<u>Legiones Astartes in Adeptus Titanicus V3.1</u>

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Legiones Astartes in Adeptus Titanicus

In most battles, a Company of Space Marines act as support of a Titan Legion battlegroup. They fulfil the role of lightly armed and hard to hit skirmishers, ambushing enemy battlegroups, holding important terrain features and objectives, and dealing directly with enemy infantry and tanks as they in turn attempt to fulfil the same roles.

When the Space Marines of the Legiones Astartes march to war en masse, however, they do so with far more manpower and equipment. Companies are formed up into Battalions; formations of infantry and vehicles, usually drawn from the same Legion, used to fight alongside each other under their Legate. Sometimes several such Battalions will be drawn together, fighting under the supreme command of a Praetor – a high ranking officer, perhaps even their Primarch himself, given command in the field due to their long experience. To see the massed ranks of a Space Marine Legion march is a spectacle indeed, and an army of such might as to be nigh unstoppable. Even full maniples of Titans can be bested by the might of a Space Marine Legion deployed for war, able as it is to bring a devastating convergence of combined arms that will fell even the mightiest of Titans when used right, combined with their small size and agility to keep larger Titans occupied and almost unable to retaliate.

Company Command Terminals

(PICTURE OF A LEGION LINE COMPANY COMMAND TERMINAL)

Each Company has a Command Terminal in the same way as a Titan or Banner. Most of the information on the Command Terminal will be familiar (Class, Scale, Order space, Characteristics and so on) but as Infantry and most Vehicles are much smaller than even a Knight, most do not have hit locations and Structure Points Status tracks. Only Heavy Vehicles and Super-heavy Companies have a single Structure Points Status track but they do not have multiple Hit locations. As such, it is never necessary to roll the Location dice when attacking a Company. Note that Companies do not have plasma reactors, so can never make Reactor rolls.

Composition of a Company

A Company is made up of a number of Infantry Squads made up of Infantry bases and Vehicle Squadrons made up of Vehicles acting as a single unit. The reverse of a Company's Command Terminal describes its exact composition, along with any options. When a Company is activated, all of its Squads and Squadrons within it act: individual Squads, Squadrons, Infantry bases or Vehicles cannot be activated alone (unless of course they are the sole survivor of their Company!).

Legion Companies

Space Marines are organized in tightly-knit Companies (alternatively designated as Maniples, Bands, Brotherhoods, etc) that function as highly effective fighting unit. Welldrilled warriors that act as one, devoid with mortal concerns such as fear.

A Company may add additional Squads and Squadrons by choosing the relevant Company Assets cards and placing them on the matching Company Assets slots. Company Assets cards are marked with a Category and they must be chosen accordingly – for example, a "Heavy Support" card can be only used on the Heavy Support Company Asset Card Slot. Cards from the Upgrades Category don't use up a slot. Categories marked with an * on the card can't be selected again for this Company.

A Company may add Dedicated Transports to some or all of its Squads (including Squads from Company Asset Cards). This are Vehicles which can transport Infantry of the Company. The exact number, points cost and condition under which you may add Dedicated Transports Cards are mentioned on the back of the Company Command Terminal. Dedicated Transport Cards don't use up a Company Asset Card Slot.

Support

When a Space Marine Legion marches to war, it is not uncommon for it to be accompanied by Support Units. These might be super-heavy tanks, transport aircraft or other means of transportation, individual Titans or Knight Banners and Companies which aren't part of a Battalion. Support Companies are recognized by the fact that the Company Command Terminal doesn't show Company Asset Card slots.

Support Units are added to a Legiones Astartes detachment just like Legiones Astartes Companies are added to a Titan battlegroup:

- * Support Companies cannot select Company Asset Cards.
- * A Support Company cannot join a Battalion or benefit from any of the rules that apply to Companies within a Battalion.
- * Support Companies cannot be formed into Battalions (see below).
- * Only two Support Units are allowed per Battalion.

Battalions

Usually, a Battalion (alternative designations are Cohort, Regiment, Battle Group, etc) is made up of three to five Legiones Astartes Companies, with two or more Battalions forming a Chapter. Command of a Battalion is usually granted to a Legate (which is just one of many alternative titles like Lieutenant

Commander, First Captain, Marshal, Commander, Shadow Captain, etc) who is charged with dictating the Battalion's strategic and tactical approaches.

Where several Battalions are brought together, they are usually commanded by a Praetor (alternative titles are Lord Commander, Chapter Master, Khan, Warsmith, Magister, etc) a highly skilled individual with centuries of experience as a commander and warrior.

Designating Battalions

When assembling a Legiones Astartes detachment, all Legion Companies must be formed into Battalions, which in battle operate much like a squadron of Titans would:

- * A Battalion must consist of three to five Legion Companies.
- * A Battalion may not contain any Support Companies.
- * At least two Companies within the Battalion must be Legion Line, Assault or Breacher Siege Companies.
- * The Companies may be equipped with Company Asset Cards as described previously.
- * One Squad with a Centurion must be designated as the Legate's Squad
- * All of the Companies within a Battalion count as a single unit for the purposed of deployment and activation.

Activating Battalions

Companies in a Battalion are activated as a group, i.e., at the same time. In other words, when it is a player's turn to activate a unit, they will activate a Battalion:

- * When a Battalion is activated, each Company in the battalion is activated in turn, in an order chosen by the controlling player.
- * The first must complete its activation before the second is activated, and so on.
- * The controlling player can change the order in which Companies in a Battalion are

activated each time they activate the Battalion.

* If a Company in the Battalion cannot be activated for any reason, this does not prevent the rest of the Battalion from being activated.

The Strategy Phase

A Battalion or an individual Company can be issued orders in the same way as a Titan or Banner. Companies cannot be issued Damage Control or Shutdown orders. A Company that is part of a Battalion can be issued orders as part of the Battalion rather than alone, as described below.

Battalion Orders

In the Strategy phase, all of the Companies that make up a Battalion can be activated together and issued the same Order at the same time – this is referred to as Battalion order:

- * When issuing Battalion orders, use the highest Command value of the Companies that are being issued the Order.
- * If the Order is successfully given, put an appropriate Order dice on the Command Terminal of each Company that was issued the Order.
- * If the Order is not successfully given, each Company within the Battalion must act on its own initiative.

Note that not all Companies in the Battalion need to be issued the Battalion order. For example, within one Battalion of three Companies, Full Stride could be issued as a Battalion order to two of the Companies, leaving the third to act on initiative or be issued a different order as the controlling player wishes.

The Movement Phase

In the Movement phase, the Companies that make up a Battalion are activated together

- and will move in turn, in an order chosen by the controlling player, whilst Support Companies are activated alone.
- * When a Company is activated in the Movement Phase, it must move as a group, with each Infantry base and Vehicle moving up to the Company's Speed characteristic in inches.
- * Infantry bases and Vehicles are considered to have a 360° Front arc.
- * Infantry bases can make as many turns as they wish when moving.
- * Unless acting under Charge orders, Vehicles can make as many turns as they wish when moving.
- * When a Company has finished moving, every Infantry base has to remain in base contact to another base of its Squad, each Vehicle has to be within 1" of another Vehicle or Infantry base of its Squad or Squadron within the same Company this is called Squad or Squadron coherency. If anything causes a Squad or Squadron to become split up, it must reestablish coherency next time it moves.
- * Until a Squad or Squadron coherency is reestablished, the Company becomes Shaken (see page 47 of the rulebook).
- * When all of the Squads or Squadrons within a Company have finished moving, at least one Infantry base or Vehicle from each Squad or Squadron must be within 3" of an Infantry base or Vehicle of another Squad or Squadron that forms part of the same Company this is called Company coherency. If anything causes a Squad or Squadron to become separated from its Company, it must re-establish coherency the next time it moves.
- * Until Company coherency is re-established, the company becomes Shaken.
- * Scale 0 models don't block the movement of Titans. If a Titan moves through or stops its move on top of Scale 0 models then move every model the minimum distance out of the way. The Titan now performs a free Smash Attack against the Company.

* Infantry bases in base contact with an enemy Infantry base can't move. This won't prevent movement of other bases of the same Squad.

Charge Orders

When a Company of Infantry and Vehicles moving under Charge orders activates, it does not act in the same way that a Titan would; Infantry and Vehicles are smaller, lighter and are less able to use their momentum on a charge than even a Knight. The following Charge order is for all Space Marine Companies and replace the one on page 42 of the *Adeptus Titanicus* rulebook:

Charge: With a war cry on their lips the Space Marines rush forwards, seeking to engage the foe at close quarters.

In the movement phase, all Infantry bases and Vehicles within a Company acting under Charge orders may move up to their full Speed and are considered to have a 360° Font arc as normal, but Vehicles cannot make any turns. However, once they have finished moving, each Vehicle that is within range can immediately make either a Smash Attack (see page 36 of the Adeptus Titanicus rulebook) against units that are of the same Scale or smaller Scale than themselves, or Infantry bases and Vehicles attack with a weapon that has either the Melee or Close Combat trait regardless of Scale. For each full 3" that the Company moved before attacking, one Infantry base of Vehicle may add 1 to the Dice value of one of its weapons against units that are of the same Scale or smaller Scale than themselves.

Note that this does not stop Vehicles making a Smash Attack (or any other attack) in the Combat phase.

Companies in the Damage Control Phase

Companies cannot be activated in the Damage Control phase.

Companies in the Combat Phase

When a Company is activated in the Combat Phase, it follows the Combat Sequence (see page 33 of the *Adeptus Titanicus* rulebook) as if it were a Titan or Banner. However, instead of attacking with each Infantry base or Vehicle individually, make an attack with each type of weapon within the Company in turn:

- * For each weapon type within the Company, multiply the Dice characteristic by the number of Infantry bases and Vehicles in the Company equipped with that weapon, and which are in range and line of sight of the target. It is enough for one Infantry base of a Squad to be in range and line of sight to enable all bases of the Squad to attack. For example, if a Company has 2 Tactical Squads each with 2 bases armed with Bolters (Dice 3) and 2 Tactical Support Squads each with 2 bases armed with Meltaguns (Dice 2), it would roll 12 dice when attacking with the Bolters and 4 dice when attacking with the Meltaguns.
- * If some Squads or Vehicles are within 2" of the target and others are further away, roll using Ballistic Skill for those that are further, and Weapon Skill for those that are within 2".

Line of Sight: When determining line of sight for a Company, Infantry bases and Vehicles within the Company do not block the view of others. Also, remember that Infantry bases and Vehicles have a 360° Front arc, so their weapons can fire in any direction. Vehicles with the super-heavy trait have arcs like a Titan. All of the weapons in a Company must be fired at the same target, unless the Company has Split Fire orders, at which point each weapon can be directed at a different target.

Smash Attacks: Vehicles within a Company can only make Smash Attacks against other units that are the same Scale or a smaller Scale than themselves. For example, a Vehicle that is Scale 1 can make a Smash Attack against an Infantry base that is Scale 0, but the smaller unit cannot retaliate in kind. Infantry bases cannot make Smash Attacks at all.

Note this is a change to the rule in the *Adeptus Titanicus* rulebook, introduced due to the presence of units of varying Scale within the game.

Attacking Companies.

When attacking a Company, pick a single Infantry base or Vehicle in the Company to be the target of the attack. This base or model is used for purposes of range, line of sight and so on. However, any damage that is caused is applied to the Company as a whole. As Companies do not have Side or Rear arcs, these do not cause modifiers to the Damage roll.

Infantry in Cover always counts as 50% obscured (-2 to the to Hit roll) even if more than 50% is visible.

Apply a -1 modifier (-2 at long range) to the to Hit roll if the target of the attack is an Infantry base which didn't move this round.

Apply a -1 modifier (-2 at long range) to the to Hit roll if the target of the attack is an Infantry base if the attacker is a Titan.

