

# SOLAR AUXILIA

## HOR

### CRUSADE IMPERIALIS, HORUS HERESY

This team list uses the FW Redbook, Crusade Imperialis as inspiration and basis. All rules not listed here will be drawn from there, mainly weapons profiles. If a rule differs from the Codex, it will be clearly stated.

### FACTION KEYWORDS

All models in this list have the **Imperium, Solar Auxilia, Loyalist** keywords.

### CLOSE FORMATION FIGHTING

You can add 1 to hit rolls in the Fight phase for any models with this rule that are in base contact with one or more another friendly model with this rule.

### DISCIPLINED FIRE

Each time you roll an unmodified hit roll of 5+ for an attack with a Pistol, Rapid Fire, or Assault weapon made by this model, that hit roll succeeds regardless of any modifiers.

### HOLD THE LINE

You can re-roll any dice results of 6 for Nerve tests for models with this rule that are within 6" of another friendly model with the same rule who hasn't failed a Nerve check this turn.

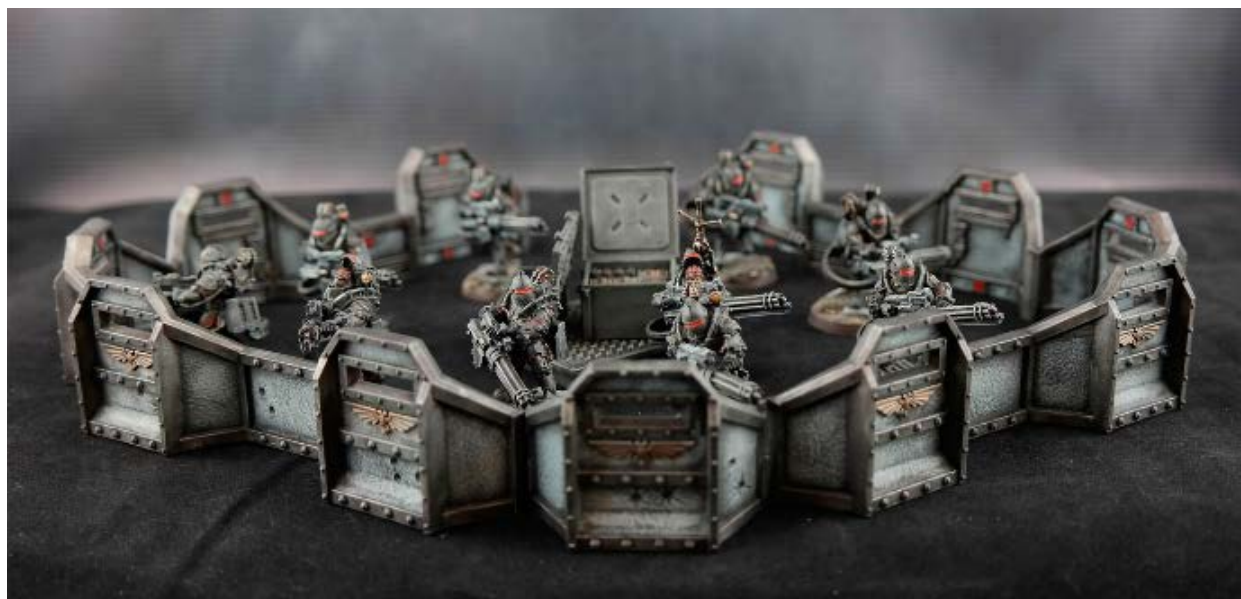
### FEALTY

When you build your team, pick which you wish it to be. If you pick loyalist, then all units with the **<Fealty>** keyword have this keyword changed to **Loyalist**. If you pick traitor, then all units with the **<Fealty>** keyword have this keyword changed to **Traitor**. All units in your army must have the same allegiance.

### MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models



## COHORTS OF THE SOLAR AUXILIA

Many cohorts of the Solar Auxilia have a storied and ancient history, many dating back before the Great Crusade brought them into the Imperium of Man. At the start of a game, or campaign (may not be changed after a campaign starts) you can choose one of the named cohorts below to represent. Each cohort has advantages and disadvantages associated with them.

Saturnyne Rams	<p>As the original template for the Solar Auxilia as we know them, the Saturnyne Rams have some of the most ancient and reliable equipment. At the start of your game, pick 3D6 models and their weapons reroll To Hit rolls of 1 for the game</p> <p>With a reliance on their equipment, mainly focused on their guns, all Saturnyne models are -1 to their To Hit rolls for combat (WS modifier)</p>
Cthonian Headhunters	<p>Paired with the Luna Wolves Legion, the Headhunters slowly adopted the Warmaster's preference for a spearhead or lightning strike at the enemy. You gain +1 to your roll to decide for deployment and who goes first. All models have +2" for the first player turn movement</p> <p>Due to the influence of the Warmaster, all headhunter units must attempt to move closer to, and charge the nearest enemy model each turn, if able even if another rule allows them to charge a further or different unit</p>
Arkadian Cohort	<p>The Arkadian Cohort has close ties with the Mechanicum, sharing technology recovered from compliances. This has repaid tenfold, as every model in your team has +1 to their Armour Save (cannot increase better than a 3+)</p> <p>While this is the height of the Great Crusade, not all technological advances have been made universally available. Arkadian Forgeworld technology is heavier than most. This causes a -1" penalty to all models on your team. This is for normal movement and advancing distances</p>
1522 <sup>nd</sup> Lord Marshall's Own	<p>After a brutal compliance, the entire command structure of the world of Agathon was replaced by the Lord Marshall MaShade's officer corp. If a model fails a morale or nerve test, and is within 12" of the team leader, they roll 3D6 and pick the lowest results. This can be combined with Hold The Line</p> <p>Generational conditioning is a side effect of Agathon's planetary structure. This reliance on the officer corp has had negative side effects. Anytime a model is more than 8" away from their team leader, they cannot hide</p>
Ash Scorpions	<p>One of the few cohorts that specialized in building breaches over spaceship breaching, the Scorpions excel in austere environments. Every model adds +1" to their movement, and only impassable terrain affects them for movement and charging</p> <p>With their focus on environmental tactics and close quarters fighting, the standards for shooting have fallen short of desirable. Ash Scorpion cohorts do not benefit from the Disciplined Fire rule</p>
Raptor Imperialis	<p>The first, and proudest cohort outside the Saturnyne Rams, they were raised from the finest of the Emperor's regiments. Every model in your kill team has +1 Ld and +2" added to their movement</p> <p>Used to unending battles and skirmishes, the cohorts of the Raptor Imperialis fight beyond what would normally be considered sane. There will always be an additional turn for each game (regardless if random game length concludes the game or not). Voluntarily routing is not an option</p>

# TEAM LEADERS

## TRIBUNES COMMANDER

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Commander	6"	3+	3+	3	3	3	3	9	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- CCW</li> <li>- Laspistol</li> <li>- Frag, Krak Grenades</li> <li>- Void Armour</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence, Close Formation Fighting, Disciplined Fire, Emperor's Finest, Hold the Line</li> </ul> <p><b>Emperor's Finest:</b> Tribunes of the Solar Auxilia are masters at inspiring their men, keeping them brave beyond reckoning for most mortals. The baseline Inspiring Presence of a Tribune Commander is 12", rather than the typical 6".</p>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their Laspistol with a weapon from the Melee or Pistols weapon list</li> <li>- May replace their CCW with a weapon from the Melee weapon list</li> <li>- May take any item from the Wargear list</li> </ul>								
KEYWORDS	<b>Imperium, Solar Auxilia, Infantry, Tribune Commander, Fealty</b>								

