILITIA LIST AND THE ALLIES IN THE AGE OF DARKNESS CHART

When determining allies, Detachments selected from the Imperialis Militia Army List use the Imperial Army line on the Allies in the Age of Darkness chart, however Detachments with the Kinfolk Helots, Abhuman Muster or Ogryn Conscripts Provenances must instead be classed as Distrusted Allies by all Space Marine Legion Detachments and Solar Auxilia Detachments, regardless of Faction. Detachments selected from the Legio Custodes army must class all Detachments selected from the Imperialis Militia Army List as By the Emperor's Command instead.

## THE MILITIA UNIT SUB-TYPE

*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.*

The following rules apply to all models with the Militia sub-type:

- A unit that includes any models with the Militia sub-type may only attempt to Regroup (see page 193 of *The Horus Heresy: Age of Darkness* rulebook) if that unit includes at least half of the models that it included at the beginning of the battle (not including any models that have joined the unit during play). If more than half of its models have been removed as casualties then it may not Regroup and must continue to Fall Back until it leaves play.
- A unit that includes any models with the Militia sub-type that is Falling Back and is successfully Charged by an enemy unit is automatically removed from play as a casualty, with no Leadership test being made or dice rolled.
- A unit that includes any models that have the Militia sub-type, but not the Monstrous or Mechanised Unit Sub-types, that is locked in combat and is then successfully charged by an additional enemy unit must make an immediate Morale check once the Charge has been resolved and as part of the Charge sub-phase. If this Check is failed then the Militia unit must Fall Back as if it had lost combat – with any enemy units able to declare Sweeping Advances only if they are not locked in combat with any other units. Once this Fall Back and any Sweeping Advances are resolved, the Fight sub-phase continues as normal.

## THE THIRD-LINE UNIT SUB-TYPE

*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.*

The following rules apply to all models with the Militia sub-type:

- When an Armour Penetration roll would inflict a Glancing Hit on a model with this Unit Sub-type, it instead inflicts a Penetrating Hit.
- An enemy player may never score Victory points for the destruction of a model with this Unit Sub-type, this includes models with this Unit Sub-type that are selected as Lords of War.

## MECHANISED UNIT SUB-TYPE

*Some armoured combat units lack the bulk of true combat vehicles, and operate as light attack or scout platforms. These units mirror the agility of infantry units, but boast the endurance that only a machine can demonstrate.*

The following rules apply to all models with the Mechanised Unit Sub-type:

- Successful Wounds caused by attacks with the Poisoned (X) or Fleshbane special rules must be re-rolled against models with the Mechanised Unit Sub-type.
- Failed To Wound rolls, made for weapons with the Armourbane (X) special rule, and against a unit that includes any models with this Unit Sub-type must be re-rolled.
- A model with the Mechanised Unit Sub-type may attack with all weapons it has when making a Shooting Attack, including as part of a Reaction.
- A model with the Mechanised Unit Sub-type may attack with Heavy and Ordnance weapons while counting as stationary even if it has moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- A model with the Mechanised Unit Sub-type is affected by the Haywire, Detonation and Battlesmith (X) special rules as if it had the Dreadnought Unit Type.
- No model that does not also have the Mechanised Unit Sub-type may join a unit that includes one or more models with the Mechanised Unit Sub-type.

## IMPERIALIS MILITIA WARLORD TRAITS

When selecting a Warlord Trait for a Warlord from the Imperialis Militia Army List, one from the following list may be selected:

### Ruthless Tyrant

*The commander is a dark-hearted tyrant; either from a line whose bloody rule has persisted for generations or who has risen to their position through iron-fisted ruthlessness and ambition. The commander might be hated, but they are always obeyed.*

A Warlord with this Warlord Trait gains the Fear (1) special rule, which affects all friendly models as well as enemy models (this does not include the Warlord with this Trait, which is not affected). However, should any friendly unit that is under the effect of this model's Fear (1) special rule and under the control of the player whose Warlord has this Trait, be forced to Fall Back during the Movement phase or Shooting phase, then the controlling player may instead remove D6 models, or a single model with the Monstrous Unit Sub-type, from that unit as casualties. These casualties are chosen by the unit's controlling player and no Saving Throws or Damage Mitigation rolls of any kind may be taken for them. If this option is used then the unit does not Fall Back, but instead remains in place without further effect. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Assault phase as long as the Warlord has not been removed as a casualty.

### Merchant Princeling

*Having ascended to high noble rank, the commander regards the Imperialis Militia as an extension of their household's glory and has expended personal wealth on the most favoured warriors under their command.*

All of the weapons possessed by a Warlord with this Trait gain the Master-crafted special rule. Before any models are placed onto the battlefield as part of deployment, the controlling player of this Warlord may select a single unit under their control – designated as the 'Lifeguard' unit. The Lifeguard unit must be composed entirely of models with the Militia Unit Sub-type, and all models in the Lifeguard unit gain the Heavy Unit Sub-type, if they did not already have it, and may re-roll all failed To Hit rolls of '1' made in any phase or as part of a Reaction. The Warlord with this Trait must be deployed as part of the Lifeguard unit and may not voluntarily leave that unit during play. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Assault phase as long as the Warlord has not been removed as a casualty.

### Beloved of the People

*Whether earned through personal example or through inheriting a forebear's legacy, the commander's name is beloved by all their subjects. Should they fall, they will be avenged.*

If, during any player's turn, a model with this Warlord Trait is removed as a casualty, then all other friendly models in the same Detachment gain a bonus of +1 to their WS and S Characteristics and the Feel No Pain (4+) special rule until the end of the Warlord's controlling player's next player turn. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Shooting phase as long as the Warlord has not been removed as a casualty. If a Warlord with this Trait has been removed as a casualty, then the army may make an additional Reaction during their opponent's Assault phase instead.

### Marcher Lord

*The commander's line has long been sworn to defend their world from invasion from the lawless void beyond the frontier. They are self-sufficient and uncompromising, having stood alone against the terrors of wilderness space.*

A Warlord with this Trait gains the Battle-hardened (1) special rule, and if the army they are part of includes only Detachments with the Imperialis Militia Faction then all friendly units are immune to the effects of the Fear special rule. Furthermore, as long as the Warlord with this trait has not been removed as a casualty, the first Pinning test made by the controlling player in any Game Turn is automatically successful without any dice being rolled. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Shooting phase as long as the Warlord has not been removed as a casualty.

### Connoisseur of Alien Curios

*The commander has used the status and resources of their rank to indulge a taste for the numerous curiosities to be found amidst the tombs of xenos strains scattered across the galaxy. Some of these seemingly innocuous charms are in fact fearful artefacts not wielded in battle for aeons.*

Once per Game Turn, at the start of any Game Turn, the controlling player of a Warlord with this Trait may choose to activate an artefact. If this option is chosen, then roll once on the table below:

#### **D6 ARTEFACT EFFECT**

- 1** The Warlord suffers one automatic Wound with the Instant Death special rule, with no Armour Saves, cover saves or Damage Mitigation rolls allowed, though Invulnerable Saves may be taken as normal. All other units with at least one model within 12" of the Warlord, including the unit the Warlord was part of, suffer D6+1 Hits at Strength 8, AP of 4. These Hits are allocated by the unit's controlling player, may be allocated to the Warlord, and can cause Morale checks where appropriate.
- 2-3** The Warlord's controlling player must nominate one unit, friendly or enemy, within 12" and line of sight of the Warlord. That unit suffers D6+1 Hits at Strength 8, AP4 which are counted as having the Deflagrate special rule. If no other unit can be nominated then the unit the Warlord is part of must suffer the Hits.
- 4-5** The Warlord and all models in the same unit gain the Rage (2) and Furious Charge (2) special rules for the remainder of that Game Turn.
- 6** The Warlord gains the Eternal Warrior and Feel No Pain (4+) special rules for the remainder of the battle. If this result is rolled again, then the Warlord also gains a bonus of +1 to their Strength and Toughness Characteristics for the remainder of the battle (this bonus is cumulative if this result is rolled a third or more times, up to a maximum of 6 for either Characteristic).

In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Movement phase as long as the Warlord has not been removed as a casualty.

### Robber Baron

*The commander's ancestors were little more than a band of void pirates and outcasts who survived as much by 'judgement' as bravery and ambition, even though the commander may wish or strive to make it appear otherwise. In battle however, old habits die hard...*

All models in a unit that includes a Warlord with this Trait gain a bonus of +1 to their Strength for the duration of any player turn in which they make a successful Charge, but that unit may not make Sweeping Advances in any turn. However, whenever such a unit would otherwise be eligible to make a Sweeping Advance, the controlling player must instead roll a D6. On the result of a '4', '5' or '6', the controlling player gains D3 Victory points. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Movement phase as long as the Warlord has not been removed as a casualty.

## HQ

The leaders of the Imperialis Militias range from planetary commanders and their staff to tribal chiefs, depending on the nature of the militia's home world. On many planets, the ruling elite was been implanted by the Administration of Terra during the Great Crusade, and so it is far from unusual for a comparatively primitive militia to be commanded by a leader born of a Terran noble house or some other core world, clad in gaudy finery and carrying the most wondrous of personal weaponry. In other cases, native battle kings or hive gang overlords are allowed to retain authority and are elevated to formal military rank upon bending knee to the Imperium, and so lead entire armies of their own peoples in the defence of their home worlds.

When the Horus Heresy sundered the worlds of the Imperium, it transpired that countless Imperial Commanders and their houses had secretly sworn their allegiance to the Warmaster, while others had been judged by his agents as too enthralled to the Emperor of Mankind to be turned. In many instances, the former were given the task of destroying the latter as proof of their loyalty to Horus, the fruits of the arch-Traitor's patronage only granted once this grim duty was discharged.

## IMPERIALIS MILITIA FORCE COMMANDER.....100 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Force Commander	6	4	4	3	3	3	3	3	8	5+
Mounted Force Commander	14	4	4	3	3	3	3	3	8	5+

### Unit Composition

- 1 Force Commander

### Wargear

- Laspistol or autopistol
- Refractor field
- Frag grenades
- Krak grenades
- Basic close combat weapon
- Flak armour

### Options

- The Force Commander may exchange either their laspistol and/or their basic close combat weapon for the following options:
    - Bolt pistol ..... +2 points
    - Chainsword ..... +5 points
    - Charnabal weapon ..... +5 points
    - Blast pistol ..... +5 points
    - Needle pistol ..... +5 points
    - Hand flamer ..... +10 points
    - Plasma pistol ..... +10 points
    - Power weapon ..... +10 points
    - Power fist ..... +15 points
  - The Force Commander may take any of the following options:
    - Melta bombs ..... +10 points
    - Cyber-familiar ..... +10 points
  - The Force Commander may exchange their flak armour for:
    - Carapace armour ..... +10 points
    - Power armour ..... +15 points
  - The Force Commander may exchange their refractor field for an:
    - Iron halo ..... +20 points
  - The Force Commander may be upgraded to a:
    - Mounted Force Commander\* ..... +20 points
- \*A Mounted Force Commander uses the Mounted Force Commander profile instead of the Force Commander profile, gains the Militia cavalry mount Wargear (see page 37), gains the Relentless, Scout and Hammer of Wrath (1) special rules and replaces the Infantry Unit Type with the Cavalry Unit Type (keeping all Unit Sub-types it previously had).
- A Mounted Force Commander may exchange a basic close combat weapon for a:
    - Militia lance ..... +5 points

### Unit Type

- Infantry (Militia, Character)

### Special Rules

- Independent Character
- The Muster of Worlds
- Provenance



## THE MUSTER OF WORLDS

If the Detachment contains a Force Commander then it may also possess up to two Provenances. Unless noted, the effects of these apply to any and all units in the same Detachment with the Militia Unit Sub-type.