Void Shields

If a Company has Void Shields then they work the same as Titan Void Shields but as Companies don't have Servitor Clades they can't be repaired. If the Void Shield status track reaches the X hole then the next attack can cause the loss of Structure points. If the Company loses a Vehicle both the Structure points rack AND the Void Shields rack are set to the first hole of the track. If the Vehicle was destroyed by a Critical Hit the Company will

not lose two Structure points. Instead it will take two hits on the Void Shields. If the Critical Hit came from within 2" of the destroyed Vehicle then the Vehicle is destroyed and the Company will lose two Structure points.

Damaging Companies

Direct Hits, Devastating Hits and Critical Hits affect Companies different to Titans and Knights, as follows:

Superficial Hit

If the damage result is not high enough to cause a Direct Hit, it causes a Superficial Hit with no effect. Regardless of the weapons Strength and any modifier, a dice that rolls a 1 automatically causes a Superficial Hit unless the target of the attack is an Infantry base and the Strength of the attack is at least 6. Then the 1 is still added to the Strength of the attack and may cause a Direct Hit.

Direct Hit

When a Company suffers a Direct Hit, one Squad loses an Infantry base or the Company loses 1 Structure point. If this reduces the Company to 0 Structure points, one Vehicle in the Company is destroyed.

Devastating Hit: When a Company suffers a Devastating Hit, one Squad loses two Infantry bases. If it has only one Infantry base left to lose then the Squad is destroyed.

Alternatively, the Company loses 2 Structure points instead. If this reduces the Company to 0 Structure points, one Vehicle in the Company is destroyed.

Critical Hit

When a Company suffers a Critical Hit, one Squad loses three Infantry bases. If it has only one or two Infantry bases left to lose then the Squad is destroyed and another Squad of the Company loses one Infantry base.

Alternatively, one Vehicle in the Company is

destroyed and the Company loses two Structure points. If this reduction in Structure points reduces the Company to 0 Structure points, the Company will lose two Vehicles simultaneously – one as a result of the Critical Hit, one from the loss of Structure points as normal.

Destroyed Infantry bases and Vehicles

When a model is destroyed:

- * The controlling player choses the Infantry base or Vehicle to remove.
- * If there are still Infantry bases or Vehicles remaining in the Company after destroyed Infantry bases or Vehicles have been removed, the Company's Structure points marker is then immediately reset to the first hole of the track.
- * If a Targeted Attack destroys an Infantry base or Vehicle, the attacking player can choose which Infantry base or Vehicle to remove instead of the controlling player.

Designers notes: Infantry Squads and Vehicle Squadrons are analogous to a single Knight. But as the individual Infantrymen and Vehicles which form the Squad or Squadron are dispersed even a Critical Hit will likely only affect the stricken Squad or Squadron and won't affect other Squads or Squadron in the same Company.

Blast Markers, Flame Templates and Area Effects

When a Company is hit by a Blast marker or Flame template, total the number of hits scored on the models in the Company (a Squad or Squadron is treated as a single model for this purpose), then apply that many hits to the Company as a whole. This also applies to attacks with an area effect — catastrophic reactor overloads, environmental effects and so on.

Different Armour Values

If a Company consists of Infantry bases or Vehicles with different Armour values then Hits have to be applied to Squads or Squadrons where the Hit causes at least a Direct Hit. For example, an Armour roll result of 7 can't be placed on a Land Raider Squadron but can be used to cause a Direct Hit on a Tactical Squad. But if the Land Raider Squadron was the subject of a Targeted Attack then the Armour roll result of 7 would be wasted.

Different amount of Structure points

Sometimes a Company includes Vehicles with have a different amount of Structure points. This will be the case if a Company is equipped with Company Asset cards which adds a Vehicle Squadron. In this case, if the Company receives a Hit, the owning player can decide if the Company or a Company Asset card receives the Hit.

Shaken Companies

Each time a Squad or Squadron loses its last model or a Vehicle with the Super-heavy trait is removed from the Company, the Company must make a Command check. If it is failed, the Company is Shaken. It immediately loses any orders and an Order dice showing the Shutdown symbol is placed on its Command Terminal to show that it is Shaken. Shaken Companies half their Speed and will suffer a -1 modifier to all Hit rolls.

When the Company is activated in the Issue Orders step of the next Strategy phase, make a Command roll for the Shaken Company. If it is passed, remove the dice. Otherwise, it stays where it is. In either case, the Company cannot be issued orders.

Commanders

When a Space Marine Legion marches to war, it does so under the command of its officers.

Legates

Individual Battalions are often drawn from the same Chapter (alternative designations are Great Companies, Harrows, Millennials, etc). They will contain Space Marines that are accustomed to one another and that have trained and fought together for many years. A Battalion is commanded by a Legate which commands unswerving respect and duty from their underlings.

- * One Squad with the Centurion within each Battalion must be designated as containing the Legate in command of the Battalion, rather than a Centurion.
- * The controlling player must make it clear to their opponent(s) which model represents the Legate in command of each Battalion.
- * While the Legate is part of the Company, add 2 to the result of any Command checks for it.

Strategist: Before forces are deployed, when choosing Stratagems, the Legiones Astartes detachment gains +1 Stratagem point for each Legate present in the detachment.

Warrior Born: A Legate is a mighty warrior. A Squad containing a Legate may re-roll Hit rolls of 1 when using their Weapon Skill.

The Praetor

When several Battalions are deployed together, they are commanded by a Praetor acting a supreme commander in the field. Praetors re the mightiest warriors and battleleaders of the Space Marine Legions, second only to the god-like Primarchs in martial skill and generalship. These Lords of the Imperium hold the power of life and death over whole worlds, with the direct control of entire war fleets and armies in their hands. Each is a vastly experienced warrior and warlord, unique in character, who has writ a legend in blood for themselves, and carries into battle the finest wargear and weapons known to humanity. In their ranks can be found Chapter Masters and Lord Commanders, First Captains, Khans and Tribunes as the traditions of their

Legion dictate. They are masters of war and have commanded the hosts of the great Crusade that have conquered worlds unnumbered.

In some rare cases when, when the bulk of the Legion is deployed for war the Primarch of the Legion himself takes to the field of battle:

- * One Battalion within the detachment must be designated as belonging to the Praetor, rather than a Legate or Centurion.
- * One Praetor is added to one Squad within one Company of the Battalion
- * The controlling player must make it clear to their opponent which model represents the Praetor in command of the detachment.
- * While the Praetor is part of the Company, add 3 to the result of any Command checks for it.

Strategist: Before detachments are deployed, when choosing Stratagems, the presence of the Praetor adds +1 Stratagem points.

Warrior Elite: The Praetor and his Command Squad (if he is upgraded with one) are the mightiest warriors in the detachment. A Praetor or his Command Squad may re-roll Hit rolls of 1 when using their Ballistic Skill or Weapon Skill.

Chosen Equipment: The Praetor's Company doesn't has any restrictions on Company Asset Cards. You can select any category for both slots even if the card is marked with an *.

Noble Sacrifice: If the Praetor's Squad is removed as the result of a Targeted Attack, the controlling player rolls a D6. On a 6, the Praetor is saved by the sacrifice of his Squad. The controlling player chooses one other Infantry Squad which now contains the Praetor. This Infantry Squad doesn't have the Warrior Elite rule. If the Praetor is the last remaining Infantry base in the Company, this rule has no effect.

The Battle Standard: The Praetor will invariably march to war accompanied by the most treasured battle standards of their Legion. These honoured relics bear the heraldry of the Legion and its Primarch, alongside campaign and battle honours beyond number. Their presence on the battlefield provides a rallying point for one and all:

- * The Praetor Command Squad may be upgraded to carry the Battle Standard at a cost of 50 points.
- * The Battle Standard must be clearly displayed on the Infantry base that carries it.
- * As long as the Infantry base carrying the Battle Standard is part of the Company, any Company or Battalion within 12" of that Infantry base may re-roll any failed Command checks to see if the Company becomes Shaken.

Warlord Traits: Each Praetor has a Warlord Trait, a unique aspect of their personality which typifies their style of command. This trait is in effect for as long as they are on the battlefield. Immediately before deploying their detachment, the player controlling the Legiones Astartes detachment should roll a D6 on the table below to see what their trait is. If both players agree then they cane ach pick a trait instead of rolling a D6.

1 Reckless: The Praetor may issue Full Stride orders to Companies within their Battalion without the need to make a Command check.

2 Iron Discipline: When making a Command check to see if they become Shaken, all Companies within 12" of the Praetor add 1 to the dice roll.

3 Bloodthirsty: The Praetor may issue Charge orders to Companies within their Battalion without the need to make a Command check.

4 World Burner: Any Company within 12" of the Praetor's Company may re-roll results of 1 when making a Ballistic Skill check.

5 Cool Headed: The Praetor may issue Split Fire orders to Companies within their Battalion without the need to make a Command check.

6 Master Tactician: Add +2 Stratagem points.

Legiones Astartes Stratagems

It takes more than weapons to win a battle. Stratagems represent the other elements that a Praetor in command of a Legiones Astartes detachment may bring to bear when waging war, such as support from behind the lines units, emplaced weapons, artillery strikes and unusual strategies.

There are several categories of Stratagems. Each individual Stratagem costs a number of Stratagem points, as shown on brackets after its name. In Matched Play and Narrative Play, the mission that has been chosen will give each player a number of Stratagem points to spent, which are added to the number of Stratagem points generated by each Legate and the Praetor. In Open Play, the players should decide before the battle starts whether they will have access to Stratagem points, and if so, how many. Stratagems are a good way to assist an outmatched force - in Matched Play, it is generally the case that the player with the lowest Battle Rating gains a bonus Stratagem point for every 200 points of difference in ratings, so a similar system could be used in Open Play.

Choosing Stratagems

Immediately before forces are deployed, each player chooses their Stratagems. They spend their Stratagem points secretly, either taking cards from the Stratagem deck with the

relevant total, or choosing them from the list of Stratagems that follow and writing them down. Unless otherwise stated, each Stratagem can only be taken once.

Stratagems are kept secret from other players until they are used, at which point they are revealed.

Keen-eyed players will notice that many of the following Stratagems are similar to those available for Titan Legions and Household forces. This is deliberate, as the Stratagems available to Titans and Knights of any Scale. The ones listed here have been modified to work in conjunction with the smaller Scale of Infantry bases and Vehicles themselves and the larger number within a Legiones Astartes detachment. Note that Stratagems are not interchangeable – a Legiones Astartes detachment may only choose from the Stratagems listed here and a Titan Legion may only choose from the Stratagems listed in the *Adeptus Titanicus* rulebook.

Tactics

Vengeful (1): A player can enact this Stratagem during the Strategy phase. To do so, they pick a Company from their detachment which has been reduced to a single remaining Squad or Squadron. This Company immediately receives a Charge order. When it charges, the Squad or Squadron may make a Smash Attack, even if it isn't normally allowed to do so, as described on page 36 of the Adeptus Titanicus rulebook, resolved at Scale 1 for an Infantry Squad and Scale x2 for a Vehicle Squadron. Once this is resolved, the Squadron is removed from play. At the end of the battle, the enemy gains a number of Victory points equal half the Scale of this unit, rather than the full amount.

Outflank (X): When this Stratagem is chosen, the player secretly nominates one of their

Companies. The cost of the Stratagem is half of the unit's Scale, rounding up. Play this Stratagem at the start of deployment to set that unit to one side and state that it is outflanking (it is not deployed at the same time as the rest of the Legiones Astartes detachment). Write down which of the battlefield's neutral flanks it will arrive on, but do not reveal this to the opposing player. While this unit is not on the board, it cannot be activated, and so cannot be issued Order.

