

## LEGACIES OF THE AGE OF DARKNESS

# Solar Auxilia

VERSION I.I

## FOREWORD

This PDF supplements the army lists found in the *Warhammer: The Horus Heresy – Liber Imperium* army book, allowing players to include expanded units in their battles. Within are a selection of units that can be included in any army, along with a number of units that are available only to specific 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* is required. Additionally, certain specific units, Rites of War and special rules may require the use of other Liber books for the use of that unit or rule only – in such cases it will be specifically noted as part of that rule which books are 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, rarified units that were part of the Solar Auxilia 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**.

### **DESIGNER’S NOTE**

Some of the profiles listed here (in particular those for the Macharius variants, Crassus and Praetor) are named so in order to make it clear which miniatures are appropriate to be used to represent them and to allow players to continue to use their existing collections on the tabletop. It is intended that these profiles and models are used to represent the vast and divergent array of armoured vehicles and tanks that were in use at the time of the Horus Heresy but not yet included in any army list.

## HQ

*Following the wounding of Horus by the anathame, and his subsequent recovery facilitated by the priests of the Serpent Lodge on Davin, members of the mysterious cult accompanied the Warmaster and his allies upon the field of battle. As ever, their motivations and objectives were veiled in secrecy but their influence was far more tangible as the Traitor armies outwardly rebelled against the Imperium.*

## DAVINITE LODGE PRIEST ..... 50 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Davinite Lodge Priest	6	3	3	3	3	1	3	1	7	6+

### Unit Composition

- 1 Davinite Lodge Priest

### Wargear

- Excoricare
- Davinite blade
- Refractor field

### Unit Type

- Davinite Lodge Priest: Infantry (Psyker, Character)

### Special Rules

- Independent Character
- Psychic Discipline: Delphos Serpentis
- Militaris Attaché
- Support Squad
- Traitor

## PSYCHIC DISCIPLINE: DELPHOS SERPENTIS

### Ritual Healing (Psychic Power)

Instead of making a Shooting Attack, the controlling player of a Psyker with this Psychic Power may take a Psychic check. If the Check is passed, the controlling player may select a single friendly model with the Infantry Unit Type within 6" of the Psyker that has suffered at least one Wound but has not been removed as a casualty. The selected model regains one Wound, up to a maximum of its starting Wounds characteristic. If the Check is failed, the Psyker suffers Perils of the Warp.

### Excoricare

	Range	Str	AP	Type
Excoricare	18"	3	5	Pistol 1, Deflagrate

### Davinite Blade

	Range	Str	AP	Type
Davinite blade	-	User	-	Melee, Poisoned (5+)

### Militaris Attaché

*Only in the most desperate of situations were non-combatant personnel called upon to stand upon the field of battle. In the rare instances they were, it was most common to find these individuals drawn into combat after diplomacy had failed, accompanying command elements out of a sense of loyalty or duty.*

A model with this special rule may be included in an army with any faction as a non-Compulsory HQ choice and may never be selected as the Warlord.

## HQ

*Navigators accompanied Expeditionary fleets in order to guide their courses through the Immaterium, steer them clear of harm and find safe harbour in the maelstrom of unreality. Only through sheer desperation or ill-fortune would such individuals find themselves upon the field of battle to lend the sight of their æther-sense in aiding commanders in predicting the flow of battle.*

## EXPEDITIONARY NAVIGATOR ..... 50 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Expeditionary Navigator	6	2	2	3	3	1	3	1	7	6+

### Unit Composition

- 1 Expeditionary Navigator

### Wargear

- Laspistol
- Ætherlabe staff
- Refractor field

### Unit Type

- Expeditionary Navigator: Infantry (Psyker, Character)

### Special Rules

- Independent Character
- Psychic Discipline: Navis Astrologis
- Militaris Attaché
- Support Squad

### Ætherlabe staff

*The Ætherlabe mounted upon the Navigator's staff is used to aid the bearer in plotting the tides of the Immaterium, detecting the ætheric bow wave of any enemy approaching through it or disturbing it in any way.*

The controlling player of an enemy unit that arrives via Deep Strike Assault within 12" of a model with this special rule must roll an additional D6 when rolling to Scatter that unit.