## SUB-STRATEGOS

20

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Strategos	6"	4+	3+	3	3	3	2	7	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- CCW</li> <li>- Laspistol</li> <li>- Frag Krak Grenades</li> <li>- Cognis Signum</li> <li>- Void Armour</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence, Close Formation Fighting, Disciplined Fire, Hold the Line</li> </ul> <p>- Cognis Signum: If the Strategos does not fire a weapon, all models within 3" may add +1 to their To Hit rolls for Shooting attacks this turn</p>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their Laspistol with a weapon from the Melee or Pistols weapon list</li> <li>- May replace their CCW with a weapon from the Melee weapon list</li> <li>- May take any item from the Wargear list</li> </ul>								
KEYWORDS	<b>Imperium, Solar Auxilia, Infantry, Sub-Strategos, Fealty</b>								

## VELETARII PRIME

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veletaris	6"	3+	3+	3	3	3	3	7	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- CCW</li> <li>- Volkite Charger</li> <li>- Laspistol</li> <li>- Frag, Krak Grenades</li> <li>- Reinforced Void Armour</li> </ul>								
RULES	<p>- Inspiring Presence, Close Formation Fighting, Disciplined Fire, Hold the Line</p> <p><b>Veletaris Leader:</b> If a Veletarii Prime is chosen as a Team Leader, then Veletaris do not have the five model limit as normal</p>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace their Laspistol with a weapon from the Melee or Pistols weapon list</li> <li>- May replace their CCW with a weapon from the Melee weapon list</li> <li>- May replace their Volkite Charger with a weapon from the Special Weapons list</li> <li>- May take any item from the Wargear list</li> </ul>								
KEYWORDS	<p><b>Imperium, Solar Auxilia, Infantry, Veletarii Prime, Fealty</b></p>								

# CORE

## AUXILIA SQUAD

7

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Auxilia	6"	4+	4+	3	3	1	1	5	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Auxilia Lasrifle with Collimator</li> <li>- CCW</li> <li>- Frag, Krak Grenades</li> <li>- Void Armour</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Close Formation Fighting, Disciplined Fighting, Hold the Line</li> </ul> <p>For every 3 Auxilia in your kill team (Normal and Veteran) you make take one section of Aegis Defence Line</p>								
OPTIONS	<ul style="list-style-type: none"> <li>- May upgrade their Lasrifle with a Blastcharger</li> </ul>								
KEYWORDS	<b>Imperium, Solar Auxilia, Infantry, Auxilia Squad, Fealty</b>								

## AUXILIA VETERAN SQUAD

9

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	4+	3+	3	3	1	1	5	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Auxilia Lasrifle with Collimator</li> <li>- Blast-Charger</li> <li>- CCW</li> <li>- Frag, Krak Grenades</li> <li>- Void Armour</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Close Formation Fighting, Disciplined Fighting, Hold the Line</li> </ul> <p>For every 3 Auxilia in your kill team (Normal and Veteran) you make take one section of Aegis Defence Line</p>								
OPTIONS	<ul style="list-style-type: none"> <li>- For every 5 Veteran Auxiliary in your Kill team, one may exchange their lasrifle, collimator and blast-charger for one weapon from the Special Weapons list</li> </ul>								
KEYWORDS	<b>Imperium, Solar Auxilia, Infantry, Auxilia Veteran Squad, Fealty</b>								

## VELETARIS

10

(You may only take 5 Veletaris in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veletaris	6"	3+	3+	3	3	1	1	6	4+
EQUIPMENT	- Volkite Charger - Laspistol - CCW - Frag, Krak Grenades - Reinforced Void Armour								
RULES	- Close Formation Fighting, Disciplined Fighting, Hold the Line								
OPTIONS	- May exchange their Volkite Charger for one weapon from the following: <ul style="list-style-type: none"><li>• Rotor Cannon</li><li>• Power Axe</li></ul>								
KEYWORDS	<b>Imperium, Solar Auxilia, Infantry, Veletaris, Fealty</b>								