At the start of the Movement phase of the first round, the Company appears on long auspex – reveal to the opposing player which neutral flank was chosen. During the Movement phase of the second round, the outflanking Company can be activated. When it is, it is set up so that the bases of all models within the Company are touching the chosen flank. It cannot move any further during the phase.

Interference (2): Play this Stratagem at the start of the Strategy phase. Pick a single enemy unit. This unit cannot be given any Orders this round and must act on its initiative.

Plasma Mines (2): Play this Stratagem immediately after an enemy unit finishes moving or making a turn. That unit suffers D3 Strength 10 hits. If the unit is a Titan, these will be to its Legs. Void Shield saves cannot be made against the hits, but Ion Shield saves can be made.

Voidbreaker Field (2): Play this Stratagem immediately after an enemy unit with active void shields finishes moving or making a turn. Roll a D6. On a 2 or more, the opposing player must immediately make a number of Void Shields saves equal to the number rolled on the D6. On a 1, no Void Shield saves are made

this turn, but the Stratagem Cn be used a second time in a subsequent turn.

Ranged Support

Fire Support Bombardment (3): Play this during each Strategy phase. Place the 5" Blast marker anywhere on the battlefield then scatter it D10". Any unit touched by the marker where it eventually lands suffers a single Strength 8 hit, or 2 Strength 8 hits if the central hole of the Blast marker is entirely over its base.

Orbital Strike Lance (2): Once per battle, play this during the Strategy phase. Place the 3" Blast marker anywhere on the battlefield, then scatter it D6". Any unit touched by the marker where it eventually lands suffers D3 Strength 10 hits, or 2D3 Strength 10 hits if the central hole of the Blast marker is entirely over its base.

Smoke Screen (1): Once per battle, play this during the Strategy phase. Pick a single Company on the battlefield. Any attacks that target it or are made by it suffers a -2 To Hit penalty for the duration of the round. When the attack is made with a weapon that has the Melee or Close Combat trait, this penalty does not apply.

Tertiary Objectives

These Stratagems can only be selected during Matched Play.

Fight for every Step (2): Play this at the end of the battle. Score 2 Victory points for each enemy Titan that has not been destroyed, but which is Structurally Compromised.

Decapitating Strike (2): Play this at the end of the battle. If the opposing player's Princepes Seniores' Titan has been destroyed, score Victory points equal to half its Scale (rounding down). Alternatively, if the opponent's Seneschal and their entire Banner have been destroyed, score 3 additional Victory points. Alternatively, if the opponent's Praetor and their entire Company have been destroyed, score 2 additional Victory points.

Vengeance (1): Play this at the end of the battle. At the start of the battle, secretly nominate one enemy unit and make a note of this. At the end of the battle, reveal the nominated unit. If the nominated unit is a Titan, score 2 additional Victory points if it is Structurally Compromised, 3 additional Victory points if it is destroyed. If the nominated unit is a Knight Banner or a Legiones Astartes Company, score 1 additional point if it is below half its starting strength (rounding up), or 2 additional Victory points if it is destroyed.

A Glorious Death (1): This Stratagem can only be played on a Support Unit. Play this card at the end of the battle. Nominate one Support Unit that was completely destroyed. The opposing player gains no Victory points for this unit.

Battlefield Assets

These Stratagems are represented on the battlefield by models and give ongoing benefits to the owning player. A Battlefield Asset Stratagem can only be chosen by a player who has an appropriate model to represent it. A player with one or more Battlefield Assets sets them all up immediately before deploying their first unit at the start of the battle. Each one must be set up so that it is fully within the controlling player's deployment zone.

Battlefield Assets can be targeted by attacks, and are hit by Blast markers, Flame templates and area effects (such as exploding reactors) in the same way as a unit. Hit rolls against Battlefield Assets have a -1 penalty at Short Range and a -2 penalty at Long Range. Attacks

against Battlefield Assets use the following Damage table:

- * 12-15: Glancing Hit. Roll a D6. On a 5 or 6, the Battlefield Asset is destroyed.
- * 16+: Critical Hit. Roll a D6. On a 3 or more, the Battlefield Asset is destroyed.

Units can move across Battlefield Assets without penalty. If the base of a Titan (but not a Knight, Infantry base or Vehicle) crosses a Battlefield Asset as it moves, there is a chance it will crush it underfoot. If it does so, roll a D10, or a D6 if the Titan's move ends with its base over the Battlefield Asset. If the result is lower than the Titan's Scale, the Battlefield Asset is destroyed.

Apocalypse Missile Strongpoint (1): In the Enact Stratagems step of the Strategy phase, the owning player can make an attack with the strongpoint's apocalypse missile launcher, using the profile which follows. The strongpoint has a Ballistic Skill/Weapon Skill of 4+ and a 360° arc.

Ra	nge	Accuracy		Dice	Strength	Traits
S	L	S	L			
30"	120"	-	+1	5	4	Barrage

Command Bastion (1): A command bastion allows the owning player to issue one more Order after they fail a Command check when issuing Orders in the Strategy phase. The Order must be issued to a unit within 18" of the command bastion. Note that this does not allow more than one Order to be issued to a unit.

Communications Relay (2): Subtract 1 from the result of any Command check for units that are within 18" of a communications relay that is owned by the enemy.

Void Shield Relay (2): Failed Void Shield saves can be re-rolled for units that are within 2" of a friendly void shield relay.

Macro Cannon Battery (2): In the Enact Stratagems step of the Strategy phase, the owning player can make an attack with the battery's macro cannon, using the profile which follows. The strongpoint has a Ballistic Skill/Weapon Skill of 4+ and a 360° arc.

I	Rar	nge	Accuracy		Dice	Strength	Traits
Ī	S	L	S	L			
ſ	12"	24"	-	-1	2	10	Ordnance

Power Relay (1): When the owning player activates a unit within 1" of the power relay in the Movement phase, they can declare that it will draw power from it. The unit gains +D3" of Speed for every Vehicle Squadrons.

Infantry and Vehicle Weapons

Weapon Traits

The weapons traits work the same as on Titan weapons – see page 38/39 of the rulebook.

Others are entirely new and detailed here.

Anti-Aircraft: This weapon can target Aircrafts. If the base or Vehicle with this weapon doesn't move it may attack Aircrafts after their Approach Move and before it attacks but needs a 6 to hit.

Anti-Tank: Damage from this weapon can't be applied to Infantry bases

Bomb: When attacking with this weapon nominate an enemy Unit on the Aircrafts flight path. Often this weapon also has the Blast trait. If such a weapon misses roll a D6. On a 1-3 the template deviates D10 inches directly ahead of the Aircraft's flight path on a 4-6 it deviates D10 inches directly to the rear of the Aircraft's flight path.

Close Combat: When attacking with a weapon with the Close Combat trait the controlling player can always choose the target model (as

though they were making a Targeted Attack, but without the To Hit modifier) but they can only target a Titan's legs. Most have a Range of 0" which means the model has to touch the target to be able to attack with this weapon. If the weapon uses a template it has to be placed so that it touches the attacking model.

Consuming: Infantry bases, Vehicles and Super-heavy Vehicles don't have a reactor. If they use a Consuming weapon they are not allowed to move or turn during the current round. If they use a Consuming Weapon with First Fire orders then they can't use it again in the Combat Phase. Some weapons have (Consuming) after another trait – this means that they do not have the trait by default, but if they don't move before attacking with the weapon, it gains that trait for the duration of the attack.

Deflagrate: If at least one hit is scored then one additional hit is scored.

Flame: This weapon hits automatically.

Heavy: Attacks with this weapon suffer a -1 modifier to the Hit roll if the model has moved.

Melta: This weapon has two values for its Strength separated by a /. The first value is used on short range and the second value on long range.

Overload: Before making a Hit roll with a weapon with this trait, the controlling player can declare that it will fire on Overload mode. If they do so, the weapon's Strength is increased by 1. However, for each Hit roll of 1 (before any modifiers or re-rolls), a Direct Hit is inflicted on the attacking Company.

Phosphex: Place a 1" template where this weapon has hit and leave it in place for the

duration of the game. Any unit moving through this area suffers one automatic hit by this weapon.

Small Arms: Damage from this weapon can only be applied to Infantry bases.

Sniper: Attacks with this weapon may be always Targeted Attacks, but without the To Hit modifier.

Sponson: Despite being mounted on an Aircraft this weapon may attack in a 360° arc.

Infantry and Vehicle Abilities

Infantry and Vehicle Traits

Most Infantry bases and Vehicles have one or more traits. These are special additional rules which either give the model bonuses or penalties in certain situation, or means that it behaves in a unique and unusual fashion. The most common traits are listed below – others might appear on the Company Command Terminal or Company Assets cards themselves.

Aircraft (Type): A Vehicle with this trait is an Aircraft. A Company which consists only of Aircraft is called a Squadron on the Command Terminal.

Aircraft have to remain in 3" coherency with other Aircraft of the same Company or Squadron. They don't have to remain in coherence with Infantry, Vehicles of the same Company.

Aircraft Squadrons are held off table until activated in the Movement Phase. Because of this they can't be issued any Orders unless they start the turn on the table. Aircraft which are part of a Company and have the Hover trait may be deployed with their Company or held off table and may move on the table during any Movement Phase.

Movement Phase it has to decide if it want to enter the table with a Slow Approach or a Fast Approach and if it wants to fly High or Low. Aircraft may enter the table form any board edge and have to move at least 12". If flying High Aircrafts may ignore any Terrain or Units during their Move but everyone may draw unobstructed Line of Sight from and to the Aircraft. If flying Low the Aircraft moves at the height of its flight pole. If its Move crosses Terrain or a model of at least the same height as the flight stand the Aircraft is destroyed. Any transported troops are also destroyed. After the Approach Move the Squadron may attack with all of their weapons. An Aircraft can only shoot straight ahead in a corridor as wide as its base.

If an Aircraft Squadron is activated in the

During a Fast Approach the Aircraft may disembark Infantry Squads and Vehicle Squadrons with the Jetpack and Skimmer trait and then immediately Disengages and moves off the table.

During a Slow Approach the Aircraft may disembark Infantry Squads and Vehicle Squadrons and stays on the table. In the Combat Phase it can be activated. If an Aircraft Squadron is activated in the Combat Phase it may attack and then Disengage and move off the table. All weapons on an Aircraft have the Anti-Aircraft trait unless the weapon has the Bomb, Blast, Flame or Inferno trait or a Strength of 7 or more.

There are three types of the Aircraft trait:

- Aircraft (Fighter)

This Aircraft can make a 45° turn on the Approach Move and on the Disengage Move.

- Aircraft (Fighter-Bomber)

This Aircraft has to move in a straight line on the Approach Move and can perform a 45° turn on the Disengage Move.

- Aircraft (Bomber)

This Aircraft can't perform any turns and has to move in a straight line on both the Approach Move and Disengage Move.

Assault Vehicle: The Transport trait of this Vehicle can be used under Charge orders.

Automated: Vehicles with this trait don't suffer the -1 to Hit penalty if their Company or Squadron is broken.

Battlesmith: During the Damage Control phase, roll a D6 for each Battlesmith within the Company. For each 6+ rolled the Company recovers a lost Structure point or bring back a Vehicle without the Heavy or Super-heavy trait that has been destroyed. This cannot create a new Squadron or bring back a lost Vehicle with the Heavy or Super-heavy trait that has been destroyed.

Bike: Damage from weapons with the Anti-Tank trait affect Infantry bases of this Squad. This Squad can't benefit from the Transport trait.

Boarding Shields: All attacks targeting an Infantry base of this Squad have their Strength reduced by -1. Inside buildings all bases have to remain in base contact to gain this trait.

Bulky: Infantry bases of this Squad count as two bases for the Transport trait.

Combat Shields: All attacks targeting an Infantry base of this Squad have their Strength reduced by -1 if the attacker is in base contact with this Squad.

Confined: Squads with the Bulky trait can't benefit from the Transport trait of this model.