### PSYCHIC DISCIPLINE: NAVIS ASTROLOGIS

*The powers possessed by those of the Navigator Households are amongst some of the most potent of any caste of psyker, although rarely do they have any overtly offensive capability. When pressed, however, Navigators are able to harness the tides of the empyrean and direct them to strike at their foes.*

### Lidless Stare (Psychic Weapon)

*The Navigator opens their third eye and turns their baleful gaze upon the enemy. Those not quick enough to turn their heads are assailed by the unreal light of the Immaterium and rendered to shrivelled husks in an instant.*

	Range	Str	AP	Type
Lidless Stare	Template	2	-	Pinning, Force

**Force:** Any Psyker with a weapon or ability with this special rule may choose to make a Psychic check before making any attacks with that weapon or resolving the ability. If the Check is successful then the Strength value of any attacks made is doubled. If the Check is failed then Perils of the Warp is resolved targeting the unit containing the model that failed its Check. If the Psyker survives Perils of the Warp then it may attack as normal.

### Militaris Attaché

*Only in the most desperate of situations were non-combatant personnel called upon to stand upon the field of battle. In the rare instances they were, it was most common to find these individuals drawn into combat after diplomacy had failed, accompanying command elements out of a sense of loyalty or duty.*

A model with this special rule may be included in an army with any faction as a non-Compulsory HQ choice and may never be selected as the Warlord.

## FAST ATTACK

The Carnodon medium battle tank was foremost of the many initiatives undertaken to exploit the modular design of the relatively new Aurox chassis by creating variants based on it. During the early years of the Great Crusade, it rapidly became a byword for conquest amongst the Expeditionary fleets, a legacy that led to the production of the dedicated Imperial battle tanks of latter days. As the Great Crusade moved ever outwards and supply of the Aurox chassis peaked, it is thought that many Carnodon tanks entered a strategic reserve and were distributed to muster worlds behind the front lines; with over 200,000 examples thought to have been stored pending secondary mobilisation in the warrens under Tallarn.

## SOLAR AUXILIA CARNODON STRIKE SQUADRON ..... 70 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Carnodon	15	3	12	11	10	3	-

### Unit Composition

- 1 Solar Auxilia Carnodon

### Unit Type

- Vehicle

### Wargear

- Turret Mounted twin-linked multi-laser
- Two Sponson Mounted heavy flamers
- Smoke launchers

### Special Rules

- None

### Options

- A Solar Auxilia Carnodon Strike Squadron may include:
  - Up to two additional Solar Auxilia Carnodons .....+65 points each
- All models in a Solar Auxilia Carnodon Strike Squadron may exchange their Turret Mounted twin-linked multi-laser for one of the following options (all models in the unit must select the same option):
  - Turret Mounted volkite culverin ..... Free
  - Turret Mounted twin-linked autocannon ..... +5 points
  - Turret Mounted twin-linked lascannon.....+20 points
- All models in a Solar Auxilia Carnodon Strike Squadron may exchange their Sponson Mounted heavy flamers for one of the following options (all models in the unit must select the same option):
  - Two Sponson Mounted volkite calivers ..... Free
  - Two Sponson Mounted heavy bolters ..... +10 points
  - Two Sponson Mounted multi-lasers..... +10 points
  - Two Sponson Mounted autocannon ..... +10 points
  - Two Sponson Mounted lascannon.....+20 points
- Any Solar Auxilia Carnodon may take any of the following:
  - Searchlight..... +5 points
- Any Solar Auxilia Carnodon may take one of the following:
  - One Pintle Mounted heavy stubber ..... +5 points
  - One Pintle Mounted multi-laser ..... +10 points
  - One Pintle Mounted heavy flamer ..... +5 points