### MUSTER OF WORLDS: PROVENANCES OF WAR

The following Provenances of War are facets of a particular force which represents the nature of the world from which it originates or the particular character and background of the warriors themselves. The presence of a Force Commander in the Detachment allows up to two different Provenances to be selected for the Detachment via their Muster of Worlds special rule. Any single Detachment can never have more than two Provenances however, regardless of the number of Force Commanders present.

Unless noted, the effects of any rules featured in the Provenance's description apply to any and all units in the same Detachment as the Force Commander with the Militia Unit Sub-type – however, any unit with the Mechanised Unit Sub-type may never benefit from the effects of a Provenance unless that Provenance specifically states otherwise. In addition, certain Provenances may not be taken in combination or have other limitations which taking them imposes on the rest of the army, which means it is advisable to choose your Force Commander and any Provenances you wish for the Detachment before selecting the rest of your army. Certain Provenances will also allow access to special equipment options or unit options which must be paid for separately on a unit by unit basis.

#### Warrior Elite

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

All eligible units and models receive +1 to their Leadership Characteristic (to a maximum of 9). Imperialis Militia Levy Squads in a Detachment with this Provenance gain the Support Squad special rule and all Imperialis Militia Grenadier Squads in a Detachment with this Provenance lose the Support Squad special rule.

#### Legacy of the Great Crusade

*Some militia units are descended from the remnants of old Imperial Army 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.*

All Imperialis Militia Grenadier Squad, Imperialis Militia Command Cadres, and Discipline Masters in a Detachment with this Provenance increase their Ballistic Skill by +1 (to a maximum of 4). A Force Commander in a Detachment with this Provenance increases its Initiative to 5.

#### Clanfolk Levy

*Many worlds looked to the more primitive of their inhabitants, or to ancient traditions when recruiting militia regiments. Though mounted soldiers, whether they ride mechanical engines or living steeds, might seem anachronistic in this modern age, they have often proven surprisingly effective on the battlefield.*

A Detachment with this Provenance may choose to fill Compulsory Troops choices only with Imperialis Militia Cavalry Squads, with all models in Imperialis Militia Cavalry Squads selected as Compulsory Troops choices gaining a bonus of +1 to their Leadership Characteristic (this does not allow Imperialis Militia Cavalry Squads to be selected as non-Compulsory Troops choices). In addition, a Detachment with this Provenance may include four additional Fast Attack choices – but these additional choices may only be used to select Imperialis Militia Cavalry Squads.

#### 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.*

Once all models have been deployed, but before the beginning of either player's first turn, the controlling player must roll once for each unit that contains any eligible models on the table below:

#### D6 EFFECT

- 1** The unit begins the battle Pinned – this overrides any rule which would normally allow a unit to ignore being Pinned (such as the Cavalry Unit Type or the Marcher Lord Warlord Trait). If the unit is Embarked on a model with the Transport Unit Sub-type then it must make an immediate Emergency Disembarkation and is then Pinned. Units that are in Reserve ignore this effect and suffer no penalty or benefit when they enter play.
- 2-5** All eligible models in the unit with the Infantry or Cavalry Unit Types gain one of the following special rules, selected by the controlling player, for the duration of the battle: Fleet (2), Move Through Cover or Night Vision.
- 6** All eligible models in the unit with the Infantry or Cavalry Unit Types gain one of the following special rules, selected by the controlling player, for the duration of the battle: Relentless, Stubborn, Adamantium Will (6+) or all of the special rules presented for result 2-5 (i.e., Fleet (2), Move Through Cover and Night Vision).

## 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.*

All eligible units and models gain the Feel No Pain (6+) and Slow and Purposeful special rules. This Provenance may not be chosen in conjunction with the Gene-crafted Provenance and any Detachment with this Provenance is treated as Sworn Brothers by any Detachment with the Mechanicum Faction in the same army.

## 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.*

All units with this Provenance do not suffer negative modifiers to their Leadership Characteristic in the Assault phase and, in addition, if less than half the models in the unit have been removed as casualties and a Morale check made for it due to casualties in the Shooting phase is failed, they become Pinned instead of Falling Back (if more than half of the models in the unit have been removed as casualties then it must Fall Back as normal).

**Option – Frenzon:** All models in any unit with this Provenance can be upgraded to have the Furious Charge (1) special rule for +25 points per unit.

## 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.*

Imperialis Militia Grenadier Squads and Imperialis Militia Command Cadres with this Provenance may take either a Legion Rhino Transport, Legion Termite Assault Drill or Legion Land Raider Proteus Carrier as a Dedicated Transport so long as they number 10 models or less. See the Legiones Astartes Crusade Army List for details and points costs, however all such vehicles lose the Legiones Astartes (X) special rule, gain the Third-line Unit Sub-type and reduce their Ballistic Skill to 3.

**Option – Voidjumpers:** All models in an Imperialis Militia Reconnaissance Squad may be upgraded to have Militia jet packs and to replace all weapons with two laspistols or autopistols at a cost of +20 points per unit. Any Discipline Masters, Militia Medicae and any other models assigned to the squad before deployment (but not models that join the unit by means of the Independent Character special rule) may be given Militia jet packs for no additional cost. A model with a Militia jet pack may not be given any weapon with the Heavy type.

### MILITIA JET PACK

At the start of the controlling player's Movement phase, a model with a Militia jet pack may set its Move Characteristic to a value of 12 for the duration of the controlling player's turn (sometimes referred to as 'activating' the jet pack). This allows a model with a Militia jet pack to move up to 12", regardless of the Movement Characteristic shown on its profile and gain any other benefits of a Movement Characteristic of 12 (including the bonus to Charge distance). In addition, all models with a Militia jet pack that have been activated ignore terrain while Moving and Charging, but must take Dangerous Terrain tests as normal when beginning or ending their Movement in Dangerous Terrain. A model with an activated Militia jet pack treats all Difficult Terrain as Dangerous Terrain and may move over both friendly and enemy models or units without penalty – but must end its Movement at least 1" away from any model from another unit.

A model with a Militia jet pack may still Run, if it would normally be able to Run (this does not allow units that include any models with the Heavy Unit Sub-type to Run). When making a Run move for a model with an activated Militia jet pack, add the Initiative Characteristic of that model to 12 to determine how far it may move – the model ignores terrain and models from other units while making a Run move with a Militia jet pack as noted above, but may not make Shooting Attacks or Declare a Charge in the same turn in which it has Run as per the normal rules for Running. During a Reaction made in any Phase, a player may not choose to activate a model's Militia jet pack to gain any bonus to their Movement Characteristic.

### Armoury of Old Night

*Some worlds maintain vast arsenals of weaponry 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.*

All eligible models in a Detachment with this Provenance may upgrade lasguns to lasrifles for no additional cost.

**Option – Relic Arms:** Eligible models in Imperialis Militia Grenadier Squads and Imperialis Militia Command Cadres may upgrade lasguns to either volkite chargers or assault needlers; may upgrade laspistols to either volkite serpenta or needle pistols; may upgrade sniper rifles to needle vulnus; and heavy stubbers to volkite culverin or needle cannon at a cost of +30 points per unit, regardless of the number of models or types of weapons upgraded in a given unit.

**Option – Heirlooms of Past Glory:** A Force Commander in a Detachment with this Provenance may exchange a power weapon for a paragon blade for +10 points and/or a laspistol for an archaeotech pistol for a further +10 points.

### Feral Warriors

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

All eligible units and models gain a bonus of +1 to their Weapon Skill Characteristic for the duration of any player turn in which they make a successful Charge. However, an eligible unit that begins the controlling player's Assault phase within 12" of one or more enemy units must have a Charge declared for it, though the controlling player may choose the target of this Charge.

**Option – Chainaxes:** Any model eligible to benefit from this Provenance may upgrade a basic close combat weapon to a chainaxe for +2 points per model or upgrade a chainsword to a chainaxe for +1 point per model.

### Kinfolk Helots

*Kinfolk, often found among the labour classes of afflicted worlds, sub-citizens on the cusp of accepted tolerance levels for mutation and genetic deviance, are often pressed into front line 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.*

All eligible units and models receive an increase of +1 to their Toughness Characteristic but also lower their Initiative and Movement Characteristics by -1 (to a minimum of 1, models with a Movement of 0 or - are not affected and remain Movement 0 or -). All eligible models in a Detachment with this Provenance and the Character Unit Sub-type gain the Battlesmith (6+) special rule, or if they also have the Independent Character special rule gain the Battlesmith (5+) special rule instead. This Provenance may not be chosen in conjunction with the Ogryn Conscripts Provenance.

### 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 'sub' human, 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.*

All eligible units and models receive an increase of +1 to their Strength Characteristic but also lower their Ballistic Skill by -1 (to a minimum of 1) and, if they do not already possess any variant of the Bulky (X) special rule, gain the Bulky (2) special rule. All eligible models in a Detachment with this Provenance and the Character Unit Sub-type gain the Hammer of Wrath (1) special rule, or if they also have the Independent Character special rule or the Monstrous Unit Sub-type gain the Hammer of Wrath (2) special rule instead. This Provenance may not be chosen in conjunction with the Ogryn Conscripts Provenance.

### 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 by an army with the Traitor Allegiance.

All eligible units and models with this Provenance gain the Crusader and Hatred (Everything) special rules. However, they must always declare a Charge targeting an enemy if they are able. Imperialis Militia Grenadier Squads may not be taken in a Detachment which uses this Provenance and this Provenance may not be used in conjunction with the Survivors of the Dark Age Provenance.

### 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 by an army with the Traitor Allegiance.

All eligible units and models receive the Fear (1) and Furious Charge (1) special rules. However, the Detachment's Compulsory Troops choices must be filled by Imperialis Militia Levy Squads, and it may not have more Infantry units, excepting HQ choices, of other types, than it has Imperialis Militia Levy Squads in total. For example, if it has three Imperialis Militia Levy Squads, it can have a maximum of three additional Infantry squads of other kinds. The only HQ choices the Detachment can take are the Imperialis Militia Force Commander and Imperialis Militia Rogue Psyker entries.