Daemon: Roll a D6 for every hit distributed to this Squad starting with Critical Hits, then Devastating Hits then Direct Hits. Each 6 cancels a hit. This trait includes the Fear trait.

Extremely Bulky: Damage from weapons with the Anti-Tank trait affect Infantry bases of this Squad.

Fear: An enemy Unit which isn't a Titan and charges a Company with this trait or a Company with Squads with this trait has to pass a Command test or suffers -1 on the to Hit roll. If only individual Squads have this trait then only models which are within 1" of such a Squad suffer the -1 modifier.

Geo-locator Beacon: Squads arriving via Teleport within 12" may re-roll the die to see if they suffer casualties and Companies arriving via Drop Pods within 12" don't scatter.

Hardened Armour: If Infantry bases of this Squad are inside buildings and are selected as a target weapons don't get a Strength bonus and Flame weapons don't generate extra hits.

Heavy Transport (X Y/Z): This Vehicle can transport Vehicles. X specifies which Vehicle. Y specifies as how many bases it counts for the Transport trait and Z specifies the maximum number of Vehicles.

Hover: An Aircraft with this trait may stay on the table after it has performed a Slow Approach Move. In the Combat Phase and subsequent turns, it is treated as a Vehicle with the Skimmer trait (this means weapons without the Anti-Aircraft trait can target the Aircraft) and may attack with all of its weapons in a 360° arc. In subsequent turns it can perform a Disengage Move in any direction. While the Aircraft uses this trait, it has to remain in coherency with its Company.

Hulking: This Squad is treated like a Vehicle Squadron in every aspect.

Immobile: This Vehicle can't move. It has to be deployed in coherency but after deployment it doesn't has to stay in coherency with its Company. Vehicles with this trait will activate together with their Company but if out of coherency are treated as a separate Unit by enemy Units. If only Vehicles with this trait are left of their Company then the Company counts as destroyed.

Infiltrators: Infantry bases of this Squad may be 6" apart from another model of its Company and may deploy 6" outside of the Deployment Zone. Infantry bases of the same Squad still have to remain base contact.

Interceptor: If all Aircraft of its Squadron have this trait the Squadron may immediately activate after an enemy Aircraft Squadron has finished its Approach Move. It may attack that enemy Aircraft Squadron before it attacks. If both Squadrons did choose a Slow Approach it may activate and attack in the Combat phase before the enemy Squadron attacks and makes its Disengage Move.

Jetbike: Damage from weapons with the Small Arms trait affect Vehicles of this Squadron. This Squadron has the Skimmer trait.

Jump packs: This Infantry bases of this Squad possess the Bulky and Teleport trait and may move over any Terrain (ignoring its effects) and units but may not stop on units or Impassable terrain.

Narthecium: During the Damage Control phase, roll a D6 for each Narthecium within the Company. For each 6+ rolled the Company brings back an Infantry base that has been destroyed. This cannot create a new Squad that has been destroyed.

Orbital Drop: Vehicles Squadrons with this trait are usually one of several types of Drop

Pods which are launched from orbit on a preordained time to land in the midst of battle. For every Drop Pod (or Drop Pod Squadron) mark down in secret at which round the Drop Pods arrives. At the beginning of the Movement Phase of the selected round place one Drop Pod (or Vehicle with this trait) on the table. Then scatter it D10" in a random direction. If the Scatter Die shows a Hit symbol the Drop Pod doesn't scatter. Then place any other Drop Pod of this Squadron (if there are any) in Squadron coherency around the first one. After this disembark the attached Squad or Squads following the Transport trait.

Outriders: Vehicles of this Squadron may be 6" apart from another model of its Company.

Psyker: This Squad is a Psyker.

Skimmer: Vehicles in this Squadron may move over any Terrain (ignoring its effects) and unit but may not stop on units or Impassable terrain.

Stubborn: Squads with this trait ignore the effects of being Shaken. Note that their Company still has to pass a Command Check to rally and to receive Orders.

Super-heavy: This model is a massive super-heavy tank. As such it is more lumbering than lighter vehicles.

A Company with Super-heavy Vehicles will always have a Structure points track. If a Company is reduced to 0 Structure points, A Vehicle with the Super-heavy trait has to be removed before other Vehicles or Vehicles with the Heavy trait.

Super-heavy Vehicles have Arcs like Titans and move, turn and are attacked in the same way as Titans – see page 30 of the rulebook but can't move in the Side arcs. This includes firing arcs of the vehicles as well as modifiers to the

Damage roll for attacks from the side or rear Arc.

Super-heavy Vehicles have a Manouvre characteristic of 3.

Super-heavy Vehicles can make Smash Attacks but only against other units that are of the same Scale or a smaller Scale than themselves.

Support Officer: Squads with this trait aren't represented by a model. Instead add any weapon or ability of this Squad to one Infantry Squad each time the Company attacks.

Talon: After deployment Vehicles in this Squadron don't have to remain within 1" of each other.

Teleport: In the Strategy Phase place any Squads with this trait anywhere on the board. Then roll a D6 for every base of these Squads. On a roll of 1 remove the base as casualty.

Transport (X): There are three types of the Transport trait:

- Dedicated Transport (X)
 Infantry bases in the Squad to which this
 Vehicle is attached to may move with the
 Speed of this Vehicle. If all Infantry bases in
 the Squad are destroyed this trait becomes
 Attached Transport. After moving the Infantry
 bases may stay inside of the Vehicle. Put the
 bases away or mark them in a way to show
 that they are in the Vehicle. If the Vehicle is
 destroyed the Squad receives the same type
 of Hit as the Vehicle. This trait can't be used if
 any of the Infantry bases of this Squad are
 inside of a building or the Company acts under
 Charge orders.
- Attached Transport (X)
 As Dedicated Transport but for every Vehicle with this Trait in the Company any Infantry
 Squad within 1" of this Vehicle and without a Dedicated Transport in the same Company may move with the Speed of this Vehicle if the

total number of bases in these Squads doesn't exceed X. If all Infantry bases in the Company are destroyed this trait becomes Independent Transport. This trait can't be used if any of the Infantry bases of these Squads are inside of a building or the Company acts under Charge orders. If the Vehicle is destroyed each Squad receives the same type of Hit as the Vehicle.

- Independent Transport (X)

As Attached Transport But for every Vehicle with this Trait any Infantry Squad in another Company within 1" of this Vehicle may move with the Speed of this Vehicle if the total number of bases in these Squads doesn't exceed X. For Movement purposes treat both Companies as one single Company. This trait can't be used if any of the Infantry bases of these Squads are inside of a building or any Company acts under Charge orders.

Turbo-boost: If a model of this Squad is targeted while its Company acts under Full Stride orders any Hit rolls suffer a -1 penalty.

Walker: Vehicles in this Squadron move like Infantry bases. This also means that they can enter buildings.

Battalion Tactics

Not all Legiones Astartes Battalions are organized in the same way. The generic Battalion consists of one Veteran Company, three Line Companies and one Specialist Company but the traditions of each Legion often alter this standard organization of a Battalion.

To represent this the player of a Legiones
Astartes detachment may choose Battalion
Tactics to alter the composition of a Battalion.
Each Battalion changed in this way grants the
opponent +1 Stratagem point. Some example
Rites of War follow which can be used for all
Space Marine Legions. Some Legions may
employ Legion specific Battalion Tactics.

Orbital Assault

Effects

- * All Squads eligible to take a Rhinoas Dedicated Transport may take a Legion Drop Pod or Legion Dreadclaw Drop Pod as Dedicated Transport.
- * Dreadnoughts must be given a Legion Dreadnought Drop Pod or Dreadclaw Drop Pod.
- * Legion Terminator Squads gain the Teleport trait.
- * Legion Rapier Weapons Batteries may be given Legion Drop Pods as Dedicated Transport.
- * Deathstorm Drop Pods may be selected as Fast Attack choices.

Limitations

- * Squads and Squadrons which can't enter the table via the Teleport or Drop Pod trait can't be selected for this Battalion or have to be transported in an Aircraft.
- * All Squads and Squadrons in this Battalion with a Dedicated Transport have to begin the game transported in them.

Armoured Spearhead

Effects

* Every Squad which can have a Rhino as Dedicated transport may select a Land Raider Proteus or Land Raider Phobos instead if they number 2 bases or less.

Limitations

- * All Squads in the Battalion have to take a Dedicated Transport or have to be transported.
- *If all Vehicles in this Battalion have been destroyed the opponent scores 1 extra Victory point.

Angels's Wrath

Effects

* Any Legion Assault Squad gains the Hit&Run rule (see Legion Assault Company)

* Any Squad in the Battalion which has access to a Rhino as Dedicated Transport may select a Storm Eagle Gunship instead.

Limitations

- * Only Infantry Squads and Vehicle Squadrons with the Jump Pack, Skimmer or Jetbike trait maybe selected in this Battalion.
- * Infantry Squads which don't possess those traits have to be transported in Aircraft or Vehicles with the Skimmer trait.

Pride of the Legion

Effects

- * One or both mandatory Companies in this Battalion have to be Legion Veteran Companies.
- * Command Squats may select a Land Raider Proteus or Land Raider Phobos as Dedicated Transport.

Limitations

- * If all Legion Veteran Tactical Squads and Legion Terminator Squads in this Battalion have been destroyed the opponent scores 2 extra Victory point.
- * The Battalion can't include more Vehicle Companies than Infantry Companies.
- * This Battalion doesn't count when determining the maximum number of non-Space Marine Support Units.

Armoured Breakthrough

Effects

- * Armour of the Line: One or both mandatory Companies in this Battalion have to be Legion Predator Strike Armour Companies. Both of their Command Asset slots may be equipped with a Legion Sicaran Battle Tank Squadron.
- * Master of Armour: The Command Tank of those Companies may be exchanged for a Legion Sicaran Battle Tank at no cost and one has to be the Praetor.

Limitations

- * Only Predator Destructors are allowed in these two mandatory Companies (even on Command Asset cards)
- * All Squads in the Battalion have to take a Dedicated Transport or have to be transported in a Vehicle (not an Aircraft).

Primarch's Chosen

Effects

- * Lord and Master: Replace the Praetor with the Primarch of the chosen Legion regardless of the Battle Rating of the Legiones Astartes detachment.
- * The First: One or both mandatory
 Companies in this Battalion have to be Legion
 Veteran Companies.

Limitations

- * If the Primarch is destroyed the opponent scores 5 Victory points.
- * The Battalion can't include more Vehicle Companies than Infantry Companies.

Brethren of Iron

Effects

* Inducted into the Line: One or both mandatory Companies in this Battalion may be Mechanicum Battle-automata Cohorts.

Limitations

- * The Battalion can't include more Mechanicum Battle-automata Cohorts than Infantry Companies.
- * The only Consuls which may be selected in this Battalion are the Forge Lord and the Praevian. The Praetors Company has to include the Forge Lord.

Fury of the Ancients

Effects

* The Awakened: Each Company in this Battalion may add up to four Company Asset cards but all have to be Dreadnought Talons (any type).

Limitations

* Each Dreadnought Talon destroyed grants the opponent 1 Victory point.

Sky Hunter Phalanx

Effects

- * Sky Hunter Elite: One or both mandatory Companies in this Battalion may be Legion Sky Hunter Companies.
- * Rapid Encirclement: The Outflank Stratagem may be selected twice but it can only be used on a Legion Sky Hunter Company of this Battalion.

Limitations

- * Infantry Squads in this Battalion have to be transported in Aircrafts.
- * Only Infantry Squads and Vehicle Squadrons with the Skimmer or Jetbike trait may be selected in this Battalion.
- * This Battalion doesn't count when determining the maximum number of non-Space Marine Support Units.