### Volkite Caliver

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

	Range	Str	AP	Type
Volkite caliver	30"	6	5	Heavy 3, Deflagrate

### Volkite Culverin

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

	Range	Str	AP	Type
Volkite culverin	45"	6	5	Heavy 5, Deflagrate

## FAST ATTACK

*Originally designed on Terra for the task of rooting out burrowing xenos species during the Great Crusade, canny commanders quickly found use for the Terrax pattern Termite Assault Drill in tearing through the foundations of enemy bastions or emerging behind barricades or trench lines to lay waste to their defenders. A specialised transport vehicle, the Termite is capable of bringing a full squad of warriors to the battlefield whilst bypassing enemy auspex and atmospheric scanners.*

## SOLAR AUXILIA TERMITE ASSAULT DRILL ..... 80 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Termite	8	3	12	12	10	3	12

### Unit Composition

- 1 Solar Auxilia Termite Assault Drill

### Unit Type

- Vehicle (Transport)

### Wargear

- Two Pintle Mounted twin-linked bolters
- Melta cutters

### Special Rules

- Infantry Transport
- Subterranean Assault

### Access Points

- A Solar Auxilia Termite Assault Drill has two Access Points, one on each side of the hull.

### Options

- A Solar Auxilia Termite Assault Drill may exchange both of its Pintle Mounted twin-linked bolters for one of the following options:
  - Two Pintle Mounted twin-linked volkite chargers..... +5 points
  - Two Pintle Mounted heavy flamers ..... +5 points

## HEAVY SUPPORT

*Devised as a refit schema for damaged tanks or to make use of incomplete chassis held in readiness by numerous Forge Worlds, the Thunderer was an inelegant but nonetheless serviceable addition to the battle formations of the Solar Auxilia. What it lacked in sophistication, mounting just a single, primary armament and ammunition supply, it made up for in simplicity and singular purpose, with initiate crews able to be trained in all applicable combat protocols in a matter of mere hours before being deployed onto the front lines.*

## AUXILIA ARMoured SUPPORT TERCIO

Each Auxilia Armoured Support Tercio is a single Heavy Support choice, using up a single Heavy Support slot on the Force Organisation chart. Each Auxilia Armoured Support Tercio is composed of a number of separate units – the exact number of units in the Tercio is shown on the Auxilia Armoured Support Tercio organisation chart (shown below). An Auxilia Armoured Support Tercio may not include more than three units and counts as an Auxilia Armoured Tercio for the purposes of Cohort Doctrines.

### Auxilia Armoured Support Tercio Organisation Chart

An Auxilia Armoured Support Tercio may include the following units:

- 0-1 Solar Auxilia Armoured Command Section
- 1-3 of either Solar Auxilia Thunderer Siege Tank Squadrons, Solar Auxilia Destroyer Tank Hunter Squadrons or Solar Auxilia Trojan Support Vehicles

## SOLAR AUXILIA THUNDERER SIEGE TANK SQUADRON ..... 200 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Thunderer Siege Tank	10	3	14	13	10	4	-

### Unit Composition

- 1 Solar Auxilia Thunderer Siege Tank

### Unit Type

- Vehicle (Reinforced, Slow)

### Wargear

- Centreline (Front) Mounted demolisher cannon
- Smoke launchers

### Special Rules

- Tercio

### Options

- A Solar Auxilia Thunderer Siege Tank Squadron may include:
  - Up to two additional Thunderer Siege Tanks ..... +185 points each
- Any Solar Auxilia Thunderer Siege 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
- Any Solar Auxilia Thunderer Siege Tank may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile ..... +5 points each
  - Dozer blade ..... +5 points
  - Searchlight ..... +5 points

## HEAVY SUPPORT

*Much like the similarly designed Thunderer, the Destroyer Tank Hunter was an uncomplicated marrying of a basic tank chassis and a single armament, in this case the Proteus laser destroyer. As a precursor to the more complex and refined laser weaponry that would be later developed, the Proteus pattern weapon was manufactured using inexpensive materials and basic fabrication processes, and whilst it possessed much of the potency of the more elegant designs, it lacked reliability and stability.*

## SOLAR AUXILIA DESTROYER TANK HUNTER SQUADRON .....200 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Destroyer Tank Hunter	10	3	14	13	10	4	-