This Provenance cannot be taken in conjunction with the Survivors of the Dark Age, Gene-crafted, Ogryn Conscripts or Alchem-jackers Provenances.

### 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 by both sides as shock troops.*

A Detachment with this Provenance may select Imperialis Militia Ogryn Brute Squads as Troops choices, with those selected as Compulsory Troops choices gaining the Line Unit Sub-type. All Discipline Masters, Militia Medicae and Force Commanders selected as part of a Detachment with this Provenance may join Imperialis Militia Ogryn Brute Squads, ignoring the usual restrictions for joining a unit with the Monstrous Unit Sub-type.

### Industrial Stronghold

*Some worlds are dedicated to the production of heavy machinery and weapons of war. Though rarely intended to be used by the inhabitants of those worlds, in desperate times they could become essential tools for the defence of the factories.*

A Detachment with this Provenance may include up to two additional Heavy Support choices, but these must be filled with Imperialis Militia Leman Russ units. In addition, all Imperialis Militia Leman Russ units selected for a Detachment with this Provenance gain the following option:

- An Imperialis Militia Leman Russ unit may include:
  - Up to five additional Militia Leman Russ....+120 points each

This Provenance cannot be taken in conjunction with the Unending Horde, Debased Rabble, Tainted Flesh or Ogryn Conscripts Provenances.

### Unending Horde

*Some militia forces descend on the foe 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.*

A Detachment with this Provenance grants the Endless Horde (4+) special rule to all models in all Imperialis Militia Infantry Squads and Imperialis Militia Levy Squads, but all Imperialis Militia Grenadier Squads can only be selected as Elites choices.

#### ENDLESS HORDE (X)

When a unit composed entirely of 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 in 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. Furthermore, if a new unit placed in Reserves due to this special rule is later removed from play as casualties – it too can be returned to Reserves instead of being removed from play using this special rule.

A unit with this special rule that has been joined by a model after or during deployment (such as via the Among the Ranks, Militia Medicae Support or the Independent Character special rules) and is subsequently entirely removed as casualties and then returned to Reserves instead of being removed, does not retain any models that had joined it when it returns to Reserves – such models are casualties and do not return to play.

## HQ

*These stern veteran warriors are deployed throughout Mankind's armed forces and are one of the few examples of outside Imperial officials operating within the Imperialis Militia. The task of the Discipline Masters is primarily to ensure that the principles of the Imperial Truth and the manifest destiny of humanity to rule the stars are upheld.*

*Chosen from war veterans of the regular Auxilia regiments drawn from the more civilised and technologically advanced worlds of the Segmentum Solar in the main, their job 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 native soldiers to whom the Imperium is often a relatively new master. They embody the rule of distant Terra and so far as the average militia warrior is concerned, have the ear of the Emperor himself. To falter in resolve within sight of a Discipline Master in the heat of battle is to fail the Emperor of Mankind in person, a crime for which pain and ultimately death are judged to be fit rewards.*

## IMPERIALIS MILITIA DISCIPLINE MASTER CADRE..... 20 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Discipline Master	6	4	3	3	3	2	3	2	8	5+
Mounted Discipline Master	14	4	3	3	3	2	3	2	8	5+

### Unit Composition

- 1 Discipline Master

### Wargear

- Basic close combat weapon
- Laspistol or autopistol
- Frag grenades
- Flak armour

### Options

- The unit may include up to 11 additional:
  - Discipline Masters.....+20 points per model
- Any Discipline Master may take melta bombs .....+10 points each
- Any Discipline Master may exchange their flak armour for:
  - Carapace armour ..... +5 points each
- Any Discipline Master may take a refractor field..... +5 points each
- Any Discipline Master may exchange their laspistol for one of the following options:
  - Bolt pistol ..... +2 points
  - Blast pistol ..... +5 points
  - Needle pistol ..... +5 points
- Any Discipline Master may exchange their basic close combat weapon for a:
  - Chainsword ..... +5 points
  - Power weapon..... +10 points
- Any Discipline Master may be upgraded to a:
  - Mounted Discipline Master\*.....+20 points

\*A Mounted Discipline Master uses the Mounted Discipline Master profile instead of the Discipline Master profile, gains the Militia cavalry mount Wargear (see page 37) and gains the Relentless, Scout and Hammer of Wrath (1) special rules. A Discipline Master upgraded to a Mounted Discipline Master must be assigned to an Imperialis Militia Cavalry Squad – this ignores the usual restrictions on assigning models to units based on Unit Type.

- A Mounted Discipline Master may exchange a basic close combat weapon for a:
  - Militia lance ..... +5 points

### Instil Order

If a unit that includes a model with this special rule fails a Morale check, a re-roll can be made – if this is done, the unit suffers D3 Wounds at AP -. These Wounds are allocated by the unit's controlling player, but may not be inflicted on Independent Characters, the Discipline Master themselves or Militia Medicae who have joined the unit.

### Among the Ranks

An Imperialis Militia Discipline Master Cadre is selected like any other unit, using up a single Force Organisation slot and bought in the same manner. However, before the first turn begins and any models are deployed to the battlefield, all models in an Imperialis Militia Discipline Master Cadre must be assigned to another unit from the same Detachment of the army they were selected as part of. Discipline Masters may only be assigned to units composed entirely of models with the Infantry Unit Type and Militia Unit Sub-type, unless upgraded to a Mounted Discipline Master, in which case that model must be assigned to an Imperialis Militia Cavalry Squad. No more than one Discipline Master may be assigned to any given unit. Once assigned to a unit, the Discipline Master is considered part of that unit and may not leave it under any circumstances – if that unit is removed as a casualty then the Discipline Master is removed as well. In battles using Victory points, no Victory points are ever scored for removing a Discipline Master as a casualty. When assigned to a unit, a Discipline Master gains all of the special rules (with the exception of those that specifically forbid it, such as the Bitter Duty special rule) and Unit Sub-types listed for the unit to which it is attached, but does not gain access to any additional Wargear options available to the unit to which it is assigned.

## HQ

Militia and cult forces serving in the rebel hordes of the Warmaster were frequently accompanied by individuals able to wield the raw power of the Warp. Some could shoot blasts of searing warp lightning from an outstretched hand, while others could boil the blood of a foe with a baleful glance. Some could even summon incorporeal entities of tooth and claw from the depths of nightmare, the veil between the material and immaterial realms stretched to breaking point as millions were sacrificed upon the altar of total war.

As the Age of Darkness ground on, the galaxy was wracked with warp storms of unprecedented intensity, and where these passed, a wave of spontaneous psyker emergence occurred, formerly unremarkable individuals coming suddenly into untold power. Others had long studied the forbidden sciences of the Immaterium in defiance of Imperial edict, secretly honing their powers until the day their cults would rise. A small number were drawn from the animist lodges of Davin, the very same sorcerer-priests who had facilitated the Warmaster's fall at the moment of the culmination of the Great Crusade.

## IMPERIALIS MILITIA ROGUE PSYKER..... 50 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Psyker	6	2	2	3	3	2	3	1	7	-
Militia Warden	6	3	3	3	3	1	3	2	7	5+

### Unit Composition

- 1 Rogue Psyker

### Wargear

- Basic close combat weapon
- Laspistol or autopistol

### Unit Type

- Rogue Psyker: Infantry (Militia, Psyker, Character)
- Militia Warden: Infantry (Militia)

### Special Rules

- Independent Character (Rogue Psyker only)
- Support Squad
- Rogue Psyker (Rogue Psyker only)
- Fear (1) (Rogue Psyker only)
- Traitor

### Options

- The unit may include:
  - Up to 9 Militia Wardens..... +5 points each
- Any Militia Warden may exchange their laspistol and/or close combat weapon for one of the following:
  - Blast pistol..... +2 points
  - Chainsword..... +2 points
  - Shotgun..... Free
  - Stubcarbine..... Free
  - Lascarbine..... Free
- The Rogue Psyker may exchange their laspistol and/or close combat weapon for one of the following:
  - Force weapon..... +10 points



## Rogue Psyker

A Rogue Psyker gains the Anathemata Psychic Discipline and may not select any other disciplines, powers or Psychic Weapons.

### Psychic Discipline: Anathemata

A Psyker with this Discipline and the Traitor Allegiance gains the Breach the Veil Psychic Power and the Void Darts and Aetheric Lightning Psychic Weapons (see page 322 of the *Warhammer: The Horus Heresy – Age of Darkness* rulebook for the rules for Aetheric Lightning). In addition, an army with the Traitor Allegiance that includes one or more Rogue Psykers may select up to three non-Compulsory Troops or Elites choices from the Ruinstorm Daemon Army List or the Bound Daemons Supplementary Army List. The maximum number of units that may be selected from the Ruinstorm Daemon Army List or the Bound Daemons Supplementary Army List is always three regardless of the number of Rogue Psykers in the army. These choices are paid for in points and occupy slots on the same Force Organisation chart as the Rogue Psyker as normal, but must begin the battle in Reserve and may only enter play by means of the Breach the Veil Psychic Power – no Reserves rolls are made for these units.

### Breach the Veil (Psychic Power)

*Rogue psykers have little training or will of their own, bound by insanity and twisted desire to the whims of the warp gods they worship. Their frantic flailing at the structure of reality serves only to break down the barriers between realspace and the Warp, allowing the servants of their master to emerge and do their bidding.*

Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a point within 12" and at least 3" away from any enemy model or Impassable Terrain – place a Blast (3") marker to represent the Warp Rift until this power is resolved. The controlling player may then choose to make a Psychic check for the psyker. If the Check is failed or not taken then the chosen point is scattered as per the normal rules for Scatter. If it scatters onto Impassable Terrain, within 3" of an enemy model, or off of the edge of the battlefield then the Psyker suffers Perils of the Warp, and the chosen point is moved the minimum distance required in a direction of the controlling player's choice to place it clear of all Impassable Terrain, on the battlefield, and at least 3" away from any enemy model. If the Check is passed then the Warp Rift does not scatter.

Once the final location of the chosen point is determined, the Psyker's controlling player may choose to deploy up to one of the Ruinstorm Daemon units in Reserves onto the battlefield (that player may choose to place no units if they wish). That unit moves onto the battlefield from any point along the edge of the Blast marker placed to represent the Warp Rift as if it was entering play from Reserves, treating the Warp Rift marker as though it was the controlling player's battlefield edge. Once all models in the unit have moved onto the battlefield, the Warp Rift marker is removed from play. The Daemon unit brought into play by use of this power may be targeted by the Interceptor Reaction and may act as normal in the Shooting phase in which it arrives and may declare a Charge in the Assault phase of the turn in which it enters play.

### Void Darts (Psychic Weapon)

*By tearing a series of tiny apertures into reality itself, the rogue psyker can unleash the fury of hel itself upon the foe, channelling the power of the Warp for their own purposes.*

	Range	Str	AP	Type
Void darts	18"	5	4	Assault 12, Sanctic, Deflagrate, Psychic Focus

**Sanctic:** A weapon with this special rule always Wounds models with the Daemon Unit Type on a 2+ and any successful Invulnerable Saves made by models with the Daemon Unit Type against any Wounds it inflicts must be re-rolled.

