

KILL TEAM LIST

Solar Auxilia

Close Formation Fighting: So as long as two friendly models with this special rule are in base-to-base contact during an assault, they may fight at +1 WS.

Disciplined Fire: Models with this special rule may fire Overwatch Snap Shots at BS 2 when using Pistol, Assault and Rapid Fire weapons.

Hold the Line: While a model with this special rule is within 12" of another model with this rule from the same team which

itself is not already Falling back, it may re-roll any dice results of 6 against Pinning tests and Morale checks caused by attacks in the Psychic phase or Shooting phase.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

TEAM LEADERS

Legate Commander											30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Legate Commander	4	4	3	3	2	3	2	9	4+	Infantry (Character)	

Wargear:

- Void armor
- Laspistol
- Close combat weapon
- Frag grenade
- Krak grenade

Special Rules:

- Close Formation Fighting
- Disciplined Fire
- Emperor's Finest
- Hold the Line
- Inspiring Presence

Options:

- May replace their Laspistol or Close Combat Weapon with any of the following:
 - Blast Pistol *2 pts*
 - Charnabal Sabre *5 pts*
 - Needle Pistol *5 pts*
 - Volkie Serpenta *5 pts*
 - Hand Flamer *10 pts*
 - Plasma Pistol *10 pts*
 - Power Fist *15 pts*
 - Inferno Pistol *15 pts*
 - Archeotech Pistol *20 pts*
 - Paragon Blade *25 pts*
- May take one of the following:
 - Iron Halo *10 pts*

Emperor's Finest: Legates of the Solar Auxilia are masters at inspiring their men, keeping them brave beyond reckoning for most mortals. The baseline Inspiring Presence of a Legate Commander is 12", rather than the typical 6".

- Displace Matrix* *15 pts*
 - May take any of the following:
 - Melta Bomb *5 pts each*
 - Digital Lasers *5 pts*
 - Infravisor *5 pts*
 - Psy-Jammer *5 pts*
 - Cyber-Familiar *10 pts*
 - May take wargear from the Solar Auxilia armory including Legate Commander Only items.
- *The Displacer Matrix ignores the Built-Up Area rules normally used in Kill Team.

Strategos	20 Points										
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Strategos	3	4	3	3	2	4	2	8	4+	Infantry (Character)	

Wargear:

- Void armor
- Laspistol
- Close combat weapon
- Frag grenade
- Krak grenade
- Cognis signum

Special Rules:

- Close Formation Fighting
- Disciplined Fire
- Hold the Line
- Inspiring Presence

Options:

- May replace their Laspistol or Close Combat Weapon with any of the following:
 - Blast Pistol *2 pts*
 - Charnabal Sabre *5 pts*
 - Needle Pistol *5 pts*
 - Volkite Sepenta *5 pts*
 - Hand Flamer *10 pts*
 - Plasma Pistol *10 pts*
 - Power Weapon *10 pts*
 - Power Fist *15 pts*
- May take wargear from the Solar Auxilia Armory.

Veletaris Prime	30 Points										
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Veletaris Prime	4	4	3	3	2	3	2	9	4+	Infantry (Character)	

Wargear:

- Reinforced void armor
- Laspistol
- Volkite charger
- Close combat weapon
- Frag grenade
- Krak grenade

Special Rules:

- Close Formation Fighting
- Disciplined Fire
- Hold the Line
- Inspiring Presence
- Veletaris Leader*

Options:

- May replace their Laspistol or Close Combat Weapon with any of the following:
 - Blast Pistol *2 pts*
 - Charnabal Sabre *5 pts*
 - Needle Pistol *5 pts*
 - Hand Flamer *10 pts*
 - Plasma Pistol *10 pts*
 - Power Weapon *10 pts*
 - Power Fist *15 pts*

Veletaris Leader: If a Veletaris Prime is chosen as a Team Leader, then Veletaris do not have the five model limit as normal.

- May replace their Volkite Charger for one of the following:
 - Rotor Cannon *free*
 - Power Axe *5 pts*
- May take wargear from the Solar Auxilia Armory, including Veletaris Prime only items.