## AUXILIA FLAMER SECTION

7

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Auxilia	6"	4+	4+	3	3	1	1	5	4+
EQUIPMENT	- Auxilia Flamer - Laspistol - CCW - Frag, Krak Grenades - Void Armour								
RULES	- Close Formation Fighting, Disciplined Fighting, Hold the Line  For every 3 Auxilia in your kill team (Normal and Veteran) you make take one section of Aegis Defence Line								
OPTIONS									
KEYWORDS	<b>Imperium, Solar Auxilia, Infantry, Auxilia Squad, Fealty</b>								

# SPECIAL

## ENGINESEER ADEPT

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(You may only take one Enginseer in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Enginseer	6"	4+	4+	3	3	1	1	5	3+
EQUIPMENT	- Laspistol - Power Axe - Servo Arm - Power Armour								
RULES	- Instead of shooting, you may have this model restore d3 wounds to a VEHICLE within 3"								
OPTIONS	- May take the following: <ul style="list-style-type: none"> <li>• Melta Bombs</li> </ul>								
KEYWORDS	<b>Imperium, Solar Auxilia, Infantry, Enginseer Adept, Fealty</b>								

## SERVO-AUTOMATA

15

(You may only take one Servo-Automata in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Automata	6"	4+	4+	4	3	1	1	5	5+
EQUIPMENT	- CCW								
RULES	- 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 Nerve test at the start of each Movement phase unless they are already engaged in combat (in which case they can fight normally)								
OPTIONS	- Servo-automata may take one of the following weapons: <ul style="list-style-type: none"> <li>• Servo-arm 12 pts</li> <li>• Flamer 7 pts</li> <li>• Phased Plasma Fusil 10 pts</li> <li>• Rotor Cannon 10 pts</li> <li>• Grenade Launcher (Kinetic, Tempest, Krak) 5 pts</li> <li>• Heavy Bolter 8 pts</li> <li>• Multi-Melta 20 pt</li> </ul>								
KEYWORDS	<b>Imperium, Solar Auxilia, Servo-Automata, Fealty</b>								

## MEDICAE ORDERLY

18

(You may only take one Medicae Orderly in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	4+	4+	3	3	1	1	5	4+
EQUIPMENT	- Laspistol - CCW - Medi-Pack - Void Armour								
RULES	- Close Formation Fighting, Disciplined Fire								
OPTIONS	- May exchange their laspistol for a weapon from the Pistols list								
KEYWORDS	Imperium, Solar Auxilia, Infantry, Medicae Orderly, Fealty								

## TARANTULA SENTRY GUN

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(You may only take one Tarantula in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Artillery	-	-	4+	-	6	3	-	-	3+
EQUIPMENT	- Twin-linked Heavy Bolter								
RULES	- Model cannot move and may be assaulted, Auto Hit in combat but To Wound rolls are made normally, May be deployed up to 4" outside deployment zone, Non-Learning  You must pick between two firing modes to start the game and cannot change: Point Defense Mode - Fires in a 90 degree arc out to 36" Sentry Mode – Fires in a 360 degree arc but only out to 18"								
OPTIONS	- May exchange its twin-linked heavy bolter for one weapon from the Artillery Weapons list								
KEYWORDS	Imperium, Solar Auxilia, Artillery, Tarantula Sentry Gun, Fealty								

## OGRYN CHARONITE

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(You may only take two Ogryns in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ogryn	6"	3+	4+	5	5	3	3	4	4+
EQUIPMENT	- Charonite Claws - Void Armour								
RULES	- When this model fails a Nerve/Morale test if the Team Leader is not engaged in combat they may negate the failed test but this causes D3 wounds to this model (Saves allowed)								
OPTIONS									
KEYWORDS	Imperium, Solar Auxilia, Infantry, Ogryn Charonite, Fealty								