**Psychic Focus:** Before making any To Hit rolls with this weapon, the Psyker must make a Psychic check. If the Check is passed then the Psyker may attack as normal using the profile shown for this weapon. If the Check is failed then the Psyker suffers Perils of the Warp, and if the model is not removed as a casualty then it may attack as normal but may not use this weapon.

## HQ

Militia commanders are served by a cadre of subordinate officers in whom command of the numerous sub-divisions of the force is vested. These may be the kin of the commander-in-chief and therefore scions of noble blood or they may be trusted tribal or gang chiefs, former mercenaries, knight-lieutenants or yeoman-captains depending on the culture in question. The more proficient among them are often former Imperial Army veterans granted settlement rights on condition that they lead native 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.

In those militias sworn to the Warmaster, a darker measure of leader quickly became apparent in the shape of savage killers and petty tyrants who, for the sake of good order if nothing else, would not have been tolerated under the Imperium, or worse yet, cult leaders utterly devoted to sorcerous rituals and abominations that beggar the sanity.

## IMPERIALIS MILITIA COMMAND CADRE..... 45 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Militia Lieutenant	6	4	4	3	3	2	3	2	7	5+
Militia Bodyguard	6	3	3	3	3	1	3	1	6	5+

### Unit Composition

- 1 Militia Lieutenant
- 4 Militia Bodyguards

### Wargear

- Basic close combat weapon
- Laspistol or autopistol
- Lasgun or autorifle
- Frag grenades
- Krak grenades
- Flak armour

### Options

- The Imperialis Militia Command Cadre may include:
  - Up to 15 additional Militia Bodyguards .....+8 points each
- The Militia Lieutenant may take melta bombs..... +5 points
- The Militia Lieutenant may take a refractor field ..... +5 points
- The Militia Lieutenant may exchange their laspistol and/or close combat weapon for one of the following:
  - Bolt pistol ..... +5 points
  - Blast pistol ..... +5 points
  - Plasma pistol .....+15 points
  - Chainsword ..... +5 points
  - Power weapon..... +10 points
  - Power fist .....+15 points
- One Militia Bodyguard in the unit may take a:
  - Nuncio-vox..... +10 points
- One Militia Bodyguard in the unit may take a:
  - Militia standard ..... +10 points
- Any Militia Bodyguard may replace their lasgun with one of the following options:
  - Shotgun..... Free
  - Stubcarbine ..... Free
  - Lascarbine..... Free
  - Boltgun .....+2 points each
- Any model with a lasgun, autorifle or boltgun may take:
  - Bayonet ..... +1 point per model
- One Militia bodyguard in the squad may exchange their lasgun for one of the following:
  - Heavy stubber ..... +10 points
  - Grenade launcher ..... +10 points
  - Longlas or sniper rifle ..... +10 points
  - Flamer ..... +5 points
  - Meltagun.....+15 points
  - Plasma gun ..... +12 points
- The entire squad may exchange its flak armour for:
  - Carapace armour .....+20 points for the entire squad

### Household Retinue

An Imperialis Militia Command Cadre may be selected as a Retinue for an Imperialis Militia Force Commander. A unit selected in this manner is considered a 'Retinue Squad' and the Imperialis Militia Force Commander is referred to as the Retinue Squad's Leader for the purposes of this special rule (if the Detachment includes more than one Imperialis Militia Force Commander then the controlling player selects one as the unit's Leader). The Retinue Squad does not use up a Force Organisation slot and is considered part of the same unit as the model selected as its Leader. The Retinue Squad must be deployed with the model selected as its Leader deployed as part of the unit and the Leader may not voluntarily leave the Retinue Squad during play.



## TROOPS

*The mainstay of the Imperialis Militia are the Militia Infantry squads, consisting of groups of soldiers who have received at least some degree of formal military training or are otherwise experienced in war being from a martial culture, or have defended their settlements against outcasts, invaders or any of the numerous threats that have assailed the scattered worlds of humanity throughout the Age of Strife.*

*These units display a staggering degree of variety across the Imperium and might include the bonded soldier-subjects of minor noble houses, belligerent bands of hive gangers or the foot soldiers of a warp cult raised in secrecy and revealed only with the coming of the Horus Heresy. They bear a range of arms from black powder muskets to mass-produced lasrifles, most manufactured locally or supplied from a Great Crusade fleet's reserve when a local militia is swept up to fight on the front lines.*

## IMPERIALIS MILITIA INFANTRY SQUAD .....80 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	6	3	3	3	3	1	3	1	6	5+
Militia	6	3	3	3	3	1	3	1	5	5+

### Unit Composition

- 1 Sergeant
- 19 Militia

### Wargear

- Lasgun or autorifle
- Frag grenades
- Flak armour

### Options

- The Sergeant may exchange their lasgun for the following:
  - Basic close combat weapon and laspistol or autopistol ..... Free
  - Chainsword and laspistol or autopistol ..... +5 points
- One Militia may take a Militia vexilla ..... +10 points
- The entire squad may replace its lasguns or autorifles with one of the following options:
  - Basic close combat weapon and autopistol or laspistol ..... Free
  - Shotguns ..... +5 points per unit
  - Lascarbines ..... +10 points per unit
  - Stubcarbines ..... +15 points per unit
- All models with a lasgun or autorifle may take:
  - Bayonet ..... +10 points per unit
- The entire squad may be given krak grenades ..... +10 points per unit
- One Militia in the unit may take one of the following:
  - Longlas or sniper rifle ..... +10 points
  - Flamer ..... +5 points
  - Heavy stubber ..... +5 points
  - Meltagun ..... +15 points
  - Plasma gun ..... +10 points
  - Grenade launcher ..... +10 points

### Unit Type

- Sergeant: Infantry (Militia, Line, Character)
- Militia: Infantry (Militia, Line)

### Special Rules

- Strength in Numbers

### Strength in Numbers

*Given their limited ability as soldiers, the Imperialis Militia's true strength is in its vast numbers. In any combat situation a militia commander must leverage the power of quantity over quality in order to claim victory.*

When a unit that is composed entirely of models with this special rule is selected as a Troops choice, then up to three such units may be selected to fill that Troops choice slot instead of only one.

All units selected in this manner count as part of the same Troops choice for the purposes of Army Selection and Deployment only, when deployed onto the battlefield or into Reserves they are counted as a single unit and all units selected as part of the same Troops choice must be deployed at the same time (but are not required to deploy in proximity with each other) – and if placed into Reserves then all units in that choice must be placed into Reserves. Likewise, when making Reserves rolls one roll is made for all units selected as part of the same choice.

Once deployed onto the battlefield, all units selected in this manner are treated as separate and distinct units or choices for any Primary or Secondary Objectives or other special rules and operate as separate units in all ways. Units selected as part of the same Troops choice may have different options selected for them, and are not required to be identical.

When assigning additional models to units using the Among the Ranks and Militia Medicae Support special rules, each unit selected using the Strength in Numbers special rule is considered separate and may have models assigned to it as per the normal rules as the controlling player chooses.

## TROOPS

*The product of a general planetary mobilisation of every subject judged sufficiently fit to bear arms, Inducted Levy squads may consist of 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 crimes not warranting a death sentence.*

*In primitive or regressive cultures, the levies may consist of 'probitors' yet to prove themselves in combat, or thrall-troops captured from rival gangs or tribes and forced to fight for their enemies. Such squads are rarely well-equipped and must often be herded to battle by a stern overseer, or equipped with discipline collars that terminate the lives of the entire band in the event of them attempting to flee or mutiny.*

*Before the desperation of the Horus Heresy, when such practices became commonplace, it was relatively rare for lives even such as these to be squandered as a matter of course, as the goal of the Great Crusade was the liberation of humanity, rather than its casual destruction.*

## IMPERIALIS MILITIA LEVY SQUAD .....40 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	6	3	3	3	3	1	3	1	6	5+
Levy	6	2	2	3	3	1	3	1	5	5+

### Unit Composition

- 1 Sergeant
- 19 Levy

### Wargear

- Lasgun or autorifle
- Flak armour

### Options

- The Inducted Levy squad may include:
  - Up to 30 additional Levy .....+2 points each
- The Sergeant may exchange their lasgun for the following:
  - Basic close combat weapon and laspistol or autopistol ..... Free
- One Levy may take a:
  - Militia vexilla .....+10 points
- The entire squad may replace its lasgun or autorifle with one of the following options:
  - Basic close combat weapon and autopistol or laspistol ..... Free
- All models with a lasgun or autorifle may take:
  - Bayonet .....+10 points per unit
- The entire squad may be given frag grenades .....+10 points per unit

### Expendable

The opposing player never gains Victory points for removing a unit that includes any models with this special rule as casualties. However, if a unit that includes any models with this special rule fails a Morale check, it does not Fall Back, but instead all models in the unit are removed from play as casualties immediately.

### Strength in Numbers

*Given their limited ability as soldiers, the Imperialis Militia's true strength is in its vast numbers. In any combat situation a militia commander must leverage the power of quantity over quality in order to claim victory.*

When a unit that is composed entirely of models with this special rule is selected as a Troops choice, then up to three such units may be selected to fill that Troops choice slot instead of only one.

All units selected in this manner count as part of the same Troops choice for the purposes of Army Selection and Deployment only, when deployed onto the battlefield or into Reserves they are counted as a single unit and all units selected as part of the same Troops choice must be deployed at the same time (but are not required to deploy in proximity with each other) – and if placed into Reserves then all units in that choice must be placed into Reserves. Likewise, when making Reserves rolls one roll is made for all units selected as part of the same choice.

Once deployed onto the battlefield, all units selected in this manner are treated as separate and distinct units or choices for any Primary or Secondary Objectives or other special rules and operate as separate units in all ways. Units selected as part of the same Troops choice may have different options selected for them, and are not required to be identical.

When assigning additional models to units using the Among the Ranks and Militia Medicae Support special rules, each unit selected using the Strength in Numbers special rule is considered separate and may have models assigned to it as per the normal rules as the controlling player chooses.