### Unit Composition

- 1 Solar Auxilia Destroyer Tank Hunter

### Unit Type

- Vehicle (Reinforced, Slow)

### Wargear

- Centreline (Front) Mounted Proteus laser destroyer
- Smoke launchers

### Special Rules

- Tercio

### Options

- A Solar Auxilia Destroyer Tank Hunter Squadron may include:
  - Up to two additional Solar Auxilia Destroyer Tank Hunters ..... +185 points each
- Any Solar Auxilia Destroyer Tank Hunter 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 Solar Auxilia Destroyer Tank Hunter may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile ..... +5 points each
  - Dozer blade ..... +5 points
  - Searchlight ..... +5 points

### Proteus Laser Destroyer

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

	Range	Str	AP	Type
Proteus laser destroyer	36"	9	1	Heavy 2, Twin-linked, Exoshock (6+), Gets Hot

## HEAVY SUPPORT

*The practice of fielding ad-hoc and untested war machines in numbers allowed many commanders to wield overwhelming fire superiority during flashpoint engagements, but the attrition of protracted warfare led to the necessary presence of combat maintenance vehicles. These support vehicles could enable tanks to re-enter the fray after sustaining damage, or at least recover them from the battlefield for more extensive repairs or salvage.*

## SOLAR AUXILIA TROJAN SUPPORT VEHICLE..... 100 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Trojan	10	3	13	12	10	4	-

### Unit Composition

- 1 Solar Auxilia Trojan Support Vehicle

### Unit Type

- Vehicle (Reinforced, Slow)

### Wargear

- Hull (Front) Mounted heavy bolter
- Smoke launchers

### Special Rules

- Tercio
- Field Repair (5+)

### Options

- A Solar Auxilia Trojan Support Vehicle may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile..... +5 points each
  - Searchlight..... +5 points

### Field Repair (X)

If a model with the Field Repair (X) special rule is within 3" of one or more friendly damaged Vehicles during the Shooting phase, they can attempt to Repair one damaged Vehicle instead of firing all weapons or using any other abilities that would be used instead of making a Shooting Attack. To attempt a Repair, roll a D6. If the result is equal to or more than the value listed in brackets as part of this special rule then one of the following options may be applied to any one Vehicle model within 3" of the Solar Auxilia Trojan Support Vehicle:

- Restore a lost Hull Point.
- Repair a Weapon Destroyed result.
- Repair an Immobilised result.

If a Weapon Destroyed result is repaired, that weapon may not be used to attack in the same phase as it is repaired, but may be used to attack as normal in any phase after that.



## HEAVY SUPPORT

Many cohorts of the Solar Auxilia maintained a reserve of venerable and antiquated self-propelled artillery guns that were known as Minotaurs. These lumbering war machines were designed to provide close fire-support to the front lines, following the advance of other troops, but their slow speed and the convoluted process of readying the guns to fire meant that they were often only called into action in the most desperate circumstances or provided to garrison forces behind the leading edge of the Great Crusade.

## SOLAR AUXILIA MINOTAUR BATTERY ..... 280 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Minotaur	8	3	13	12	13	4	-

### Unit Composition

- 1 Solar Auxilia Minotaur

### Wargear

- Centreline (Rear) Mounted twin-linked Earthshaker cannon
- Smoke launchers

### Options

- A Solar Auxilia Minotaur Battery may include:
  - One additional Solar Auxilia Minotaur ..... +265 points
- A Solar Auxilia Minotaur may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile ..... +5 points
  - Searchlight ..... +5 points

### Unit Type

- Vehicle (Reinforced, Slow)

### Special Rules

- Open Crew Compartment

### Open Crew Compartment

Any Hits scored against a Vehicle with this special rule in close combat (including as part of a Death or Glory Advanced Reaction) are resolved against the Vehicle's Armour Facing with the lowest value.

## LORDS of WAR

The Expeditionary fleets of the Great Crusade uncovered tanks and war machines of varied designs spread across the thousands of worlds they rediscovered. Despite the diversity of these vehicles, they shared features that originated from those used to fight Terra's tribal land wars and shared the common purpose of facilitating mass destruction in battle. Although little standardisation throughout these esoteric tank designs existed, many continued to be maintained and used in war. This was especially common of cohorts populated with conscripted recruits who were familiar with the operation of such obscure technology and were afforded little time to retrain with standardised Imperial equipment.