## AUXILIA RAPIER BATTERY

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(You may only take one Rapier Battery in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Artillery	6"	6+	3+	3	5	3	1	5	3+
Auxilia	6"	4+	4+	3	3	1	1	5	4+
EQUIPMENT	- (Rapier) Quad Multi-Laser - (Auxiliaries) Auxilia Lasrifle with Collimator - (Auxiliaries) CCW - (Auxiliaries) Void Armour								
RULES	- Close Formation Fighting, Disciplined Fire (Auxiliaries), Non-Learning (Rapier)								
OPTIONS	- The Rapier may exchange its quad multi-laser with one weapon from the Artillery Weapons list								
KEYWORDS	Imperium, Solar Auxilia, Artillery, Infantry, Auxilia Rapier Battery, Fealty								

## CYCLOPS DEMOLITION UNIT

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(You may only take one Cyclops in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Artillery	8"	-	-	-	6	2	-	-	4+
EQUIPMENT	- Demolition Charge								
RULES	- Non-Learning, passes all nerve checks automatically  The Cyclops must be stay within 12" of your Team Leader and/or Enginseer Adept, or can do nothing until it is back in that control range. The can be shot at and charged as normal, and detonate when in charge range (either player's turn). If destroyed by any means, on a 6 the Cyclops still detonates.								
OPTIONS	- May exchange its Demo Charge for one of the following: <ul style="list-style-type: none"><li>• Incineration Charge 10 pts</li><li>• Atomantic Imploder 40 pts</li></ul>								
KEYWORDS	Imperium, Solar Auxilia, Infantry (Special), Cyclops Demolition Unit, Fealty								

# ARMOURY

## MELEE WEAPONS

Charnabal Sabre  
Paragon Blade  
Power Axe  
Power Fist  
Power Lance  
Power Maul  
Power Sword

## SPECIAL WEAPONS

Volkite Charger  
Grenade Launcher  
Flamer  
Rotor Cannon  
Melta Gun  
Plasma Gun

## PISTOL WEAPONS

Archeotech Pistol  
Blast Pistol  
Hand Flamer  
Inferno Pistol

Laspistol  
Needle Pistol  
Plasma Pistol  
Volkite Serpenta

## WARGEAR

Iron Halo  
Artificer Armour  
Melta Bombs  
Digital Lasers  
Psy-Jammer  
Cyber Familiar  
Shroud Bombs

## ARTILLERY WEAPONS

Multi-Laser (Tarantula Only)  
Twin Linked Heavy Flamers (Tarantula Only)  
Laser Destroyer Array (Rapier Only)  
Quad Mortar (Frag Shells) (Rapier Only)  
Graviton Cannon (Rapier Only)

Wargear	Pts	Description
Artificer armour	8	A model with artificer armour improves their Save characteristic to 2+.
Cohort vexilla	5	Friendly Solar Auxilia units within 6" of any friendly company banner add 1 to their Leadership.
Cyber-familiar	10	A unit with a cyber-familiar increases their Invul Save +1, to a maximum of 3+
Digital lasers	15	A model equipped with digital lasers increases its Attacks characteristic by 1.
Displacer matrix	12	This model has a 3+ invulnerable save. If a 1 is rolled for this save, remove the model from the tabletop. At the end of the controlling player's following movement phase, the model re-appears; place him anywhere on the battlefield that is not within 9" of an enemy model.
Hardened armour	6	This unit has a 5+ invulnerable save and gains the Void Hardened keyword.
Iron halo	8	A model with an iron halo has a 4+ invulnerable save.
Psy-jammer	15	A model equipped with a psy-jammer can attempt to deny one psychic power in each enemy Psychic phase, as long as the enemy psychic power targets
Shroud Bombs	15	12" Grenade D6. This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for <b>Infantry</b> units that have suffered any hits from shroud bombs until the end of the turn.