## TROOPS

*In this case 'grenadier' is the term used in the Principia Belicosa and adopted for general administration use to describe a more professional and well-equipped class of militia soldier than the bulk of Imperialis Militia forces.*

*Such grenadiers are often retainers of the Commander's household equipped at their master's expense or higher status volunteers able to purchase their own equipment or, more rarely, the professional internal security forces of an advanced world brought under the Commander's purview by the coming of war. On more primitive worlds such warriors may be called huscarls or carry some such barbarous title and be close kin to the planet's ruler, while amongst more developed cultures they might be known as lifeguard and wear the colours or heraldry of their liege lord with pride.*

## IMPERIALIS MILITIA GRENADIER SQUAD .....75 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Grenadier Sergeant	6	3	3	3	3	1	3	2	7	4+
Grenadier	6	3	3	3	3	1	3	1	6	4+

### Unit Composition

- 1 Grenadier Sergeant
- 9 Grenadiers

### Wargear

- Lasgun or autorifle
- Laspistol or autopistol
- Basic close combat weapon
- Frag grenades
- Krak grenades
- Carapace armour

### Options

- The Grenadier Squad may include:
  - Up to 10 additional Grenadiers .....+6 points each
- The Grenadier Sergeant may take melta bombs ..... +10 points
- The Grenadier Sergeant may exchange their laspistol and/or close combat weapon for one of the following:
  - Bolt pistol ..... +5 points
  - Blast pistol ..... +5 points
  - Plasma pistol ..... +10 points
  - Chainsword ..... +5 points
  - Power weapon ..... +10 points
  - Power fist ..... +15 points
- One Grenadier in the unit may take a:
  - Nuncio-vox ..... +10 points
- One Grenadier in the unit may take a:
  - Militia vexilla ..... +10 points
- Any Grenadier may exchange their lasgun with one of the following options:
  - Shotgun ..... Free
  - Stubcarbine ..... Free
  - Lascarbine ..... Free
  - Boltgun ..... +2 points each
- Any model with a lasgun, autorifle or boltgun may take:
  - Bayonet ..... +1 point per model
- Up to two Grenadiers in the squad may exchange their lasgun for any one of the following:
  - Heavy stubber ..... +5 points
  - Grenade launcher ..... +10 points
  - Longlas or sniper rifle ..... +10 points
  - Flamer ..... +5 points
  - Meltagun ..... +15 points
  - Plasma gun ..... +10 points

### Unit Type

- Grenadier Sergeant: Infantry (Militia, Line, Character)
- Grenadier: Infantry (Militia, Line)

### Special Rules

- Support Squad

## TROOPS

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; the risk that the weapons will be turned against a world's leaders thereby minimised.

The tactics used by the fire support squads are simple and direct, and require little practice; the field officers generally massing their heavy weapons crews to defend key positions.

## IMPERIALIS MILITIA FIRE SUPPORT SQUAD.....60 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Militia Fire Team	4	3	3	3	3	2	3	1	6	5+

### Unit Composition

- 3 Militia Fire Teams

### Wargear

- Heavy stubber
- Flak armour

### Options

- The Imperialis Militia Fire Support Squad may include:
  - Up to 7 additional Militia Fire Teams ..... +20 points each
- Any Militia Fire Team in the squad may exchange their heavy stubber for one of the following:
  - Mortar ..... +5 points each
  - Heavy bolter ..... +10 points each
  - Multi-laser ..... +10 points each
  - Missile launcher with frag & krak missiles..... +10 points each
  - Autocannon..... +10 points each
  - Lascannon ..... +15 points each

### Unit Type

- Infantry (Heavy, Militia)

### Special Rules

- Bulky (3)
- Emplaced
- Support Squad

### Emplaced

A unit that includes any models with this special rule may only make the Return Fire or Overwatch Core Reactions or the Interceptor Advanced Reaction – no other Reaction of any kind may be made. Additionally, if forced to Fall Back for any reason, all models in the unit are immediately removed as casualties.

## TROOPS

While under-equipped and ill-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 squads 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. 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.

## IMPERIALIS MILITIA RECONNAISSANCE SQUAD..... 50 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Scout Sergeant	6	3	3	3	3	1	3	1	6	5+
Scout	6	3	3	3	3	1	3	1	5	5+

### Unit Composition

- 1 Scout Sergeant
- 4 Scouts

### Wargear

- Shotgun
- Frag grenades
- Flak armour

### Unit Type

- Scout Sergeant: Infantry (Militia, Light, Character)
- Scouts: Infantry (Militia, Light)

### Special Rules

- Support Squad
- Scout
- Infiltrate
- Move Through Cover

### Options

- The Imperialis Militia Reconnaissance Squad may include:
  - Up to 5 additional Scouts..... +5 points each
- All models in the unit may exchange their shotguns for one of the following:
  - Lascarbines.....+10 points per unit
  - Stubcarbines.....+10 points per unit
- Up to 5 models per unit may exchange their shotguns, lascarbines or stubcarbines for:
  - Longlas or sniper rifles ..... +10 points per model
- The Scout Sergeant may be given:
  - Melta bombs..... +10 points

## ELITES

*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 Imperial Army. In the militias of advanced societies, locally trained medics serve alongside the troops and some are even pensioned-off Imperial Army battle surgeons.*

*More primitive regiments, on the other hand, often lack such amenities unless provided by a local Imperial authority; in which case such imperviously professional off-worlders are often viewed with superstitious favour by their charges as talismans of protection.*

## IMPERIALIS MILITIA MEDICAE DETACHMENT .....40 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Militia Medicae	6	3	3	3	3	1	3	1	6	5+

### Unit Composition

- 3 Militia Medicae

### Wargear

- Laspistol or autopistol
- Basic close combat weapon
- Auto-medicus
- Flak armour

### Options

- The Medicae Detachment may include:
  - Up to 9 additional Militia Medicae ..... +12 points each

### Unit Type

- Infantry (Militia, Character)

### Special Rules

- Militia Medicae Support

### Militia Medicae Support

A Militia Medicae Detachment is selected in the same way as any other unit, using up a single Force Organisation slot and bought in the same manner. However, before the first turn begins and any models are deployed to the battlefield, all models in an Imperialis Militia Medicae Detachment must be assigned to another unit from the same Detachment of the army they were selected as part of. Militia Medicae may only be assigned to units composed entirely of models with the Infantry Unit Type and Militia Unit Sub-type. No more than one Militia Medicae may be assigned to any given unit.

Once assigned to a unit, the Militia Medicae is considered part of that unit and may not leave it under any circumstances – if that unit is removed as a casualty then the Militia Medicae is removed as well. In battles using Victory points, no Victory points are ever scored for removing a Militia Medicae as a casualty. When assigned to a unit, a Militia Medicae gains all of the special rules (with the exception of those that specifically forbid it, such as the Bitter Duty special rule) and Unit Sub-types listed for the unit to which it is attached, but does not gain access to any additional Wargear options available to the unit to which it is assigned.

Note that only Militia Medicae selected as part of a Detachment with the Ogryn Conscripts Provenance may be attached to Imperialis Militia Ogryn Brute Squads.

### Auto-medicus

*A complex cogitator and tool set that allows trained combat medics to diagnose and treat all but the most debilitating combat injuries and keep the warriors of the militia in battle as long as possible.*

All models with the Infantry or Cavalry Unit Types in a unit that includes at least one model with an auto-medicus gains the Feel No Pain (6+) special rule. Units that include more than one auto-medicus do not stack the Feel No Pain (X) special rule and gain no additional benefit. Models with the Artillery Unit Sub-type are not affected by this special rule.

## ELITES

*Across the Imperium, there are a scattering of worlds possessed of large populations of the hulking stable abhuman strain known as Ogryns, believed by some authorities to have been purpose-gene crafted during the Dark Age of Technology. Some populations 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 largely unquestioning manual labourers —so long as they have not developed individualist tendencies or been rendered insane by long periods of deprivation and hunger—as the Ogryns themselves are hugely strong and phenomenally durable, if slow witted workers.*

*Ogryns serving alongside rarer vat-grown bio-servo constructs, H-grade servitors and a range of similar heavy infantry troops find service in the militias, as what they lack in initiative and intelligence is more than compensated for by their raw strength and hardy constitution.*

## IMPERIALIS MILITIA OGRYN BRUTE SQUAD.....100 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn Brute	7	4	2	5	5	3	2	4	6	5+
Ogryn Boss	7	4	2	5	5	3	2	5	7	5+

### Unit Composition

- 3 Ogryn Brutes

### Wargear

- Basic close combat weapon
- Flak armour

### Unit Type

- Ogryn Brute: Infantry (Militia, Monstrous)
- Ogryn Boss: Infantry (Militia, Monstrous, Character)

### Special Rules

- Bulky (4)
- Hammer of Wrath (2)
- Stubborn

### Options

- The unit may include:
  - Up to 7 additional Ogryn Brutes.....+30 points each
- In an Imperialis Militia Ogryn Brute Squad that includes at least 5 Ogryn Brutes, a single Ogryn Brute may be upgraded to an:
  - Ogryn Boss .....+15 points
- An Ogryn Boss may take one of the following:
  - Power weapon.....+15 points
  - Thunder hammer .....+20 points
  - Heavy bolter ..... +5 points
  - Heavy flamer ..... +5 points
  - Autocannon..... +10 points
- The entire unit may exchange their flak armour for:
  - Carapace armour ..... +25 points
- Any model in the unit may take one of the following:
  - Additional basic close combat weapon..... +5 points each
  - Ripper gun..... +5 points each
  - Thunderstub ..... +5 points each
  - Boarding shield..... +5 points each

## ELITES

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

## IMPERIALIS MILITIA FIELD GUN BATTERY ..... 45 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Militia Field Gun	4	3	3	3	4	3	3	1	7	5+

### Unit Composition

- 1 Militia Field Gun

### Wargear

- Thunderblast cannon
- Flak armour

### Options

- The Imperialis Militia Field Gun Battery may include:
  - Up to 5 additional Militia Field Guns..... +40 points each
- All field guns in a Militia Field Gun Battery may be upgraded to have carapace armour for +5 points per model
- Any Militia Field Guns in the unit may exchange their thunderblast cannon for any one of the following:
  - Heavy lascannon ..... +20 points each
  - Kalliope mortar..... Free

### Unit Type

- Infantry (Heavy, Militia)

### Special Rules

- Bulky (5)
- Emplaced

### Emplaced

A unit that includes any models with this special rule may only make the Return Fire or Overwatch Core Reactions or the Interceptor Advanced Reaction – no other Reaction of any kind may be made. Additionally, if forced to Fall Back for any reason, all models in the unit are immediately removed as casualties.



## FAST ATTACK

*The Arvus is but one example of a staggeringly diverse range of workhorse orbital transports in service across the entire Imperium, and due to its reliable and widely-disseminated STC imprint, it is constructed on Forge Worlds the length and breadth of the galaxy. Many Imperialis Militias maintain a pool of lighters so that they can dispatch patrols far and wide across the surface of their home world, for often the only sign of an imminent xenos incursion or pirate raid is the sudden and inexplicable silence of some outlying settlement.*

*Those militias serving in the great hosts of the Loyalists and the Traitors rely on their transports to convey their 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.*

## IMPERIALIS MILITIA ARVUS TRANSPORT.....40 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Arvus Transport	20	3	11	11	10	2	12

### Unit Composition

- 1 Arvus Transport

### Wargear

- Smoke launchers

### Access Points

- An Arvus Transport has one Access Point on the rear.