## SOLAR AUXILIA MACHARIUS HEAVY TANK SQUADRON..... 300 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Solar Auxilia Macharius Heavy Tank	10	3	13	12	12	6	-

### Unit Composition

- 1 Solar Auxilia Macharius Heavy Tank

### Unit Type

- Vehicle (Super-heavy)

### Wargear

- Turret Mounted Macharius battle cannon
- One Hull (Front) Mounted twin-linked heavy stubber
- Two Sponson Mounted heavy stubbers
- Smoke launchers

### Special Rules

- None

### Options

- A Solar Auxilia Macharius Heavy Tank Squadron may include:
  - One additional Solar Auxilia Macharius Heavy Tank ..... +280 points
- Any Solar Auxilia Macharius Heavy Tank may exchange its Turret Mounted Macharius battle cannon for one of the following options (all models in the unit must select the same option):
  - Macharius Vanquisher cannon ..... Free
  - Macharius rotary bolt cannon.....+20 points
- Any Solar Auxilia Macharius Heavy Tank may take one of the following options:
  - Pintle Mounted heavy stubber..... +5 points
  - Pintle Mounted twin-linked bolter ..... +5 points
  - Pintle Mounted combi-weapon (any type)..... +10 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
- Any Solar Auxilia Macharius Heavy Tank may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile..... +5 points each
  - Searchlight..... +5 points

### Macharius Battle Cannon

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

	Range	Str	AP	Type
Macharius battle cannon	48"	8	4	Heavy 1, Blast (3"), Twin-linked, Pinning

### Macharius Vanquisher Cannon

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

	Range	Str	AP	Type
Macharius Vanquisher cannon	72"	9	2	Heavy 2, Sunder, Brutal (2), Twin-linked

### Macharius Rotary Bolt Cannon

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

	Range	Str	AP	Type
Macharius rotary bolt cannon	24"	6	4	Heavy 10, Breaching (6+), Pinning, Twin-linked

## LORDS of WAR

The immense plasma blastgun that the Stormblade carries as its primary armament affords commanders with a formidable amount of firepower. This terrifying capability comes at the expense of the crew of such vehicles, who are subjected to harmful levels of radiation within the sweltering crew compartments of operational tanks.

## SOLAR AUXILIA STORMBLADE ..... 650 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Stormblade	10	3	13	12	12	12	-

### Unit Composition

- 1 Solar Auxilia Stormblade

### Unit Type

- Vehicle (Super-heavy)

### Wargear

- Centreline (Front) Mounted plasma blastgun
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

### Special Rules

- None

### Options

- A Solar Auxilia Stormblade may take one of the following options:
  - Pintle Mounted multi-laser ..... +10 points
  - Pintle Mounted heavy flamer ..... +5 points
  - Pintle Mounted heavy stubber ..... +5 points
- A Solar Auxilia Stormblade may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile ..... +5 points each
  - Searchlight ..... +5 points

### Plasma blastgun

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

	Range	Str	AP	Type
Plasma blastgun	72"	9	3	Ordnance 1, Massive Blast (7"), Breaching (4+)

## LORDS of WAR

Constructed using an ancient STC dating back to the Dark Age of Technology, the Baneblade is a super-heavy tank outfitted with a bewildering array of weapons, even for a vehicle of its prodigious size. The Baneblade hull was used as the basis for a number of more specialised variants, but this configuration was its most versatile and commonly seen form.