Drop Assault Vanguard

Effects

- * Death from Above: Half of the Legion Assault Squads in this Battalion have to be deployed in the first round using the Teleport trait.
- * Storm of Angels: All Legion Assault Squads in this Battalion gain the Hit&Run rule (see Legion Assault Company).

Limitations

- * All Infantry Squads without the Jump Pack, or Teleport trait have to be transported in an Aircraft.
- * This Battalion doesn't count when determining the maximum number of non-Space Marine Support Units.

Legion Recon Company

Effects

- * Recon Company: One, two or all mandatory Companies in this Battalion have to be Recon Companies.
- * Rites of Observation: In the first round you ma re-roll the dice to see who claims the Opus Titanicum.

Limitations

- * The Battalion may not include any Terminator Squads or Company Asset cards from the Heavy Support category.
- * The Battalion has to include three mandatory Companies.

Zone Mortalis Assault Force

Effects

- * Shock Force: One or both mandatory
 Companies in this Battalion may be Legion
 Veteran Companies but Legion Veteran
 Tactical Squads of these Companies have to
 be upgraded to Terminator Squads.
- * *Teleport Assault:* All Terminator Squads gain the Teleport trait.

Limitations

- * The Battalion can't include Squads with more than three bases.
- * The Battalion can't include any Squadrons unless they have the Bike or Jetbike trait or are Dreadnought Talons (any type).
- * Legion Heavy and Legion Super-heavy Companies can't be taken as Support Units.

Reserve Battalion

Effects

* Bring on the Reserves: One or both mandatory Companies in this Battalion may be Support Companies.

Limitations

- * Support Companies in this Battalion can't include Aircrafts
- * This Battalion doesn't count when determining the number of Support Units.

Optional Rules

Reaction Fire

Companies (but not Super-heavy Companies) are much quicker to react to different battlefield situations. If a Company is issued a First Fire order and is the target of Titan, Banner or Company with a Charge order then it may attack the charging unit with every weapon without the Melee characteristic but only with one dice. Doing so it needs a 6 for the Hit rolls. This doesn't prevent the Company to attack in its own activation.

Infantry in Buildings

Infantry bases treat Buildings as Difficult Ground. If a Squad enters a building each Infantry base can move freely within the building (or building section if the building is very large) without the need of remaining base to base contact with other bases of its Squad. The building itself doesn't block line of sight from and to Infantry bases if the target or attacker is also inside of the same building or line of sight is drawn from or to a base which is touching the wall of the building from the inside. All other rules for range and line of sight remain unchanged.

Companies with Infantry bases within a
Building which chose an Infantry base as a
target which is in the same building may add
+1 to the weapons Strength of the Infantry in
the same building representing blasts to be
more efficient in such close confines.
Weapons with the Flame trait cause 1
additional hit instead.

If a Building containing Infantry bases is destroyed then roll a dice for each base. On a roll of 4+ that base is destroyed. Add +1 to the roll for every level of the building above the first. For example: If a building with 2 levels would be destroyed an Infantry base is eliminated on a roll of 3+.

Assaults

When a Company charges another Company a bloody close quarters firefight happens. If a Company acting under Charge orders attacks another Company it has to try to get as many models in base contact to enemy models of the target Company as possible. After this both Companies may attack with every weapon simultaneously but may only target each other. After all attacks are carried out and casualties are removed compare which Company has lost more models. The Company who has lost more models is the loser of the Assault and has to immediately move directly away from the other Company with maximum speed (not halved Speed) and becomes Shaken.

The winning Company may Consolidate 2" in any direction or perform a Sweeping Advance. If the winning Company becomes Shaken it may only Consolidate.

If the winning Company chooses to perform a Sweeping Advance it makes a full move towards the retreating Company trying to get as many models in base contact to enemy models of the target Company. After this move both Companies attack each other simultaneously again. After all attacks are carried out and casualties are removed compare which Company has lost more models. The Company who has lost more models is the loser of the Assault and has to immediately move directly away from the other Company with maximum speed (not halved Speed) and becomes Shaken. The winning Company may Consolidate 2" in any direction.

Psykers

Some Squads may contain a Psyker which has the Psyker trait with a Psychic Mastery Level of 1 to 3. Each Psyker may choose one psychic discipline.

Level 1	The Psyker may use the first
	psychic power

Level 2				
	first psychic power			
Level 3	The Psyker may use the second psychic power but doesn't get the			
	psychic power but doesn't get th			
	+1 bonus on the roll for this			
	psychic power but a -1 malus			
	instead.			

To activate the psychic power, roll a D10. If a 5+ is scored the psychic discipline takes effect. If the effect is an attack then it takes effect regardless which Order the unit of the Psyker has. If the roll is a 1 remove the Psyker's base as casualty. If the Psyker has the Support Officer trait the Squad only loses the Psyker trait.

If the target unit of a psychic power includes a Psyker he may roll a D10. If the result is higher than the roll to activate the psychic power the effect is canceled.

Biomancy

<u>Smite</u>: Activate during the Combat phase. If successful you may immediately attack with the following profile:

	Range		Accuracy		Dice	Strength	Traits
ĺ	S	L	S	L			
ĺ	4"	9"	-	-	2	2	Small
							Arms

<u>Haemorrhage:</u> Activate during the Combat phase.

Select an enemy unit within 5" and make an Armour roll with a Strength of 7. If this causes a Direct Hit then the unit suffers a Critical Hit instead. If this happens then make an Armour roll with a Strength of 7. If this causes a Direct Hit then the unit suffers a Critical Hit instead. Continue until no Critical Hit is scored. Those Critical Hits don't cause the loss of Structure Points. If a Titan is targeted the Critical Hits are always inflicted on the Head.

Divination

<u>Prescience:</u> Activate during the Combat Phase. Select a Squad within 6". The Squad may reroll all to Hit and Armour rolls. <u>Scrier's Gaze:</u> Activate during the Strategy phase. If successful your opponent has to show you all his Stratagem cards. Then select one Stratagem card he has to discard.

Pyromancy

<u>Flame Breath:</u> Activate during the Combat phase. If successful you may immediately attack with the following profile:

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
3"	-	-	-	1	3	Flame,
						Small
						Arms

<u>Molten Beam:</u> Activate during the Combat phase. If successful you may immediately attack with the following profile:

Rar	nge	Accuracy		Dice	Strength	Traits
S	L	S	L			
1"	3"	-	-	1	8/4	Melta

Telekinesis

<u>Assail:</u> Activate during the Combat phase. If successful you may immediately attack with the following profile:

Rar	nge	Accuracy		Dice	Strength	Traits
S	L	S	L			
3"	5"	-	-	1	3	-

<u>Psychic Maelstrom:</u> Activate during the Combat phase. If successful you may immediately attack with the following profile:

Rar	nge	Accuracy		Dice	Strength	Traits
S	L	S	L			
1"	3"	-	1	1	7	Barrage

Telepathy

<u>Psychic Shriek:</u> Activate during Combat phase. Select an enemy unit within 5" and roll 2D6. Substract the units Command value from the result. The result is the number of Direct Hits the unit suffers.

<u>Hallucination:</u> Activate during the Strategy phase. If succesfull select an enemy unit within 6" and roll a D6 on the following table: 1-2: Bugs! I Hate Bugs! – The target unit has to pass a Command test or becomes Shaken.

3-4: Its' so Beautiful! – The target unit suffers a -1 penalty on all to Hit rolls.

5-6: You! You are a Traitor! — Randomly select a Squad with a Commander if the target is a Company or a Lord Scion, High Scion or Seneshal if the target is a Banner. That Squad suffers a Strength 4 hit for every other base in the Squad. In the Banner that Knight suffers a Strength 4 hit for every other Knight in the Banner.

If the target is a Titan it's Head location suffers a Critical Hit on a D6 roll of 5+.

Daemonology – Sanctic Powers

Banishment: Activate during Combat phase.

Select an enemy unit within 6". All hits which are distributed to a Squad with the Daemon trait gain +1 on the Armour roll.

<u>Vortex of Doom:</u> Activate during the Combat phase. If successful you may immediately attack with the following profile. If unsuccessful remove the Psyker's base as casualty:

Rar	nge	Accuracy		Dice	Strength	Traits
S	L	S	L			
1"	3"	-	-	1	10	-

Daemonology – Malefic Powers

<u>Summoning:</u> Activate during the Strategy
Phase.

Place a Squad of two bases of Lesser Daemons within 3" of the Psyker.

<u>Possession:</u> Activate during the Strategy Phase. If unsuccessful remove the Psyker's base as casualty. If successful replace the Psyker's base with a greater Daemon.

<u>Legiones Astartes Detachments in Matched</u> <u>Play</u>

Matched Play focuses more on introducing balance to battles. It is ideal for those who wish to play in a competitive spirit, and is also useful for those who wish to play against opponents they do not regularly play, ensuring a more-or-less fair fight. This makes it ideal for leagues and tournaments, but also for battles fought at gaming clubs and pick-up games in local gaming stores.

The full rules for Matched Play can be found on page 84 of the *Adeptus Titanicus* rulebook. The rules that follow here cover the areas in which a Legiones Astartes detachment differs from a Titan battlegroup.

Meeting Engagement

This is the standard Matched Play mission for Adeptus Titanicus. The players will decide a Battle Rating and plan their forces accordingly, as described previously in this document for a Legiones Astartes detachment, or in the *Adeptus Titanicus* rulebook for a Titan battlegroup.

The first step in fighting a Meeting Engagement is deciding the Battle Rating, which will determine the size of the battle, the number of Stratagem points available to each player and how long the battle will last, as described on page 84 of the *Adeptus Titanicus* rulebook.

Selecting Mission Objectives

Once each player has assembled their Legiones Astartes detachment, Household force or Titan battlegroup, they will then each need to select a mission objective. In a Meeting Engagement each side has its own objective, and players must aim to achieve their objective while stopping their opponent from doing the same.

A player using a Legiones Astartes detachment rolls two D6 and looks their result up on the table below to see which objectives are available, re-rolling any duplicates until they have two different objectives available. The player then secretly writes down which of

their two available objectives they will be attempting – the other os discarded, presumably to be handed by a different battlegroup. The objectives for a Legiones Astartes detachment are detailed as follow.s The objectives for a Titan battlegroup are detailed on page 85 of the *Adeptus Titanicus* rulebook and the objectives for a Household force are detailed on page 41-42 of *Doom of Molech*.

Meeting Engagement Objectives

Engage and Destroy

Overview

An enemy battlegroup has been sighted on long range auspex. Your task is simple – seek them out and eradicate them, while suffering minimal losses to your own battlegroup, of course.

Scoring Victory Points

At the end of the battle, score Victory points for each enemy unit that is Structurally Compromised or completely destroyed. Structurally Compromised units grant a number of Victory points equal to their Scale. Destroyed units grant a number of Victory points as follows:

Scale	Victory points
0	2
1-3	4
4-6	6
7-9	10
10+	15

Secondary Objective: Minimize Losses

At the start of the battle, each player calculates the total Scale of their units. If they still have at least half their starting total at the end of the battle, they score 5 Victory points.

Glory and Honour

Overview

Morale is as vital to the war effort as military might – arguably, even more so. Your battlegroup has been tasked with striking a blow to enemy morale by laying low one of their mightiest god-engines.

Scoring Victory Points

At the start of the battle, determine which enemy unit has the highest points cost. If two or more units are tied for the highest points cost, the opposing player must choose one of them when this objective is revealed. Score 20 Victory points if that unit is destroyed in the first round, 15 Victory points if it is destroyed in the second round and 10 Victory points if it is destroyed in the third round or later.

Secondary Objective: Dominate

At the end of the battle, divide the battlefield into four 2'x2' quarters. The player with this objective score 3 Victory points for each quarter which contains at least one of their units and no enemy units.

Valiant Defiance

Overview

During the dark days of the Horus Heresy, many Space Marine Legions were tested in ways they never had been before. Very few were found wanting and the tales of their sacrifice became legend.