### Unit Type

- Vehicle (Flyer, Third-line, Hover, Transport)

### Special Rules

- Deep Strike
- Infantry Transport

## FAST ATTACK

*The humble Cargo-8 is used on many worlds to move heavy freight, be it industrial materials, ammunition or even beasts for slaughter, and can easily be converted to carry the warriors of the militia instead. Being slow, lightly armoured and all but unarmed, these vehicles are far from ideal as troop transports, but they benefit from being cheap and easily available, allowing militia commanders to swarm the field of battle in an attempt to deploy at least some of their warriors to the battlefield's most critical points.*

## IMPERIALIS MILITIA CARGO-8 HAULER SQUADRON ..... 50 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Cargo-8 Hauler	10	3	12	11	10	3	22

### Unit Composition

- 1 Cargo-8 Hauler

### Unit Type

- Vehicle (Third-line, Transport)

### Wargear

- Searchlight

### Special Rules

- None

### Access Points

- A Cargo-8 Hauler has one Access Point on the rear.

### Options

- The unit may include:
  - Up to 2 additional Cargo-8 Haulers\* ..... +40 points per model
- \*Note that units embarking on a Cargo-8 Hauler that is part of a squadron must Embark all of the models in that unit on a single model with the Transport Unit Sub-type. Selecting additional Cargo-8 Haulers for a squadron allows multiple units to be transported by the squadron, but does not allow units to be spread across more than one model with the Transport Sub-type.
- Any model in an Imperialis Militia Cargo-8 Hauler Squadron may take any of the following:
  - Pintle Mounted heavy stubber ..... +5 points
  - Pintle Mounted grenade launcher ..... +5 points
- Any model in a Imperialis Militia Cargo-8 Hauler Squadron may take any of the following:
  - Smoke launchers ..... +5 points
  - One Hull (Front) Mounted hunter-killer missile ..... +10 points
  - Dozer blade ..... +5 points
  - Armoured container ..... +10 points

### Armoured Container

*Some retrofitted industrial vehicles still carry the great containers used to move cargo and scrap, hastily converted into infantry transports. Though claustrophobic and often left stinking and littered with detritus from their previous use, they have the advantage of being slightly better armoured than the open trailer bed of the basic Cargo-8.*

A model with this upgrade must reduce its Transport Capacity to 12 and gain the Infantry Transport special rule, but increases its Side Armour and Rear Armour by +1, up to a maximum of 12. Additionally, a model with this upgrade may take up to two additional Pintle Mounted heavy stubbers (these weapons may not be further upgraded).

## FAST ATTACK

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 primitive, 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, with the best using 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 kins.

## IMPERIALIS MILITIA CAVALRY SQUAD..... 50 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Militia Outrider	14	3	3	3	3	1	3	1	6	5+
Militia Outrider Sergeant	14	3	3	3	3	1	3	1	7	5+

### Unit Composition

- 4 Militia Outriders
- 1 Militia Outrider Sergeant

### Wargear

- Laspistol or autopistol
- Basic close combat weapon
- Flak armour
- Militia cavalry mount

### Options

- The unit may include:
  - Up to 10 additional Militia Outriders ..... 8 points per model
- The Militia Outrider Sergeant may exchange their laspistol and/or close combat weapon for one of the following:
  - Bolt pistol ..... +5 points
  - Blast pistol ..... +5 points
  - Plasma pistol ..... +15 points
  - Chainsword ..... +5 points
  - Power weapon ..... +10 points
- All models in the unit may take one of the following options:
  - Shotgun ..... +1 point per model
  - Stubcarbine ..... +2 points per model
  - Lascarbine ..... +2 points per model
  - Militia lance ..... +5 points per model
- All models in the unit may be given:
  - Carapace armour ..... +2 points per model
- One Militia Outrider in the unit may take one of the following:
  - Grenade launcher ..... +10 points
  - Flamer ..... +5 points
  - Meltagun ..... +15 points
  - Plasma gun ..... +10 points
  - Melta lance ..... +10 points

### Unit Type

- Militia Outrider: Cavalry (Light, Militia)
- Militia Outrider Sergeant (Light, Militia, Character)

### Special Rules

- Relentless
- Scout
- Hammer of Wrath (1)

## FAST ATTACK

Many primitive worlds lacked the vast manufactoria to produce standard pattern arms and armour or the thundering armoured vehicles that dominated the battlefields of the Horus Heresy – but such worlds were rife with deadly forms of life that could be turned to war. In desperation, many militia forces would make use of their homes' deadly fauna to make up for their lack of more sophisticated weaponry. In a few cases these creatures would garner enough grim renown that enemies would come to fear them almost as much as they would the great cannon of other armies.

## IMPERIALIS MILITIA BEASTMASTERS ..... 50 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Militia Handler	6	3	3	3	3	1	3	1	7	5+

### Unit Composition

- 3 Militia Handlers

### Wargear

- Laspistol or autopistol
- Basic close combat weapon
- Frag grenades
- Flak armour

### Options

- The unit may include:
  - Up to 7 additional Militia Handlers ..... +8 points each
- All Militia Handlers in the unit may take one of the following options:
  - Shotgun..... +1 point per model
  - Stubcarbine ..... +2 points per model
  - Lascarbine..... +2 points per model
- The unit may include one War Beast for each Militia Handler in the unit (see the War Beasts options below for more details) and all War Beasts in a unit must be of the same type, chosen from the list below:
  - Mastiff ..... +10 points each
  - Felidae ..... +10 points each
  - Caiman..... +15 points each
  - Raptor..... +10 points each

### Unit Type

- Militia Handler: Infantry (Militia, Skirmish)

### Special Rules

- Beastmasters (Militia Handlers only)

## WAR BEASTS

A Militia Beastmasters unit may include a number of War Beasts. The rules for those War Beasts are provided here:

	M	WS	BS	S	T	W	I	A	Ld	Sv
Mastiff	7	4	-	4	3	1	4	2	5	5+
Felidae	8	4	-	3	3	1	5	2	5	6+
Caiman	6	4	-	5	5	2	3	2	5	5+
Raptor	8	4	-	3	3	1	4	3	5	-

### Unit Type

- Mastiff, Raptor and Felidae: Infantry (Light, Skirmish)
- Caiman: Infantry (Skirmish)

### Wargear

- Basic close combat weapon

### Special Rules

- Fleet (1) (Mastiff, Felidae and Raptor only)
- Furious Charge (1) (Mastiff only)
- Rage (1) (Felidae only)
- Feel No Pain (5+) (Caiman only)
- Shrouded (4+) (Raptor only)

### Beastmasters

*It is only the dedication and skill of their handlers that keeps these beasts in line amid the din of battle. Should they fall, then the beasts are left with only base instinct to guide them.*

If all of the models in a Militia Beastmaster unit with this special rule are removed as casualties, then any remaining War Beasts remain in play, but when selected during the Movement phase must move along a path of the controlling player's choice towards the enemy unit that is closest to the Militia Beastmaster unit – only units that are in line of sight are counted when deciding which unit is closest. If there are no units within line of sight then the Militia Beastmaster unit becomes Pinned until the beginning of the controlling player's next turn. During the Assault phase, a Militia Beastmaster unit in which all of the Militia Handlers have been removed must make a Charge if any enemy units are within 12" and eligible targets for a Charge, but the controlling player may select which enemy unit is the target of the Charge. If the unit is locked in combat then it fights as normal.

## FAST ATTACK

Mechanical walkers are employed by many Imperialis Militias, typically for long-range patrols deep into the wilderness regions of their home worlds. Generally regarded as too weak to be considered a front line military vehicle in the forces of the Great Crusade, many local militias find them useful 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 of both sides.

## IMPERIALIS MILITIA SENTINEL SQUADRON .....60 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Militia Sentinel	7	3	3	5	6	3	3	1	7	3+

### Unit Composition

- 1 Militia Sentinel

### Wargear

- Multi-laser

### Unit Type

- Militia Sentinel: Infantry (Militia, Skirmish, Mechanised)

### Special Rules

- Bulky (5)
- Scout

### Options

- The unit may include:
  - Up to 4 additional Militia Sentinels .....60 points per model
- Any Militia Sentinel may replace its multi-laser with one of the following weapons:
  - Heavy flamer ..... Free
  - Autocannon ..... Free
  - Missile launcher with frag & krak missiles ..... +5 points each
  - Lascannon ..... +15 points each
  - Multi-melta ..... +15 points each

### Mechanised Unit Sub-type

Some armoured combat units lack the bulk of true combat vehicles, and operate as light attack or scout platforms. These units mirror the agility of infantry units, but boast the endurance that only a machine can demonstrate.

The following rules apply to all models with the Mechanised Unit Sub-type:

- Successful Wounds caused by attacks with the Poisoned (X) or Fleshbane special rules must be re-rolled against models with the Mechanised Unit Sub-type.
- Failed To Wound rolls, made for weapons with the Armourbane (X) special rule, and against a unit that includes any models with this Unit Sub-type must be re-rolled.
- A model with the Mechanised Unit Sub-type may attack with all weapons it has when making a Shooting Attack, including as part of a Reaction.
- A model with the Mechanised Unit Sub-type may attack with Heavy and Ordnance weapons while counting as stationary even if it has moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- A model with the Mechanised Unit Sub-type is affected by the Haywire, Detonation and Battlesmith (X) special rules as if it had the Dreadnought Unit Type.
- No model that does not also have the Mechanised Unit Sub-type may join a unit that includes one or more models with the Mechanised Unit Sub-type.

## FAST ATTACK

*The Thunderbolt is a pattern of heavy fighter most commonly found in rare militia air wings. Famed for its reliability and ruggedness, many worlds boasted 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.*

## IMPERIALIS MILITIA THUNDERBOLT FIGHTER..... 120 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Militia Thunderbolt	22	3	12	11	10	3	-

### Unit Composition

- 1 Militia Thunderbolt Fighter

### Unit Type

- Vehicle (Flyer, Third-line)

### Wargear

- Four Centreline (Front) Mounted autocannon
- Two Centreline (Front) Mounted lascannon

### Special Rules

- Deep Strike

### Options

- A Militia Thunderbolt Fighter may select one of the following options:
  - Four Hull (Front) Mounted heavy krak rockets .....+15 points
  - Four Hull (Front) Mounted heavy frag rockets .....+15 points

## HEAVY SUPPORT

*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.*

## IMPERIALIS MILITIA RAPIER BATTERY ..... 30 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Militia Gunner	6	3	3	3	3	1	3	1	7	5+
Rapier Carrier	4	1	3	1	5	2	1	1	-	3+

### Unit Composition

- 1 Rapier Carrier
- 3 Militia Gunners

### Unit Type

- Rapier Carrier: Infantry (Artillery, Heavy)
- Militia Gunner: Infantry (Militia, Heavy)

### Wargear

- Laspistol or autopistol (Militia Gunner only)
- Flak armour (Militia Gunner only)
- Gravis multi-laser battery (Rapier Carrier only)

### Special Rules

- Bulky (4) (Rapier Carrier only)
- Relentless (Rapier Carrier only)
- Militia Artillerists

### Options

- The Imperialis Militia Rapier Battery may include:
  - Up to 5 additional Rapier Carriers\* .....+30 points each

\*For each additional Rapier Carrier, the unit must include 3 additional Militia Gunners for no additional points cost.