## SOLAR AUXILIA BANEBLADE ..... 650 POINTS

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

### Unit Composition

- 1 Solar Auxilia Baneblade

### Unit Type

- Vehicle (Super-heavy)

### Wargear

- Turret Mounted Baneblade cannon
- Co-axial Mounted autocannon
- Hull (Front) Mounted demolisher cannon
- Hull (Front) Mounted twin-linked heavy bolter
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

### Special Rules

- None

### Options

- A Solar Auxilia Baneblade may take one of the following options:
  - Pintle Mounted multi-laser ..... +10 points
  - Pintle Mounted heavy flamer ..... +5 points
  - Pintle Mounted heavy stubber ..... +5 points
- A Solar Auxilia Baneblade may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile ..... +5 points each
  - Searchlight ..... +5 points

### Baneblade cannon

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

	Range	Str	AP	Type
Baneblade cannon	72"	8	4	Ordnance 1, Large Blast (5"), Rending (6+), Pinning

## LORDS of WAR

*Based on the Baneblade chassis, the Banehammer replaces a number of the weapon systems and ammunition storage spaces with the tremor cannon and its vast, timed-fuse shells. When fired, the delayed detonation of these massive projectiles allows them to sink into the ground before exploding, sending pulverising shockwaves out in a large radius. The force of such a blast is enough to debilitate even hardened troops for a period, even if they escape without serious injury.*

## SOLAR AUXILIA BANEHAMMER..... 650 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Banehammer	10	3	13	12	12	12	-

### Unit Composition

- 1 Solar Auxilia Banehammer

### Unit Type

- Vehicle (Super-heavy)

### Wargear

- Hull (Front) Mounted tremor cannon
- Hull (Front) Mounted twin-linked heavy bolter
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

### Special Rules

- None

### Options

- A Solar Auxilia Banehammer may take one of the following options:
  - Pintle Mounted multi-laser ..... +10 points
  - Pintle Mounted heavy flamer ..... +5 points
  - Pintle Mounted heavy stubber ..... +5 points
- A Solar Auxilia Banehammer may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile ..... +5 points each
  - Searchlight ..... +5 points

### Tremor cannon

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

	Range	Str	AP	Type
Tremor cannon	24"	8	4	Ordnance 1, Massive Blast (7"), Pinning, Shell Shock (2)

## LORDS of WAR

*The Stormlord is a variant of the Baneblade that is equipped with a Titan-class Vulcan mega-bolter. Consisting of a slaved pair of rotary barrel arrays, this immense weapon can pulverise heavy infantry and light armoured vehicles in an indiscriminate storm of explosive bolt ammunition. As such it is often employed in support of infantry assaults where it can cause massive amounts of damage before it expends its ammunition capacity.*

## SOLAR AUXILIA STORMLORD ..... 650 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Stormlord	10	3	13	12	12	12	10

### Unit Composition

- 1 Solar Auxilia Stormlord

### Unit Type

- Vehicle (Super-heavy, Transport)

### Wargear

- Centreline (Front) Mounted Vulcan mega-bolter
- Hull (Front) Mounted twin-linked heavy bolter
- Hull (Left) Mounted heavy stubber
- Hull (Right) Mounted heavy stubber
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

### Special Rules

- None

### Options

- A Solar Auxilia Stormlord may take one of the following options:
  - Pintle Mounted multi-laser ..... +10 points
  - Pintle Mounted heavy flamer ..... +5 points
  - Pintle Mounted heavy stubber ..... +5 points
- A Solar Auxilia Stormlord may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile ..... +5 points each
  - Searchlight ..... +5 points

### Vulcan Mega-bolter

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

	Range	Str	AP	Type
Vulcan mega-bolter	60"	6	3	Heavy 15, Pinning, Shell Shock (1)

## LORDS of WAR

*The volcano cannon that forms the primary armament of the Shadowsword is usually the preserve of the constructs of the Titan Legions. This vast weapon allows the Shadowsword to operate as a super-heavy tank and Titan hunter in its own right but singles the tank out as a priority target for enemy forces. As such the command of a Shadowsword is the preserve of only the most astute and experienced crews, those capable of maintaining cohesion and effectiveness under intense pressure.*

## SOLAR AUXILIA SHADOWSWORD..... 650 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Shadowsword	10	3	13	12	12	12	-

### Unit Composition

- 1 Solar Auxilia Shadowsword

### Unit Type

- Vehicle (Super-heavy)

### Wargear

- Centreline (Front) Mounted volcano cannon
- Hull (Front) Mounted twin-linked heavy bolter
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