Scoring Victory Points

Any Company destroyed as a result of an enemy Titan rolling a 5-7 Wild Fire, 8-9 Magazine Detonation or a 10+ Catastrophic Meltdown result on the Catastrophic Damage table scores 1 less Victory point for the enemy and 1 extra Victory point for the scoring player.

Secondary Objective: Reckoning

Any Company destroyed as a result of an enemy Titan rolling a 2-4 Laid Low result on the Catastrophoc Damage table scores 1 less Victory point for the enemy and 1 extra Victory point for the scoring player.

Hold the Line

Overview

The enemy has advanced into territory which cannot be allowed to control. Your battlegroup will move out and either destroy the opposition's war engines or force them back.

Scoring Victory Points

At the end of the battle, score 5 Victory points of there are no enemy units within 12" of the scoring player's battlefield edge. Score another 5 Victory points of there are none within 18" of that battlefield edge, another 5 Victory points if there are none within 24" and another 5 Victory points of there are none within 30"

Secondary Objective: Reprisal

At the end of the battle, score Victory points equal to half the Scale of each destroyed enemy unit (rounding down).

Protect the Primarch

Overview

When the Primarch takes to the battlefield, their legionnaires will sacrifice everything for their protection. The death of the Primarch is a loss the Space Marine Legion may never recover from.

Scoring Victory Points

At the end of the battle, score 5 Victory points for each Legate that was not Destroyed and is still on the battlefield. If the Praetor has not been destroyed and is still on the battlefield, score 10 Victory points.

Secondary Objective: Vengeance

Keep track of enemy units destroyed or Structurally Compromised by an attack originating from the Praetors Company. At the end of the battle, score 1 extra Victory point for units Structurally Compromised and 2 extra Victory points for units destroyed by the Praetor's Company.

Legion Line Company Front Side

			LI	EGIC)N LI	NE	CON	IPAN	١Y						Т	OR	DER
Reconnaissance	TRA Sauads: I		·s		SCALE: 0 100 POIN	•	•			BALL	LISTIC SKILL	WEAPON SKILL		SPEED		COMMAND	
					7-9: Direct Hit 10-13: Devastating Hit 14+: Critical Hit					3+	3+		4"	4"		+	
is part of the Company the result of any Comn checks for it.	is part of the Company, add 2 to by Diffi the result of any Command enter by			er buildings.			Company only can become Shaken ing models. FURY OF THE LEGION: Any Tactical Squad which didn't move may double number of dice if it attacks with BOLTERS or BOLT PISTOLS & CHAINSWO each is at least 7.							RDS.			
BOLTERS	CHAINS	STOLS &		ΛERS				CALIVERS		PLASMAGUNS		MELTAGUNS		SNIPER RIFLE		VOLKITE C	
Range Acc Short 3" +1 Long 6" - Dice Strength	Range Short 1" Long 3" Dice	Acc +2 +1 Strength	Range Short 2" Long - Dice	Acc - - Strength	Long 7	Acc 3" +1 7" - Strength	Range Short 3" Long 7" Dice	Acc - - Strength	Rang Short Long Dice	3" 6"	- Strength	Long Dice	Acc 1" - 3" -1 Strengtl		" +2 " +1 Strength		" - Strengt
3 2 Traits: Small Arms		Combat	Ar		10 Traits: Rap Arn	าร	Small Arm	3 3 4 2 8/4 1 s: Deflagrate,						mall Arms	eavy, Traits: Deflagrate, all Arms Small Arms		
POWER WEAPON: Whe		OMP <i>A</i>				ии а Роме	r weapon upg	gaue can tar	get an en	iemy (COM	ЛРАN	IY AS:	SETS	o nit.		

LEGION LINE COMPANY

A LEGION LINE COMPANY consists of six Squads: Four Legion Tactical Squads of two bases each and two Legion Support Squads of 1 base each.

The Centurion has to be added to one of the Legion Tactical Squads. If you wish, you can add up to two Legion Tactical Squads of two bases each at a cost of 20 points each and one Support Squad of one base at a cost of 5 points.

If you wish you can add up to 2 bases to each Legion Tactical Squad at a cost of 10 points each and one base to each Support Squad at a cost of 5 points each.

If you wish you can add a Rhino as Dedicated Transport to each Squad if it doesn't consist of more than 2 bases for 5 points each.

If you wish you can add a Storm Eagle as Dedicated Transport to each Reconnaissance Squad for 25 points each.

Each base in the Company must be one of the below and is armed with one weapon accordingly for their type:

CENTURION

- POWER WEAPON

LEGION TACTICAL SQUAD

- BOLTERS
- BOLT PISTOLS & CHAINSWORDS

Each Support Squad in the Company must be one of the types listed below and is armed with one weapon per base accordingly for their type. Each base in a Squad has to be armed with the same weapon: TACTICAL SUPPORT SQUAD

- FLAMERS	5 points
- ROTOR CANNONS	5 points
- VOLKITE CALIVERS	5 points
- PLASMA GUNS	5 points
- MELTAGUNS	5 points
- VOLKITE CHARGERS	5 points

RECONNAISSANCE SQUAD

- SNIPER RIFLE 5 points

Any Squad can also be fitted with the following:
- POWER WEAPON 5 points

	LEGION	ASSAULT CON	NPAN	Y	Ι Τ	ORDER
TRA Assault Squads: Jump Pac		SCALE: 0 (MINIMUS) 160 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
7.55dail Squads. Samp Tue		7-9: Direct Hit 10-13: Devastating Hit 14+: Critical Hit	3+	3+	10"	4+
CENTURION: While the Centurion is part of the Company, add 2 to the result of any Command checks for it.	NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.	LEGIONES ASTARTES: A Company only can if it has lost half its starting models. An Armour roll of 1 can only inflict a Directif the Strength of the attack is at least 7.	t Hit on Infantry	HIT & RUN: If this Company is the Jump Pack trait may perforn Assault Squad bases of this Comenemy Infantry bases.	m a half move away from th	e attacking unit.
Range Short 1" Long 3" Dice 3 Traits: Sn	WORDS Acc +2 +1 Strength 2 nall Arms,					
METLA BOMBS: When a Company i	s activated in the Combat phase, ea	ch Squad with Melta Bombs can target an e each Squad with a Power Weapon upgrade			•	ve the Anti-Tank trait.
CO	OMPANY ASSET	S		COMPANY (Elites, Fast Attack, F		

LEGION ASSAULT COMPANY

A LEGION ASSAULT COMPANY consists of six Squads: Six Legion Assault Squads with two bases each. The Centurion has to be added to one of the Legion Assault Squads. If you wish, you can add up to three Legion Assault Squads with two bases each at a cost of 25 points per Squad. Each base in the Company must be one of the below and is armed with If you wish you can add up to 2 bases to each Legion Assault Squad at a one weapon accordingly for their type: cost of 25 points per Squad. **CENTURION** If you wish, on any Company Asset card you can exchange any Rhino for - POWER WEAPON a Storm Eagle as Dedicated Transport in each Squad if it doesn't consist of more than 4 bases at a cost of 20 points. LEGION ASSAULT SQUAD - BOLT PISTOLS & CHAINSWORDS & MELTA BOMBS Any Squad can also be fitted with the following: - POWER WEAPON 5 points

	TDA	ITC] COME: 0/		ıc)									
D le C'	TRA		L L.L.		SCALE: 0 (160 POIN		•		BALLIST	TIC SKILL	WEAPON S	KILL	SPEED	COMMAND		
breacher Siege Squads. Boarding Smelas,																
Hardened Armour					7-9: Direct Hit 10-13: Devastating Hit				2	8+	3+		4"	4+		
					10-13: Devastating fit 14+: Critical Hit				3	•	3+		-	4'		
CENTURION: While the Centurion is part of the Company, add 2 to the result of any Command checks for it. NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings. LEGIONES AS: if it has lost he has lost he company and company enter buildings. An Armour rough the Strengt if the Strengt in the str							IES ASTARTES: A Company only can become Shaken lost half its starting models. Hour roll of 1 can only inflict a Direct Hit on Infantry trength of the attack is at least 7.									
BOLTERS	VOLKITE	CHARGER	FLA	MER	MELTAG	SUN	GRAVIT	ON GUN	LA	SCUTTER						
Range Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range		сс					
Short 3" +1	Short 2"	+1	Short 2"	-	Short 1'		Short 3"		Short	0"	-					
Long 6" - Dice Strengtl	Long 4"	- Strength	Long - Dice	- Strength	Long 3' Dice	′-1 Strength	Long 5" Dice	- Strength	Long Dice	Stre	- ngth					
3 2	1	3	1	2	1	8/4	1	3	1		5					
Traits: Small Arms	Traits: De	0 /		me, Small	Traits: N	lelta	Traits: Co	oncussive		Close Com	bat,					
DOWED WEADON: W	Small			ms	aach Cauad wir	th a Down	r Moanon un	arado can tar		Heavy	hace contact	That unit c	uffers a Strength 5 hit.			
		<u> </u>			· · · · · · · · · · · · · · · · · · ·								rs a Strength 8 hit; thes	e attacks have the		
	C	OMP#	ANY A	SSET	S					_	_		ASSETS avy Support)			

LEGION BREACHER SIEGE COMPANY

A LEGION LINE COMPANY consists of six Squads: Six Legion Breacher Siege Squads of two bases each.

The Centurion has to be added to one of the Legion Breacher Siege Squads.

If you wish, you can add up to two Legion Breacher Siege Squads of two bases each at a cost of 25 points per Squad.

If you wish you can add up to 2 bases to each Legion Breacher Siege Squad at a cost of 25 points per Squad.

If you wish you can add one Land Raider Proteus at a cost of 30 points or Land Raider Phobos for 35 points to each Squad as Dedicated Transport if it doesn't consist of more than 2 bases.

Each base in the Company is armed with one weapon accordingly for their type:

CENTURION

- POWER WEAPON

LEGION BREACHER SIEGE SQUAD

- BOLTERS

Each base in a Breacher Siege Squad can be armed with a weapon from the following list. All bases in a Squad have to be armed identically:

VOLKITE CHARGER
 FLAMER
 MELTAGUN
 GRAVITON GUN
 LASCUTTER
 5 points per two bases
 5 points per two bases
 5 points per two bases
 5 points per two bases

Any Squad can also be fitted with the following:

- POWER WEAPON 5 points
- MELTA BOMBS 5 points

					LEG	ION	VETI	ERA	N C		MP	AN	Y						T	ORDER			
							SCALE: 0 (•	•		ВА	BALLISTIC SKILL WEAF		WEAP	PON SKILL		SPEED		COMMAND				
							10	7-9: Di)-13: De 14+: Cr			3+		\$	3+		4"			4+				
CENTURION is part of the the result of checks for i	ne Compa of any Cor it.	ny, add 2 nmand	to !	by Difficult enter build		may	LEGIONES AS' if it has lost h An Armour ro if the Strengti	TARTES: A alf its start Ill of 1 can h of the at	Company ting model only inflic tack is at le	only can s. t a Direc east 7.	t Hit on	Infantry	Com - Res - We - Ma - Ma - Xes	npany. All Sq esolve: Gain t eaponmaster achine Killers arksmen: Gai enobane: May	uads have he Stubbors: Weapor: +1 on the Snip re-roll arr	to us rn tra n Skill e Arm er tra mour	e the sar lit l 2+ nour roll a lit on all r	ne ability: against Vel weapons iinst Squad	s with the Very Bulky trait				
BOLT	1	VOL	LKITE C	CHARGER		FLAMER			SMA GU	N	CHAIN SW		WORDS BOLTI		OLTE			NCHER	E				
Range Short 3" Long 6"		Ran Shor Long	rt 2"	Acc +1 -	Range Short 2" Long -	Acc - -	Range Short 1 Long 3	l l			Acc +1 -	Short Long	1" 3"	+1 +2	Range Short Long	4" 9"	+1 -	Range Short 6 Long 12	5" -				
Dice 3 Traits: Sn	Strengt 2 nall Arms	1 Tra	1	Strength 3 flagrate, Arms	Dice 1 Traits: Fla Ar	Strength 3 me, Small ms	Dice 1 Traits: N	Strength 8/4 1elta	Dice 1 Trait	Str s: Overlo	ength 4 oad		_	Strength 2 grate, Small e Combat	Dice 1 Traits:		Strength 3 I Arms	1	Strength 4 nti-Aircraft	1			
	MBS: Wh			•			, each Base wi ch Squad with		•											tacks have the			
			CC	OMPA	ANY A	SSET	S							CON (Elites, F	1PAN ast Atta								

LEGION VETERAN COMPANY

A LEGION VETERAN COMPANY consists of six Squads: Six Legion Veteran Tactical Squads of one base each.