CORE

Auxilia Squad	35 Points										
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Auxiliary	3	3	3	3	1	3	1	7	4+	Infantry	

Wargear:

- Void armor
- Auxilia lasrifle
- Collimator
- Close combat weapon
- Frag grenade
- Krak grenade

Special Rules:

- Squad (5 Auxiliaries)
- Close Formation Fighting
- Disciplined Fire
- Hold the Line

Options:

- The entire squad may be given:
 - Blast-chargers for their lasrifles *5 pts*

Auxilia Veteran Squad	45 Points										
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Veteran Auxiliary	4	4	3	3	1	3	2	9	4+	Infantry (Character)	

Wargear:

- Void armor
- Auxilia lasrifle
- Collimator
- Blast-charger
- Close combat weapon
- Frag grenade
- Krak grenade

Special Rules:

- Squad (5 Veteran Auxiliaries)
- Close Formation Fighting
- Disciplined Fire
- Hold the Line

Options:

- One Veteran Auxiliary in the squad may exchange their lasgun, collimator and blast-charger for one weapon from the following:
 - Volkite Charger *5 pts*
 - Grenade Launcher (kinetic, tempestus and krak) *5 pts*
 - Flamer *5 pts*
 - Rotor Cannon *10 pts*
 - Melta Gun *10 pts*
 - Plasma Gun *15 pts*

Troopmaster	15 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Veteran Auxiliary	4	4	3	3	1	3	1	8	4+	Infantry (Character)

Wargear:

- Void armor
- Auxilia lasrifle
- Collimator
- Close combat weapon
- Frag grenade
- Krak grenade

Special Rules:

- Close Formation Fighting
- Disciplined Fire
- Hold the Line
- Rock in the Storm

Options:

- May exchange their lasgun and Collimator for one weapon from the following:
 - Volkite Charger *5 pts*
 - Grenade Launcher (Kinetic, Tempest, Krak) *5 pts*
 - Flamer *5 pts*
 - Rotor Cannon *10 pts*
 - Melta Gun *10 pts*
 - Plasma Gun *15 pts*

Rock in the Storm: You may purchase 1 Troopmaster for every 5 other Core models. Infantry models within 6" of a Troopmaster may use their Leadership for any test.

RESTRICTION: You may only take five Veletaris in your team.

Veletaris	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	11 Points
Veletaris	4	4	3	3	1	3	1	8	4	Infantry	

Wargear:

- Reinforced void armor
- Volkite Charger
- Laspistol
- Close combat weapon
- Frag grenade
- Krak grenade

Special Rules:

- Close Formation Fighting
- Disciplined Fire
- Hold the Line
- Move Through Cover

Options:

- May exchange their Volkite Charger for one weapon from the following:
 - Rotor Cannon *free*
 - Power Axe *5 pts*

SPECIAL

RESTRICTION: You may only take one Auxilia Rapier Battery in your team. The Raper and Auxiliaries only count as one model for special model limit purposes.

Auxilia Rapier Battery	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	35 Points
Rapier	-	-	-	7	2	-	-	-	3	Artillery	
Auxiliary	3	3	3	3	1	3	1	7	4	Infantry	

Wargear (Auxiliaries):

- Void armor
- Auxilia lasrifle
- Close combat weapon

Wargear (Rapier):

- Quad multi-laser

Special Rules:

- Squad (1 Rapier and 2 Auxiliaries)
- Close Formation Fighting (Auxiliaries)
- Disciplined Fire (Auxiliaries)
- Extremely Bulky (Rapier combined with Crew)

Options:

- The Rapier may exchange its quad multi-laser with one of the following:
 - Laser Destroyer Array *15 pts*
 - Quad Motor (Frag & Shatter Shells) *25 pts*
 - Graviton Cannon *35 pts*

RESTRICTION: You may only take one Enginseer Adept in your team.

Enginseer Adept**20 Points**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Enginseer Adept	3	3	3	3	1	3	1	8	3	Infantry (Character)

Wargear:

- Power armor
- Laspistol
- Power axe
- Servo-arm

Special Rules:

- Battlesmith
- Servo-automata Support

Options:

- May take any of the following:
 - Melta Bombs *5 pts each*
- May take wargear from the Solar Auxilia Armory.

RESTRICTION: You may only take one squad of Servo-automata in your team.