### Special Rules

- None

### Options

- A Solar Auxilia Shadowsword may take one of the following options:
  - Pintle Mounted multi-laser ..... +10 points
  - Pintle Mounted heavy flamer ..... +5 points
  - Pintle Mounted heavy stubber ..... +5 points
- A Solar Auxilia Shadowsword may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile ..... +5 points each
  - Searchlight ..... +5 points

## LORDS of WAR

*The Hellhammer cannon used on the Stormsword is amongst the largest of the conventional cannon armaments found in Imperial arsenals. This huge calibre weapon is fitted with enhanced recoil compensators and lobs sub-atomic shells that detonate upon impact, sending splinters of white-hot shrapnel across a massive blast radius. Anything caught within the vicinity of such an explosion must not only contend with metre-long shards of metal hurling through the air at supersonic speeds but also a devastating overpressure wave that can powder bones and rupture the hulls of even heavy tanks.*

## SOLAR AUXILIA STORMSWORD..... 650 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Stormsword	10	3	13	12	12	12	-

### Unit Composition

- 1 Solar Auxilia Stormsword

### Unit Type

- Vehicle (Super-heavy)

### Wargear

- Centreline (Front) Mounted Hellhammer cannon
- Hull (Front) Mounted twin-linked heavy bolter
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

### Special Rules

- None

### Options

- A Solar Auxilia Stormsword may take one of the following options:
  - Pintle Mounted multi-laser ..... +10 points
  - Pintle Mounted heavy flamer ..... +5 points
  - Pintle Mounted heavy stubber ..... +5 points
- A Solar Auxilia Stormsword may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile ..... +5 points each
  - Searchlight ..... +5 points

### Hellhammer cannon

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

	Range	Str	AP	Type
Hellhammer cannon	24"	12	3	Ordnance 1, Large Blast (5"), Sunder, Rending (5+), Brutal (3)



## LORDS of WAR

*In addition to the plethora of lumbering battle tanks found in use by the militias and defence forces encountered by the fleets of the Great Crusade, numerous specialised machines were also discovered. Various patterns of mobile missile launcher platforms had been used by frontier armies to pulverise xenofom hordes from afar with fragmentation warheads. Numerous examples of these weapons remained in use as a new era of war began.*

## SOLAR AUXILIA PRAETOR ARMoured ASSAULT LAUNCHER..... 500 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Praetor Assault Launcher	10	3	13	12	12	8	-

### Unit Composition

- 1 Solar Auxilia Praetor Armoured Assault Launcher

### Unit Type

- Vehicle (Super-heavy)

### Wargear

- Praetor launcher
- Two Sponson Mounted heavy bolters
- Smoke launchers

### Special Rules

- None

### Options

- A Solar Auxilia Praetor Armoured Assault Launcher may exchange both of its Sponson Mounted heavy bolters for one of the following options:
  - Two Sponson Mounted heavy flammers ..... Free
  - Two Sponson Mounted autocannon ..... +10 points
  - Two Sponson Mounted lascannon.....+20 points
- A Solar Auxilia Praetor Armoured Assault Launcher may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile..... +5 points each
  - Searchlight..... +5 points

### Praetor Launcher

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

	Range	Str	AP	Type
Praetor launcher	72"	7	4	Ordnance 1, Barrage, Massive Blast (7"), Pinning, Rending (6+)

## LORDS of WAR

*Vast land-arcs were used by primitive armies throughout the galaxy to convey large numbers of troops across the killing fields that surrounded their enemies' holds. Not only did such vehicles provide protection from all but dedicated anti-armour weapons, they also allowed common infantry soldiers to cross hazardous and arduous terrain in a timely fashion to meet their foe. Such benefits would be equally attractive to the more formalised cohorts of the Solar Auxilia, especially when wider mechanisation was not available.*

## SOLAR AUXILIA CRASSUS ARMoured ASSAULT TRANSPORT ..... 300 POINTS

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Crassus Assault Transport	10	3	13	12	12	8	35

### Unit Composition

- 1 Solar Auxilia Crassus Armoured Assault Transport

### Unit Type

- Vehicle (Super-heavy, Transport)

### Wargear

- Hull (Front, Left) Mounted heavy bolter
- Hull (Front, Right) Mounted heavy bolter
- Two Sponson Mounted heavy bolters
- Smoke launchers

### Special Rules

- None

### Access Points

- A Solar Auxilia Crassus Armoured Assault Transport has one Access Point at the rear of the hull.