The Centurion has to be added to one of the Legion Veteran Tactical Squads.

If you wish, you can add up to two Legion Veteran Tactical Squads of one base each at a cost of 15 points per Squad.

If you wish, you can add one base to every Legion Veteran Squad at a cost of 15 points each.

If you wish you can Upgrade any Legion Veteran Squad to a Legion Terminator Squad at a cost of 10 points per base.

If you wish you can add one Rhino to each Legion Veteran Tactical Squad for 5 points each.

If you wish you can add one Land Raider Phobos for 35 points to each Legion Terminator Squad as Dedicated Transport if it doesn't consist of more than 1 base or one Spartan Assault Tank as Dedicated Transport for 40 points each if it doesn't consist of more than 2 bases.

Each base in the Company is armed with one weapon accordingly for their type:

CENTURION

- POWER WEAPON

LEGION VETERAN TACTICAL SQUAD

- BOLTERS

& VOLKITE SERPENTAS & CHAIN SWORDS

Each base in a Veteran Squad can be armed with a weapon from the following list. All bases in a Squad have to be armed identically:

VOLKITE CHARGER
 MELTAGUN
 PLASMA GUN
 HEAVY FLAMER
 SUSPENDED HEAVY BOLTER
 SUSPENDED MISSILE LAUNCHER
 points per two bases
 points per two bases
 points per two bases
 points per two bases

Any Veteran Squad can also be fitted with the following:

- POWER WEAPON 5 points- MELTA BOMBS 5 points

		LE	GION	DE	STROYER C	СОМРА	NY	,		Т	ORDER
Destroyer Squad	TRAIT ds: Hardene		, (optional:		ALE: 0 (MINIMUS) 0 POINTS + WEAPONS	BALLISTIC S	KILL	WEAPON SKILL	SPEED		COMMAND
					7-9: Direct Hit 10-13: Devastating H 14+: Critical Hit	Hit 3+		3+	4"	4"	
CENTURION: While th part of the Company, result of any Comman it.	add 2 to the	affected by	fantry is not Difficult terrain Iter buildings.	if it ha An Ar	ONES ASTARTES: A Company onlines lost half its starting models. Irmour roll of 1 can only inflict a lestrength of the attack is at least	Direct Hit on Infantry					
Range Acc Short 1" +2 Long 3" +1 Dice Strength 6 2 Traits: Small Arms,	RAD M LAUN Range Short 6" Long 12" Dice 1 Traits: Sn	CHER Acc - Strength 4	Range Short 1" Long - Dice 1 Traits: Sma	Acc - - Strength	<u> </u>						
				hase, each	Base with a Power Weapons up uad with a Melta Bombs upgrade						acks have the
THE PARTY OF THE P	СО		NY ASSI aii)	ETS				COMPANY (Elites, Fast Attack, H			

LEGION DESTROYER COMPANY

A LEGION DESTROYER COMPANY consists of six Squads: Six Legion Each base in the Company is armed with one weapon accordingly for Destroyer Squads of one base each. their type: The Centurion has to be added to one of the Legion Destroyer Squads. **CENTURION** If you wish, you can add up to two Legion Destroyer Squads of one base - POWER WEAPON each at a cost of 15 points per Squad. If you wish, you can add one base to every Legion Destroyer Squad at a LEGION DESTROYER SQUAD cost of 15 points each. - TWIN BOLT PISTOLS If you wish, you can add the Jump Packs trait to every Destroyer Squad & RAD MISSILE LAUNCHER for 5 points per base which also increases their Speed to 10". If you don't add Jump Packs you can add a Rhino for 5 points each or a Land Raider Proteus for 30 points each or a Terrax Pattern Termite Assault Drill for 10 points each as Dedicated Transport to each Squad. Any Destroyer Squad can also be fitted with the following: 5 points - POWER WEAPON 5 points - MELTA BOMBS - PHOSPHEX BOMBS 5 points

	LEGIO	N RECON CC	MPANY	7		T	ORDER
TRA Reconnaissance Squads: I		SCALE: 0 (MINIMUS) 40 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND	
Necomaissance squaus.	illilitatois	7-9: Direct Hit 10-13: Devastating 14+: Critical Hit	3+	3+	4"	4+	
CENTURION: While the Centurion is part of the Company, add 2 to the result of any Command checks for it.	NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.	LEGIONES ASTARTES: A Company of if it has lost half its starting models An Armour roll of 1 can only inflict if the Strength of the attack is at le	st this Company suffers Squad remains stationa				
						Range Acc Short 4" +2 Long 8" +1 Dice Strengt 1 4 Traits: Heavy, Sniper, Small Arm	<u>h</u>
	OMPANY ASSET (HQ, Troops, Fast Attack)	each Squad with a Power Weapon of the Power Weapon of the Squad with a Power Weapon of the Squad with a Power Weapon of the Squad with a Power Weapon of the Squad wi	upgraue can target an en	CON	1PANY AS (Elites, Fast Attac	SSETS	

LEGION RECON COMPANY	
A LEGION RECON COMPANY consists of four Squads: Four Legion Reconnaissance Squads of one base each. The Centurion has to be added to one of the Legion Reconnaissance Squads. If you wish, you can add up to two Legion Reconnaissance Squads of one base at a cost of 5 points per base. If you wish you can add one base to each Legion Reconnaissance Squad at a cost of 5 points each. If you wish you can add a Rhino as Dedicated Transport to each Squad for 5 points each. If you wish you can add a Storm Eagle as Dedicated Transport to each Squad for 25 points each.	Each base in the Company is armed with one weapon accordingly for their type: CENTURION - POWER WEAPON RECONNAISSANCE SQUAD - SNIPER RIFLE 5 points
	Any Squad can also be fitted with the following: - POWER WEAPON 5 points

Legion Sky Hunter Company Front Side

			LE	GIO	N S	KY H	UN [.]	TER	CON	1PA	١N	Υ				Т	ORDER
Sky Hunter	rs: Turb	TRA o-boost,	_	, Telepor	t	SCALE: 0 100 POIN	•	•			BAL	LISTIC SKILL	WEAPON	SKILL	SPE	D	COMMAND
Javelin Atta Teleport		-		•		7-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit						3+	3+			" velin)	4+
CENTURION: W is part of the Co the result of an checks for it.	Company, a	dd 2 to		fantry is no terrain and lings.	may	if it has lost h	nalf its start oll of 1 can	only inflict a	Direct Hit on		J.	RUCTURE F	POINTS				
HEAVY BOL	TER	MULTI-	MELTA	VOLKITE (CULVERIN	PLASMA C	ANNON	HEAVY I	LAMER		LAUN	MISSILE ICHER	TV	VIN LASC	CANNON		
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Rang	ge	Acc	Range		Acc		
Short 4" Long 9"		Short 3" Long 6"	- -1	Short 6" Long 12	-		." -)" -	Short 2" Long -	-	Short Long	6" 12"		Short Long	6" 12"	-		
Dice St	trength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	e	Strength	Dice		Strength		
1	3	1	8/4	1	3	1	4	1	3	2		4	2		6		
Traits: Small Arms Traits: Melta, Anti-Traits: Deflagrate, Small Arms Traits: Flame, Small Traits: - Trait																	

COMPANY ASSETS

(All)

COMPANY ASSETS

(Elites, Fast Attack, Heavy Support)

Legion Sky Hunter Company Rear Side

LEGION SKY HUNTER COMPANY

A LEGION SKY HUNTER COMPANY consists of six Squadrons: Four Sky Hunter Squadrons of one base each and two Legion Javelin Attack Speeder Squadrons of 1 Javelin Attack Speeder each.

The Centurion has to be added to one of the Legion Sky Hunter Squadrons. If you wish, you can add up to two Legion Sky Hunter Squadrons of one base each at a cost of 15 points each and one Javelin Attack Speeder Squadron of 1 Javelin Attack Speeders at a cost of 15 points each.

If you wish you can add up to 2 bases to each Legion Sky Hunter Squadron at a cost of 15 points each.

If you wish you can add up to 2 Javelin Attack Speeders to each Legion Javelin Attack Speeder Squadron at a cost of 15 points each.

Each Sky Hunter base in the Company is armed with one of the following combinations of weapons:

CENTURION

- POWER WEAPON

LEGION SKY HUNTER SQUADRON

- 3 x HEAVY BOLTER- 2 x HEAVY BOLTER5 points10 points

& MULTI-MELTA

- 2 x HEAVY BOLTER 10 points

& VOLKITE CULVERIN

- 2 x HEAVY BOLTER 10 points

& PLASMA CANNON

Each Javelin Attack Speeder in the Company is armed with one of the following weapons:

- HEAVY BOLTER free

- MULTI-MELTA 5 points

- HEAVY FLAMER 5 points

Each Javelin Attack Speeder in the Company is also fitted with one of the following:

- CYCLONE MISSILE LAUNCHER 5 points

- TWIN LASCANNON 10 points

Legion Outrider Company Front Side

			L	.EGI	ON	OUT	ΓF	RID	ER	C	OMI	PAN	ΙY	,					Т	ORDER
Outrider	: Infiltrat	TRA ors, Turk		Bike		SCALE: 100 PO	•		•		ВА	ALLISTIC SK	ILL	WEAP	ON SKILL			SPEED		COMMAND
Attack Bi		•	·				11-	13: De	rect Hit evastatir itical Hit	_	it	3+		_	3+ ack Bike	(;		12"		4+
CENTURION is part of the the result of checks for it	e Company, f any Comm	add 2 to		nfantry is no terrain and lings.	may	if it has los	t hal r roll	lf its start of 1 can	ting mode only inflic	ls. t a Di	r can becom Pirect Hit on 7.		STI	RUCTURE F	POINTS (A	tta	ck Bike S	Squadro	n)	
COMBI B	OLTERS	TWIN F	LAMERS	TWIN ME	LTAGUNS	TWIN		SMA			OLTER	MU	JLTI-	MELTA	HEAVY	FLA	AMER	AUTOC	ANNON	
Range Short 3"	Acc +1	Range Short 2"	Acc -	Range Short 1"	Acc	Range Short	3"	Acc +1	Range Short	4"	Acc +1	Range Short	3"	Acc	Range Short	2"	Acc	Range Short 6"	Acc +1	
Long 6"	- Strength	Long -	- Strength	Long 3"	-1 Strength	Long	6"	- Strength	Long	9"	- Strength	Long	6"	-1 Strength	Long Dice	-		Long 12"	_	
4 Traits: Sm	2 all Arms		2 me, Small ms	2 Traits:	8/4 Melta	2 4 1 3 1 8/4 1 3 1 Traits: Overload Traits: Small Arms Traits: Melta, Anti-Tank Traits: Flame, Small Arms Arms						4 ts: -								
POWER WEAPONS: When a Company is activated in the Combat phase, each Base with a Power Weapons upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.																				