Servo-automata**20 Points**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Servo-automata	3	3	4	5	1	1	1	6	5	Infantry

Wargear:

- Close combat weapon

Special Rules:

- Squad (4 Servo-automata)
- Cybernetica

Options:

- Any Servo-automata may take one of the following weapons:
 - Servo-arm *5 pts*
 - Flamer *5 pts*
 - Phased Plasma Fusil *10 pts*
 - Rotor Cannon *10 pts*
 - Grenade Launcher (Kinetic, Tempest, Krak) *5 pts*
 - Heavy Bolter *15 pts*
 - Multi-Melta *15 pts*

Cybernetica: You may only include Servo-automata if your team includes a Enginseer Adept, and they only count as one model towards your special model limit. If they are not within 6" of an Enginseer Adept, they must take a Pinning test at the start of each Movement phase unless they are already engaged in combat (in which case they can fight normally)

RESTRICTION: You may only take one Medicae Orderly in your team.

Medicae Orderly**25 Points**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Medicae Orderly	3	3	3	3	1	3	1	8	4	Infantry (Character)

Wargear:

- Void armor
- Laspistol
- Close combat weapon
- Medi-pack

Special Rules:

- Close Formation Fighting
- Disciplined Fire

Options:

- May exchange their laspistol for one weapon from the following:
 - Needle pistol *10 pts*

Ogryn Charonite**55 Points**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Ogryn Charonite	4	3	5	5	3	2	3	6	4+	Infantry

Wargear:

- Void armor
- Charonite claws

Special Rules:

- Brutal Fighters
- Dead-man's Switch
- Feel No Pain (6+)
- Hammer of Wrath
- Mind-Slave
- Stubborn
- Very Bulky

Tarantula Sentry Gun**30 Points**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Sentry Gun	-	3	-	6	2	-	-	-	3	Artillery (Immobile)

Wargear:

- Twin-linked heavy bolter

Special Rules:

- Automated Artillery
- Firing Modes
- Non-Learning

Options:

- May exchange its twin-linked heavy bolter for:
 - Twin-linked multi-laser *free*
 - Twin-linked heavy flamers *free*
 - Two twin-linked rotor cannons *free*
 - Twin-linked lascannon *10 pts*
 - Multi-melta and searchlight *5 pts*
- May be upgraded to have one of the following:
 - Concealment *10 pts*
 - Forward Deployment *5 pts*
 - Drop Capsule *20 pts*

SOLAR AUXILIA ARMORY

Bionic Eye – 10 pts (Leader Only)

The auxilia has had its weak flesh and blood eye replaced with superior bionic equipment.

A model with an Bionic Eye has the Night Vision special rule and may re-roll any To Hit roll of 1 when shooting.

Blessed Void Armor – 10 pts (Leader Only)

This suit of armor, crafter by master techpriests on Terra and blessed by such provenance, is a ser of elaborately inscribed carapace armor, second to none. This suit of armor grants a re-rollable 4+ armor save.

Duelist Honors – 10 pts (Leader Only)

This auxilia is a duelist beyond compare, having claimed many opponents in duels on and off the battlefield.

The model may re-roll any To Hit rolls of 1 when attacking with a Charnabal Sabre, Close Combat Weapon, Paragon Blade or Power Weapon.

Master Crafted Weapon – 10pts

Whether a family relic or a war prize, some auxilia carry weapons which are far above the normal craftsmanship that any smith can produce in the modern era.

Choose a single weapon the model has to gain the Master Crafted special rule.

Master Swordsman – 15 pts (Legate Commander or Veletaris Prime Only)

The commander is a renowned swordsman, capable of taking on threats few others could hope to face with nothing more than a simple blade.

When engaged in an Assault, the model may give up attacks in order to gain or improve an invulnerable save, to a maximum of 3+. For example, a Legate Commander with an Refractor Field could give up one attack to improve his 5+ invulnerable save to a 4+, or two to increase it to a 3+.

Mortar Bombardment – 15 pts (Strageos Only)

While normally not used in smaller missions, whether for a lack of resources, stealth concerns or a simple lack of nearby reinforcements, the Strageos can sometimes find an artillery battery somewhere to lend fire support.

Once per game, in lieu of a shooting attack, the Strageos may trigger a bombardment as if from a Quad Frag motar, except the bombardment will only fire 2 shots, using the Strageos' ballistic skill.

REFRACTOR FIELD (Leader Only) – 15pts

Often carried by high-ranking officers and Imperial heroes, shimmering refractor fields refract incoming energy around their bearer, batting aside blasts and swinging blades that would otherwise lay them low.

A refractor field confers a 5+ invulnerable save.

Shroud Bomb – 15 pts (Veletaris Prime Only)

Shroud bombs, as the name implies, shroud their user in a dense gray fog, which both obscures position and confuses sensors, making it difficult for enemies to see the auxilia.