### Options

- A Solar Auxilia Crassus Armoured Assault Transport may exchange both of its Hull Mounted heavy bolters for one of the following:
  - Hull (Front Left) and Hull (Front Right) Mounted heavy flammers..... Free
  - Hull (Front Left) and Hull (Front Right) Mounted autocannon ..... +10 points
  - Hull (Front Left) and Hull (Front Right) Mounted lascannon.....+20 points
- A Solar Auxilia Crassus Armoured Assault Transport may take any of the following:
  - One Hull (Front) Mounted hunter-killer missile..... +5 points each
  - Searchlight..... +5 points

## FORTIFICATIONS

Where the resources to deploy self-propelled gun carriages were not available or the topography warranted the installation of fixed artillery positions, static gun batteries or platforms could be deployed. As vulnerable to close assault as they were, these artillery batteries could provide fire-support to defending forces.

## SOLAR AUXILIA ARTILLERY BATTERY.....120 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Auxilia Gunner	6	3	3	3	3	1	3	1	6	3+
Artillery Platform	-	1	4	1	5	2	1	1	-	3+

### Unit Composition

- 1 Artillery Platform
- 5 Auxilia Gunners

### Wargear

- Laspistol (Auxilia Gunner only)
- Void armour (Auxilia Gunner only)
- Earthshaker cannon (Artillery Platform only)

### Options

- An Solar Auxilia Artillery Battery may include:
    - Up to 4 additional Artillery Platforms\* .....+100 points per model
- \*For each additional Artillery Platform the unit must include 5 additional Auxilia Gunners for no additional points cost.
- Every Artillery Platform in the unit may exchange its Earthshaker cannon for one of the following, all Artillery Platforms in the unit must take the same upgrade:
    - Medusa mortar ..... Free

### Unit Type

- Artillery Platform: Infantry (Static Artillery, Heavy)
- Auxilia Gunner: Infantry (Heavy)

### Special Rules

- Auxilia Static Artillerists
- Stubborn

### STATIC ARTILLERY SUB-TYPE

The following rules apply to all models with the Static Artillery Sub-type:

- A unit that includes one or more models with the Static Artillery Sub-type may never Embark or be Deployed on the battlefield Embarked on a model with the Transport Sub-type and may never benefit from the Scout or Infiltrate special rules.
- A unit that includes one or more models with the Static Artillery Sub-type may never be placed in Reserves and is counted as destroyed if any rule requires it to be placed into Reserves.
- A unit that includes one or more models with the Static Artillery Sub-type may not Run, declare or otherwise make Charge moves, or make Reactions.
- A unit that includes one or more models with the Static Artillery Sub-type may not make Sweeping Advances and if targeted by a Sweeping Advance automatically fails without rolling any dice and is destroyed.
- A unit that includes one or more models with the Static Artillery Unit Sub-type may never hold or deny an Objective.

### Auxilia Static Artillerists

A Solar Auxilia Artillery Battery must have at least one Auxilia Gunner per Artillery Platform in order for all Artillery Platforms to make Shooting Attacks in the Shooting phase. If, at the start of any of the controlling player's Shooting phases, the Solar Auxilia Artillery Battery contains fewer Auxilia Gunners than Artillery Platforms, then only a number of Artillery Platforms equal to the number of Auxilia Gunners may make Shooting Attacks in that Shooting phase. In addition, as long as there are at least as many Auxilia Gunners in the unit as there are Artillery Platforms, then the unit cannot be Pinned, automatically passing any Pinning tests it is called upon to take without any dice being rolled (this benefit is lost immediately once the number of Auxilia Gunners is reduced to less than the number of Artillery Platforms in the unit).