- Every Rapier Carrier in the unit may exchange its Gravis multi-laser battery for one of the following
  - all Rapier Carriers in the unit must take the same upgrade:
  - Gravis heavy bolter battery ..... Free
  - Laser destroyer ..... +25 points each
  - Quad launcher (with frag shells)..... +20 points each

### Militia Artillerists

A Militia Rapier Battery must have one Militia Gunner per Rapier Carrier in order for all Rapier Carriers to make Shooting Attacks in the Shooting phase. If, at the start of any of the controlling player's Shooting phases, the Rapier Battery contains fewer Militia Gunners than Rapier Carriers, then only a number of Rapier Carriers equal to the number of Militia Gunners may make Shooting Attacks in that Shooting phase.

## HEAVY SUPPORT

*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 the most primitive of cultures, 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.*

## IMPERIALIS MILITIA MALCADOR HEAVY TANK .....185 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Malcador Heavy Tank	14	3	13	13	12	5	-

### Unit Composition

- 1 Malcador Heavy Tank

### Unit Type

- Vehicle (Third-line, Reinforced)

### Wargear

- Hull (Front) Mounted heavy bolter
- Hull (Front) Mounted battle cannon
- Hull (Left) Mounted heavy bolter
- Hull (Right) Mounted heavy bolter

### Special Rules

- Support Squad

### Options

- A Malcador Heavy Tank may exchange its Hull (Front) Mounted battle cannon for one of the following:
  - Hull (Front) Mounted Gravis lascannon ..... +10 points
  - Hull (Front) Mounted Vanquisher battle cannon ..... +10 points
- A Malcador Heavy Tank may exchange its Hull (Front) Mounted heavy bolter for one of the following:
  - Hull (Front) Mounted autocannon ..... Free
  - Hull (Front) Mounted multi-laser ..... Free
  - Hull (Front) Mounted heavy flamer ..... Free
  - Hull (Front) Mounted lascannon ..... +10 points
  - Hull (Front) Mounted demolisher cannon ..... +50 points
- A Malcador Heavy Tank may exchange both of its Hull (Left and Right) Mounted heavy bolters for:
  - One Hull (Right) Mounted autocannon and one Hull (Left) Mounted autocannon ..... Free
  - One Hull (Right) Mounted multi-laser and one Hull (Left) Mounted multi-laser ..... Free
  - One Hull (Right) Mounted heavy flamer and one Hull (Left) Mounted heavy flamer ..... Free
  - One Hull (Right) Mounted lascannon and one Hull (Left) Mounted lascannon ..... +25 points
- A Malcador Heavy Tank may take one of the following:
  - Pintle Mounted multi-laser ..... +10 points
  - Pintle Mounted heavy stubber ..... +5 points
  - Pintle Mounted heavy flamer ..... +5 points
- A Malcador Heavy Tank may take any of the following:
  - Searchlights ..... +5 points
  - Smoke launchers ..... +5 points
  - One Hull (Front) Mounted hunter-killer missile ..... +10 points
  - Dozer blade ..... +5 points



## HEAVY SUPPORT

The Leman Russ battle tank was only just beginning to be issued to Imperialis 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. Here the unseen hand of the Warmaster's agents must surely have been at work, as it was in so many other, similar circumstances.

It appears that militias that would later declare for Horus were given priority in the procurement of the Leman Russ, while those which could not be relied upon to take up arms against Terra were starved of access to it. Nevertheless, Leman Russ battle tanks were 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 tank commanders), their formidable main weapons providing vital support to the massed advance of their foot-slogging compatriots.

## IMPERIALIS MILITIA LEMAN RUSS ..... 120 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Militia Leman Russ	10	3	14	13	10	4	-

### Unit Composition

- 1 Militia Leman Russ

### Unit Type

- Vehicle (Third-line)

### Wargear

- Turret Mounted battle cannon
- Hull (Front) Mounted heavy bolter

### Special Rules

- None

### Options

- A Militia Leman Russ may exchange its Turret Mounted battle cannon for one of the following:
  - One Turret Mounted Gravis lascannon ..... Free
  - One Turret Mounted Gravis autocannon ..... Free
  - One Turret Mounted Vanquisher battle cannon and one Co-axial Mounted autocannon... +5 points
  - One Turret Mounted demolisher cannon ..... +20 points
  - One Turret Mounted Executioner plasma cannon ..... +25 points
- A Militia Leman Russ may exchange its Hull (Front) Mounted heavy bolter for one of the following:
  - One Hull (Front) Mounted heavy flamer ..... Free
  - One Hull (Front) Mounted multi-laser..... Free
  - One Hull (Front) Mounted lascannon ..... +20 points
- A Militia Leman Russ may take one of the following:
  - Pintle Mounted heavy flamer ..... +10 points per model
  - Pintle Mounted multi-laser ..... +10 points per model
  - Pintle Mounted heavy stubber..... +5 points per model
- A Militia Leman Russ may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile..... +10 points
  - Searchlights..... +5 points
  - Smoke launchers ..... +5 points
  - Dozer blade ..... +5 points

## HEAVY SUPPORT

*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.*

## IMPERIALIS MILITIA HEAVY ORDNANCE BATTERY.....75 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Gun Carriage	-	3	3	7	7	4	1	-	-	3+
Militia Gunner	6	3	3	3	3	1	3	1	7	5+

### Unit Composition

- 1 Gun Carriage
- 4 Militia Gunners

### Wargear

- Earthshaker cannon (Gun Carriage only)
- Laspistol or autopistol (Militia Gunner only)
- Flak armour (Militia Gunner only)

### Options

- A Militia Heavy Ordnance Battery may include up to:
  - Two additional Gun Carriages.....+65 points per model
  - 16 additional Militia Gunners .....+2 points per model
- Any Gun Carriage may exchange its Earthshaker cannon for a:
  - Medusa mortar .....+25 points per model

### Unit Type

- Gun Carriage: Infantry (Artillery, Heavy)
- Militia Gunner: Infantry (Militia, Heavy)

### Special Rules

- Man the Guns

### Man the Guns

A Militia Heavy Ordnance Battery may only attack with a maximum number of Gun Carriages equal to the number of Militia Gunners in the unit when making a Shooting Attack. If the unit includes fewer Militia Gunners than it does Gun Carriages, then only a number of Gun Carriages equal to the number of Militia Gunners may attack as part of a Shooting Attack – the controlling player may select which Gun Carriages may attack. If a Militia Heavy Ordnance Battery includes less than two Militia Gunners for each Gun Carriage then any attacks made by all Gun Carriages in the unit during a Shooting Attack are resolved at a Ballistic Skill of 1 and any result of a 'Hit' on the Scatter dice must be re-rolled. If a unit that includes a Gun Carriage is forced to Fall Back then all models in that unit are immediately removed as casualties instead.

## HEAVY SUPPORT

A Gorgon is a huge, heavily armoured transport vehicle used to carry a large number of assault troops towards an enemy's front lines, before disgorging them directly into enemy positions. It is a relatively primitive design, of uncertain origins adopted for auxiliary troops during the early Great Crusade, and lacks either the flexibility of those designs favoured by the Space Marine Legions or the environmental resilience of the Dracosan utilised by the elite Solar Auxilia. Its virtues, however, lie in its sheer scale and rugged durability to enemy fire, the latter thanks largely to the Gorgon's heavily armoured prow, designed to protect it as it rumbles across no-man's land, carrying forty men inside through hostile fire and barrages.

The Gorgon is only deployed by the strategos of the Great Crusade for carefully selected missions of assault where the otherwise survivability of militia troops would be negligible. Such missions commonly include first breach attacks on heavily fortified enemy defensive positions, overrunning trench works and storming blasted cityscapes. More 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.

## IMPERIALIS MILITIA

### GORGON HEAVY TRANSPORTER ..... 250 POINTS

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Gorgon	8	3	15	14	10	8	40

#### Unit Composition

- 1 Gorgon Heavy Transporter

#### Unit Type

- Vehicle (Third-line, Super-heavy, Transport)

#### Wargear

- Two Pintle Mounted heavy stubbers
- Two Hull (Front) Gorgon mortar batteries

#### Special Rules

- None

#### Access Points

- A Gorgon Heavy Transporter has one Access Point at the front.

#### Options

- The Gorgon Heavy Transporter may take:
  - Up to two Hull (Front) Mounted hunter-killer missiles ..... +5 points each
- The Gorgon Heavy Transporter may replace both its Pintle Mounted heavy stubbers with:
  - Two Pintle Mounted multi-lasers ..... Free
  - Two Pintle Mounted autocannon ..... +10 points
  - Two Pintle Mounted lascannon ..... +20 points
- The Gorgon Heavy Transporter may replace both its Hull (Front) Mounted Gorgon mortar batteries with one of the following options:
  - Two pairs of Sponson Mounted autocannon ..... +20 points
  - Two pairs of Sponson Mounted heavy flamers ..... Free
  - Two pairs of Sponson Mounted heavy bolters ..... +15 points
  - Two pairs of Sponson Mounted multi-lasers ..... +15 points
  - Two pairs of Sponson Mounted lascannon ..... +45 points

## LORDS of WAR

The Baneblade was a common sight upon the battlefields of the Age of Darkness and was fielded by the myriad arms of the Excertus Imperialis, and even saw service in the mighty Legions of the Space Marines. 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 Fellblade and 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. The honour of being selected for training as a crew member for a Baneblade was however considered a great one indeed, and the officer core that commandeered them usually the best, and closest in terms of allegiance to the overall commander of the force.

## IMPERIALIS MILITIA BANEBLADE SUPER-HEAVY BATTLE TANK ..... 400 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Militia Baneblade	10	3	14	13	12	9	-

### Unit Composition

- 1 Militia Baneblade

### Unit Type

- Vehicle (Third-line, Super-heavy)

### Wargear

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

### Special Rules

- None

### Options

- A Militia Baneblade may take any of the following:
  - Hull (Front) hunter-killer missile ..... +10 points
  - Searchlight..... +5 points
  - Smoke launchers ..... +5 points
- A Militia Baneblade may take one of the following options:
  - Two Sponson Mounted twin heavy bolters .....+20 points
  - Two Sponson Mounted heavy flamers ..... +10 points
- If a Militia Baneblade has been upgraded to have either Sponson Mounted heavy bolters or Sponson Mounted heavy flamers, then it may be further upgraded to also take:
  - Two Sponson Mounted lascannon.....+30 points
- A Militia Baneblade may take one of the following:
  - Pintle Mounted twin-linked bolter ..... +5 points
  - Pintle Mounted heavy bolter..... +10 points
  - Pintle Mounted heavy flamer ..... +5 points
  - Pintle Mounted multi-melta .....+20 points
  - Pintle Mounted havoc launcher .....+15 points

# IMPERIALIS MILITIA ARMOURY

For player reference, any new Wargear items unique to the Imperialis Militia and the rules associated with them are presented here. Some items of Wargear listed in the Imperialis Militia Army List are provided in the Liber books (i.e., *Liber Astartes*, *Liber Mechanicum*, etc).