One use only. As well as counting as defensive grenades, a Shroud bomb can be used at any point during the Solar Auxilia player's turn, effect all models within 3" of the user and lasting until the beginning of their next turn. Any units which do not have the Night Vision special rule must pass a leadership test to charge affected models. Affected models also gain a 5+ cover save, or improve their existing cover save by one.

Veletaris Standard – 15 pts (Veletaris Only)

Need some fluff text here..

Maximum of one per team. May not be included in a team that already has a Vexilla. The model and all friendly Veletaris Prime,

Veletaris and Veteran Auxilia models within 12" of the model with the Veletais Standard may re-roll failed Morale and Pinning tests. The Veletaris Standard counts as a Banner when calculating combat resolution.

Vexilla – 10 pts (Legate Commander or Troop Master Only)

This elaborately embroidered banner bears the names of all the campaigns the team has participated in, as well as emblems, patterns and words detailing their heroics.

Maximum of one per team. May not be included in a team that already has a Veletaris Standard. The model carrying this banner, and all models within 6" or the model's Inspiring Presence radius, whichever

is higher, gain the Stubborn special rule. It also counts as a Banner for the purpose of combat resolution. If the model holding the Vexilla is slain, a nearby model can take up the banner. In doing so, they lose access to one weapon currently equipped of the player's choice. In this case it still counts as a Banner, but the Stubborn special rule is no longer granted.

WEAPON REFERENCE

Weapons not listed here can be found in the warhammer 40,000 rulebook.

Weapon	Range	S	AP	Notes
Archaeotech pistol	12"	6	3	Pistol, Master-craft
Auxilia lasrifle	30"	3	-	Rapid Fire
(Collimator)	36"	3	-	Heavy 2
(Blast-charger)	18"	6	6	Heavy 1, Charger Burnout*
Blast pistol	16"	5	-	Pistol, Twin-linked, Gets Hot
Charnabal sabre	-	As User	-	Melee, Rending, Duellist's Edge*
Charonite claws	-	User + 1	3	Melee, Flesh Ripper*
Graviton cannon	36"	*	4	Heavy 1, Concussive, Large Blast (5"), Graviton Pulse*, Haywire
Inferno pistol	6"	8	1	Pistol, Melta
Kinetic grenade	24"	4	5	Assault 1, Blast (3")
Lascannon	48"	9	2	Heavy 1
Laser destroyer array	48"	9	1	Ordnance 1, Twin-linked
Laspistol	12"	3	-	Pistol
Multi-laser	36"	6	6	Heavy 3
Needle pistol	12"	2	5	Pistol, Poisoned, Rending
Paragon blade	-	User +1	2	Melee, Murderous Strike*, Specialist Weapon
Phased plasma-fusil	24"	6	3	Salvo 2/3

WEAPON REFERENCE

Weapons not listed here can be found in the warhammer 40,000 rulebook.

Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Quad mortar				
(Frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock*
(Shatter)	36"	8	4	Heavy 4, Sunder*
Quad multi-laser	36"	6	6	Heavy 6, Twin-linked
Rotor cannon	30"	3	6	Salvo 3/4
Servo-arm	-	8	2	Melee, Unwieldy
Tempest shell	24"	-	6	Assault 1, Haywire
Volkite charger	15"	5	5	Assault 2, Deflagrate*
Volkite serpenta	10"	5	5	Pistol, Deflagrate*

Charger Burnout: If a lasrifle is used with a blast-charger, it may not be used again at all until after the owning player's next player turn (in essence you must skip a turn firing the unit's lasrifle). In addition, after the blast-chargers are used, roll a D6. If a 1 is rolled, the blast-charger cell has fused and the option may not be used again in this game. Place a marker by the model to indicate this is the case. In the case of a unit with more than one model with this special rule, roll one and apply the outcome to the whole unit.

Deflagrate: After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

Duelist's Edge: When fighting in a challenge, the user of this weapon gains a +1 bonus to their Initiative value.

Flesh Ripper: Any rolls To Hit of 6 should be separated out from the

Hit pool and dealt with separately. These are treated as having AP 2 and the Instant Death special rule.

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

Murderous Strike: Attacks with this special rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against this Instant Death causing wound separately to other wounds on the attacks profile.

Shell Shock: Due to the rapid impact of the quad mortar's shells, Pinning tests taken because of its attack are made at a -1 Ld penalty.

Sunder: Attacks made with this rule may re-roll failed Armor Penetration rolls.