## Weapon Profiles Summary

WEAPON	RNG	TYPE	S	AP	D	ABILITIES	PTS
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-	6
Atomantic imploder	*	Heavy D3	12	-4	D6	This weapon automatically hits its target. This weapon may only be used once per battle.	0
Auxilia lasrifle						When attacking with this weapon, choose one of the profiles below.	0
- Standard	30"	Rapid Fire 1	3	0	1	-	
- Collimator	36"	Heavy 2	3	0	1	-	0
- Blast charger	18"	Heavy 1	6	-1	1	After this a unit has fired this weapon, it may not be fired again until after the controlling player's next turn. In addition, roll a D6; on the roll of a 1 the unit may not use their blast-chargers again in this battle.	1
Blast pistol	6"	Pistol 2	5	0	1		2
Charnabal sabre	Melee	Melee	U	-2	1	-	2
Charonite claws	Melee	Melee	+1	-3	1	Each time you make a hit roll of 6+ for this weapon, that hit is resolved at AP -4 instead of -1 and Damage D3 instead of 1.	0
Cyclops demolition charge	*	Heavy 2D6	9	-2	D3	This weapon automatically hits its target. This weapon may only be used once per battle.	0
Cyclops incineration charge	*	Heavy 2D6	5	-1	1	This weapon automatically hits its target. This weapon may only be used once per battle. Units attacked by this weapon do not get any bonus to their saving throws for being in cover. Roll three dice when determining number of shots from this weapon and discard the lowest dice.	0
Graviton cannon	36"	Heavy D3	7	-4	2	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to 3. For every five models in the target units, add D3 to the number of attacks made by this weapon.	50
Grenade launcher						When attacking with this weapon, choose one of the profiles below.	15
- Kinetic grenades	24"	Assault D6	4	0	1	-	0
- Krak grenades	24"	Assault 1	6	-1	D3	-	0
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.	6
- Chemical fuel	16"	Heavy 2D6	*	-3	1	This weapon automatically hits its target. In addition, it wounds on a 2+, unless it is targeting a Vehicle, in which case it wounds on a 6+.	
- Flammable fuel	16"	Heavy 2D6	7	-2	2	This weapon automatically hits its target.	
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of 3-5, the weapon's damage is increased to 2D6. On a result of a 6, the weapon's damage is increased to 3D6.	40
Laspistol	12"	Pistol 1	3	0	1	-	1
Melta bomb	3"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a Vehicle.	5

WEAPON	RNG	TYPE	S	AP	D	ABILITIES	PTS
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	12
Multi-laser	36"	Heavy 3	6	0	1	-	10
Needle pistol	12"	Pistol 1	1	0	1	A needle pistol always wounds on a 2+, unless the target model is a Vehicle.	3
Paragon blade	Melee	Melee	+2	-3	D3	-	17
Phased plasma-fusil	24"	Rapid Fire 2	6	-2	1	-	16
- Standard	72"	Heavy 2D6	8	-3	2	-	0
- Supercharge	96"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.	0
Plasma gun						When attacking with this weapon, choose one of the profiles below.	7
- Standard	24"	Rapid Fire 1	7	-3	1	-	0
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	0
Plasma pistol						When attacking with this weapon, choose one of the profiles below.	5
- Standard	12"	Pistol 1	7	-3	1	-	0
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain after it's shot has been resolved.	0
Power axe	Melee	Melee	+1	-2	1	-	5
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	10
Power lance	Melee	Melee	+2	-1	1	-	4
Power maul	Melee	Melee	+2	-1	1	-	4
Power sword	Melee	Melee	Urs	-3	1	-	4
Quad heavy bolter	36"	Heavy 12	5	-1	1	-	0
Quad Mortar						When attacking with this weapon, choose one of the profiles below.	40
- Frag shells	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.	0
- Shatter shells	24"	Heavy 4	8	-2	3	-	0
Quad multi-laser	36"	Heavy 12	6	0	1	-	3 2
Rotor cannon	30"	Rapid Fire 3	3	0	1	-	5
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.	1 2
Shroud bombs	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for Infantry units that have suffered any hits from shroud bombs until the end of the turn.	?
Volkite charger	15"	Assault 2	5	0	2	-	5
Volkite serpenta	10"	Pistol 1	5	0	2	-	3