## MILITIA CAVALRY MOUNT

*From primitive motorcycles to high-tech all-terrain vehicles and even trained beasts, militia scout units make use of a wide variety of mounts in combat.*

A model with a Militia cavalry mount that chooses to Run gains the Shrouded (5+) special rule until the start of the controlling player's next turn.

A model with the Infantry Unit Type that selects a Militia cavalry mount as an upgrade must change its Unit Type to Cavalry, keeping any Unit Sub-types it previously had.

## FLAK ARMOUR

*All basic types of armour are labelled 'flak' by the Divisio Militaris. This can refer to primitive mail suits of metal, bone or more exotic materials or simple plated mesh. In all cases it offers some protection against debris and shrapnel, but little against more deadly weapons of war.*

Flak armour confers a 5+ Armour Save.

## CARAPACE ARMOUR

*Heavier than common flak armour, but still lacking when compared to the ceramite plate of the Legiones Astartes. Carapace armour is often similar in style to flak armour, but simply featuring more or heavier plating.*

Carapace armour confers a 4+ Armour Save.

## 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 his world's emblem fluttering above them.*

A unit that includes at least one model with a Militia standard adds +1 to the Wounds score used to decide if they win a Combat in the Assault phase and gains the Stubborn special rule.

## 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 unit that includes at least one model with an Militia vexilla adds +1 to the Wounds score used to decide if they win a Combat in the Assault phase.

# IMPERIALIS MILITIA WEAPONS LIST

For reference, the profiles of the most common weapons used by the Imperialis Militia are presented here. Some weapons or special rules listed in the Imperialis Militia Army List are presented in the Liber books (i.e., Liber Astartes, Liber Mechanicum, etc).

## ARCHAEOTECH PISTOL

Weapon	Range	Str	AP	Type
Archaeotech pistol	12"	6	4	Pistol 1, Rending (3+), Master-crafted

## AUTO WEAPONS

All weapons listed here are counted as 'Auto' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Shotgun	12"	3	-	Assault 2, Concussive (1)
Autocannon	48"	7	4	Heavy 2, Rending (6+)
Gravis autocannon	48"	7	4	Heavy 3, Rending (6+), Twin-linked
Battle cannon	48"	8	4	Heavy 1, Blast (3"), Pinning
Vanquisher battle cannon	72"	9	2	Heavy 2, Sunder, Brutal (2)
Baneblade cannon	72"	8	4	Ordnance 1, Large Blast (5"), Pinning, Rending (6+)
Autorifle	24"	3	-	Rapid Fire
Autopistol	9"	3	-	Pistol 2
Stubcarbine	12"	3	-	Assault 3
Heavy stubber	36"	4	6	Heavy 3
Ripper gun	12"	5	-	Assault 5
Thunderstub	6"	6	4	Pistol 1, Brutal (2), Concussive (1)
Sniper rifle	72"	5	6	Heavy 1, Rending (5+), Sniper, Pinning
Thunderblast cannon	72"	7	4	Heavy 1, Blast (3"), Barrage, Pinning

## ARTILLERY CANNON

Weapon	Range	Str	AP	Type
Demolisher cannon	24"	12	3	Ordnance 1, Blast (3"), Sunder, Rending (6+), Brutal (3)
Quad launcher				
- (Frag)	12"-60"	5	5	Heavy 1, Barrage, Large Blast (5"), Shred
Earthshaker cannon	240"	9	4	Ordnance 1, Barrage, Large Blast (5"), Shred, Pinning
Medusa mortar	36"	9	4	Ordnance 1, Barrage, Large Blast (5"), Pinning, Rending (6+)
Kalliope mortar	48"	5	5	Heavy 1, Large (5") Blast, Pinning, Barrage, Shell Shock (1)
Gorgon mortar battery	24"	5	5	Heavy 1, Large (5") Blast, Barrage, Pinning, One Use
Mortar	36"	4	5	Heavy 1, Blast (3"), Barrage, Pinning

## BOLT WEAPONS

All weapons listed here are counted as 'Bolt' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Bolt pistol	12"	4	5	Pistol 1
Bolter	24"	4	5	Rapid Fire
Heavy bolter	36"	5	4	Heavy 4
Twin heavy bolter	36"	5	4	Heavy 4, Twin-linked
Gravis heavy bolter battery	48"	5	4	Heavy 8, Twin-linked

## NEEDLE WEAPONS

All weapons listed here are counted as 'Needle' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Needle pistol	12"	2	-	Pistol 2, Poisoned (3+), Pinning
Assault needler	18"	2	-	Assault 3, Poisoned (3+), Pinning
Needle cannon	24"	2	-	Heavy 4, Poisoned (3+), Pinning
Needle vulnus	48"	2	-	Heavy 2, Poisoned (2+), Breaching (6+), Pinning, Sniper

## LAS WEAPONS

All weapons listed here are counted as 'Las' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Lascannon	48"	9	2	Heavy 1, Sunder
Gravis lascannon	48"	9	2	Heavy 2, Sunder
Multi-laser	36"	6	6	Heavy 3
Gravis multi-laser battery	36"	6	6	Heavy 6, Twin-linked
Laser destroyer	36"	9	1	Ordnance 2, Twin-linked, Exoshock (6+)
Lasgun	24"	3	-	Rapid Fire
Laspistol	12"	3	-	Pistol 1
Longlas	48"	6	4	Heavy 1, Sunder, Pinning, Sniper
Lasrifle				
- (Volley)	30"	3	6	Heavy 2
- (Blast charger)	18"	6	4	Heavy 1
Lascarbine	18"	3	6	Assault 2
Blast pistol	9"	6	4	Pistol 2
Heavy lascannon	48"	10	2	Heavy 1, Sunder

## FLAME WEAPONS

All weapons listed here are counted as 'Flame' or 'Flamer' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Hand flamer	Template	3	-	Pistol 1
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1

## MELTA WEAPONS

All weapons listed here are counted as 'Melta' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Meltagun	12"	8	1	Assault 1, Armourbane (Melta)
Multi-melta	24"	8	1	Heavy 1, Armourbane (Melta), Twin-linked

## MISSILE WEAPONS

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Missile launcher				
- Frag	48"	4	6	Heavy 1, Blast (3"), Pinning
- Krak	48"	8	3	Heavy 1
Hunter-killer missile	48"	8	3	Heavy 1, One Shot
Heavy krak rocket	36"	8	3	Heavy 1, Skyfire, Sunder, One Use
Heavy frag rocket	36"	5	5	Heavy 1, Large (5") Blast, Pinning, One Use

## PLASMA WEAPONS

All weapons listed here are counted as 'Plasma' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Plasma pistol	12"	7	4	Pistol 1, Breaching (4+), Gets Hot
Plasma gun	24"	7	4	Rapid Fire, Breaching (4+), Gets Hot
Executioner plasma cannon	48"	7	4	Heavy 1, Large Blast (5"), Rending (4+)

## VOLKITE WEAPONS

All weapons listed here are counted as 'Volkite' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Volkite serpenta	10"	5	5	Pistol 2, Deflagrate
Volkite charger	15"	5	5	Assault 2, Deflagrate
Volkite culverin	45"	6	5	Heavy 5, Deflagrate
Volkite macro-saker	45"	6	5	Heavy 8, Deflagrate

## MISCELLANEOUS WEAPONS

Weapon	Range	Str	AP	Type
Grenade launcher				
- Frag	24"	3	6	Assault 1, Blast (3"), Pinning
- Krak	24"	5	4	Assault 1

## BASIC COMBAT WEAPONS

As stated in the *Horus Heresy: Age of Darkness* rulebook, all models are considered to have some form of basic close combat weapon – be it a knife, entrenchment tool or simply bared fists and stubborn determination. In most Imperial armies this is usually the ubiquitous combat blade, a single edged, pattern-welded blade forged of several non-terrestrial alloys, whose size varies between forces. Regardless of the nature of this weapon, all basic close combat weapons share the same profile, repeated here for ease of reference:

Weapon	Range	Str	AP	Type
Basic close combat weapon	-	User	-	Melee

## CHAIN WEAPONS

All weapons listed here are counted as 'Chain' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Chainsword	-	User	-	Melee, Shred
Chainaxe	-	+1	-	Melee, Shred

## CHARNABAL WEAPONS

All weapons listed here are counted as 'Charnabal' weapons for those rules that affect such weapons. A model that is eligible to select a Charnabal weapon may take any of the weapons included in this entry.

Weapon	Range	Str	AP	Type
Charnabal sabre	-	User	-	Melee, Breaching (5+), Duellist's Edge (1)
Charnabal tabar	-	+2	-	Melee, Breaching (6+), Duellist's Edge (1)
Charnabal glaive	-	+1	-	Melee, Breaching (5+), Duellist's Edge (2), Two-handed



## POWER WEAPON

All weapons listed here are counted as 'Power' weapons for those rules that affect such weapons. A model that is eligible to select a power weapon may take any of the weapons included in this profile.

Weapon	Range	Str	AP	Type
Power sword	-	User	3	Melee, Rending (6+)
Power axe	-	+1	2	Melee, Unwieldy
Power maul	-	+2	3	Melee
Power lance	-	+1	3	Melee, Reach (1)

Although technically operated on the same principle, the following weapons are far rarer and more difficult to master than the more common power weapons. They counts as 'Power' weapons, but may not be selected by a model eligible to claim a generic power weapon.

Weapon	Range	Str	AP	Type
Power fist	-	x2	2	Melee, Unwieldy, Specialist Weapon
Thunder hammer	-	x2	2	Melee, Unwieldy, Brutal (2), Specialist Weapon

## PARAGON BLADES

Weapon	Range	Str	AP	Type
Paragon blade	-	+1	2	Melee, Murderous Strike (6+), Specialist Weapon

## EXOTIC AND MISCELLANEOUS WEAPONS

Weapon	Range	Str	AP	Type
Melta bomb	-	8	1	Melee, Detonation, Unwieldy, Armourbane (Melee), Instant Death
Bayonet	-	+1	-	Melee, Two-handed
Militia lance	-	7	3	Melee, Ungainly, Brutal (2), Sudden Strike (2), Two-handed
Melta lance	-	8	3	Melee, Ungainly, Lance, Sudden Strike (2), Two-handed, One Use

**Ungainly:** A model may only attack with this weapon on a turn in which it makes a successful Charge, but does not gain a bonus attack for Charging or from any special rules that would normally grant additional Attacks.