COMPANY ASSETS

(All)

COMPANY ASSETS

(Elites, Fast Attack, Heavy Support)

Legion Outrider Company Rear Side

LEGION OUTRIDER COMPANY

A LEGION OUTRIDER COMPANY consists of six Squadrons: Four Legion Outrider Squads of one base each and two Legion Attack Bike Squadrons of 1 Attack Bike each.

The Centurion has to be added to one of the Legion Outrider Squads.

If you wish, you can add up to two Legion Outrider Squads of one base each at a cost of 15 points each and one Legion Attack Bike Squadron of Attack Bike at a cost of 15 points each.

If you wish you can add up to 2 bases to each Legion Outrider Squad at a cost of 15 points each.

If you wish you can add up to 2 Attack Bikes to each Legion Attack Bike Squadron at a cost of 15 points each.

Each Outrider base in the Company is armed with one of the following weapons:

CENTURION

- POWER WEAPON

LEGION OUTRIDER SQUAD

COMBI BOLTERS
 TWIN FLAMERS
 TWIN MELTAGUNS
 TWIN PLASMA GUNS
 Free
 5 points
 5 points

Each Attack Bike in the Company is armed with one of the following weapons:

- HEAVY BOLTER free

- MULTI-MELTA 5 points

- HEAVY FLAMER 5 points

- AUTOCANNON 5 points

Legion Hussar Company Front Side

				LEGION	HUSSAR COM	'NAP	Y			Т	ORDER
Outride	r: Turbo-l	TRA poost. Bil			SCALE: 0 (MINIMUS) 100 POINTS + WEAPONS	BALLISTIC SK	KILL	WEAPON SKILL	SPEED		COMMAND
		,			7-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit	3+		3+	12"		4+
is part of th	N: While the ne Company, of any Comm it.	add 2 to		nfantry is not affected t terrain and may dings.	LEGIONES ASTARTES: A Company only can be if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct lift the Strength of the attack is at least 7.		Hussa bases bases. DIREC	RUN: If this Company is the squad may perform a has for this Company may still s. CT SUPPORT: This Company a third Support Company a third Support Company.	If move away from to move if in base conf	the attacki tact with e	ng unit. Hussar nemy Infantry
Range Short 3" Long 6" Dice	Acc +1 - Strength		JB ROTOR NONS Acc +1 - Strength		,		,				

4 2 Traits: Small Arms	10 2 Traits: Small Arms, Rapid	
POWER WEAPONS: W		pons upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.
	COMPANY ASSETS (AII)	COMPANY ASSETS (Elites, Fast Attack, Heavy Support)

Legion Hussar Company Rear Side

LEGION HUSSAR COMPANY

A LEGION HUSSAR COMPANY consists of six Squads: Six Legion Hussar Squads of one base.

The Centurion has to be added to one of the Legion Hussar Squads.

If you wish, you can add up to two Legion Hussar Squads of one base each at a cost of 15 points each.

If you wish you can add up to 2 bases to each Legion Hussar Squad at a cost of 15 points each.

Each Hussars base in the Company is armed with one of the following weapons:

CENTURION

- POWER WEAPON

LEGION HUSSARS

- COMBI BOLTERS

Free

- TWIN SNUB ROTOR CANNONS 5 points



Legion Sky Seeker Company Front Side

LEGION SKY SEEKER COMPANY												ORDER
TRAITS Outrider: Turbo-boost, Jetbikes, Infiltrators					SCALE: 0 (MINIMUS) 100 POINTS + WEAPONS	BALLISTIC SKILL W		WEAPON SKILL	SPEED		COMMAND	
	·	·			7-10: Direct Hit 11-13: Devastati 14+: Critical H	ing Hit	3+		3+	12"		4+
CENTURION: While the C is part of the Company, a the result of any Comma checks for it.	add 2 to		fantry is no terrain and lings.	may	LEGIONES ASTARTES: A Company only can become Shake if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantr if the Strength of the attack is at least 7.				RUCTURE POINTS			
COMBI BOLTERS	HEAVY F CANN		GREN LAUN	NADE CHERS	ORACLE ARRAY: For each Sky Seeker Squadron which	DIRECT SUP This Compa	-	1				
Range Acc Short 3" +1 Long 6" - Dice Strength 3 2 Traits: Small Arms	Range Short 3" Long 7" Dice 6 Traits: Sma	,	Range Short 3" Long 6" Dice 2 Traits: -	Acc +1 - Strength 4	doesn't attack mark an enemy Unit. Any Infantry Squad in the same Battalion receives a +1 bonus on their to Hit roll against such a marked Unit.		any to or as a					

POWER WEAPONS: When a Company is activated in the Combat phase, each Base with a Power Weapons	upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.
COMPANY ASSETS (AII)	COMPANY ASSETS (Elites, Fast Attack, Heavy Support)

Legion Sky Seeker Company Rear Side

LEGION SKY SEEKER COMPANY

A LEGION SKY SEEKER COMPANY consists of six Squadrons: Six Legion Sky Seeker Squadrons of one base.

The Centurion has to be added to one of the Legion Sky Seeker Squadrons. If you wish, you can add up to two Legion Sky Seeker Squadrons of one base each at a cost of 15 points each.

If you wish you can add up to 2 bases to each Legion Sky Seeker Squadron at a cost of 15 points each.

Each Sky Seeker base in the Company is armed with one of the following weapons:

CENTURION

- POWER WEAPON LEGION HUSSARS SQUAD

COMBI BOLTERS FreeHEAVY ROTOR CANNONS 5 pointsGRENADE LAUNCHERS 5 points

Legion Land Raider Battle Company Front Side

LEC		N LA	N	ID R	AID	ER	BAT	TLE	CC	MPA	NY			Т	ORDER
TRAITS Assault Vehicle (Phobos only) Independent						SCALE: 1 (MEDIANUS) 185 POINTS + WEAPONS				LL WEAP	WEAPON SKILL		SPEED		COMMAND
Transport (2), (Proteus& Transport (1) (Achilles) Heavy (all Land Raiders)		•		ent	14-	15: D	irect Hit evastating ritical Hit	Hit	3+		5+		8"		4+
COMMAND TANK: While the Command Tank is part of the Company, add 2 to the result of any Command checks for it.		Infantry is no errain and n		-	LEGIONES ASTARTES: A Company only can beco Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit Infantry if the Strength of the attack is at least				s. t Hit on	STRUCTURE POINTS OOO					
		TWIN H		Y BOLTER Acc	TW Ran		CANNON Acc	Ran	QUAD M	ORTAR Acc	TWII Range	N ML	JLTI-MELTA Acc		
	Short 4" +1 Long 9" - Dice Strength		Short 6" - Sh Long 12" - Lo			Short Long Did	6" 15"	+1 Strength	Short Long Dice	3" 6"	- -1 Strength				
2 3 Traits: Small Arms						2 6 4				4 2 arrage Traits: Melt			8/4 ta, Anti-Tank		

COMPANY ASSETS (Elites, Fast Attack, Heavy Support)	COMPANY ASSET (Elites, Fast Attack, Heavy Support)

LEGION LAND RAIDER BATTLE COMPANY

A LEGION LAND RAIDER BATTLE COMPANY consists of three Squadrons: One Command Tank Squadron with one Land Raider and two Land Raider Battle Squadrons with three Land Raiders each.

If you wish, you can add one more Land Raider Battle Squadron with three Land Raiders for 75 points.

In each Squadron only one Land Raider may be a Land Raider Achilles. If you wish, on any Company Asset card you may exchange any Rhino for one Land Raider Proteus at a cost of 30 points each or Land Raider Phobos for 35 points each.

Each Land Raider in the Company must be of one of the types listed below and is armed accordingly to their type:

LAND RAIDER PROTEUS

5 points

- 2 x TWIN LASCANNON

LAND RAIDER PHOBOS

10 points

- TWIN HEAVY BOLTER & 2 x TWIN LASCANNON

LAND RAIDER ACHILLES

10 points

- QUAD MORTAR

& 2 x TWIN MULTI-MELTA

egion Predator St	rike Com	ipany Fro	nt Side												
	L	.EGI	ON I	PRE	DATO	OR S	STRI	KE C	NC	IPANY	•			Т	ORDER
					SCALE: 1 (80 POINTS		•			BALLISTIC SKILL	WEAPON	SKILL	SPEE	D	COMMAND
					11	-14: De	rect Hit evastating itical Hit	Hit		3+	5+		10"		4+
COMMAND TANK: Whill Command Tank is part of Company, add 2 to the lany Command checks for	of the result of		nfantry is no t terrain and dings.	l may	LEGIONES AST if it has lost ha An Armour ro if the Strength	ARTES: A alf its star II of 1 can	Company or ting models.	Direct Hit on		STRUCTURE O O	POINTS	1		ļ	
PREDATOR CANNON		STORM NON	PLA	JTIONER SMA ROYER	HEAV CONVERS BEAMI	Y SION	MAGN	A-MELTA NNON	HE	EAVY BOLTER	HEAVY I	FLAMER	LASCA	NNON	
Range Acc Short 6" +1	Range Short 3"	Acc -	Range Short 4"	Acc +1	Range Short 6'		Range Short 2		Rang Short	4" +1	Range Short 2"	Acc	Range Short 6"	Acc -	
Long 12" - Dice Strength 2 4	Long - Dice 2	- Strength 5	Long 9" Dice	Strength	Long* 12' Dice	Strength 6	Long 5' Dice 2	" -1 Strength 8/4	Long Dice	9" - e Strength	Long - Dice	Strength	Long 12" Dice	- Strength	-
Z 4 Traits:	Z Traits: Fla Ar	me, Small	_	l ⁴ Overload	Traits: Heavy	1		: Melta		its: Small Arms	Traits: Fla	me, Small	Traits: A		
				SSET :	_						MPAN Fast Attack				

LEGION PREDATOR STRIKE COMPANY

A LEGION PREDATOR STRIKE COMPANY consists of three Squadrons: One Command Tank Squadron with one Predator and two Predator Strike Squadrons with three Predators each.

If you wish, you can add one more Predator Strike Squadron with three Predators for 30 points.

If you wish, on any Company Asset card you can exchange any Rhino for one Land Raider Proteus at a cost of 25 points each or Land Raider Phobos for 30 points each.

Each Predator in the Company must be of one of the types listed below and is armed with one weapon accordingly to their type:

PREDATOR DESTRUCTOR

- PREDATOR CANNON 10 points

PREDATOR INFERNUS

- FLAMESTORM CANNON- MAGNE-MELTA CANNON10 points

PREDATOR EXECUTIONER

- EXECUTIONER PLASMA CANNON 10 points- HEAVY CONVERSION BEAMER 10 points

Any Predator can also be fitted with one of the following:

- 2 x LASCANNON
 - 2 x HEAVY BOLTER
 - 2 x HEAVY FLAMER
 5 points
 5 points

3" 5" NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.	if it has lost half its starting n	t Hit stating Hit al Hit npany only can become Shaker models. y inflict a Direct Hit on Infantry	their attacks wit with the Blast tra	5+ by don't move all Artiller in the Barrage trait for a	10" y Tanks of the same	4+
5" NIMBLE: Infantry is not affected by Difficult terrain and may	11-14: Devas: 15+: Critica LEGIONES ASTARTES: A Com if it has lost half its starting n An Armour roll of 1 can only	stating Hit al Hit npany only can become Shaker models. y inflict a Direct Hit on Infantry	ARTILLERY: If the their attacks wit with the Blast tra	ey don't move all Artiller		
5" NIMBLE: Infantry is not affected by Difficult terrain and may	15+: Critica LEGIONES ASTARTES: A Com if it has lost half its starting n An Armour roll of 1 can only	al Hit npany only can become Shaker models. y inflict a Direct Hit on Infantry	ARTILLERY: If the their attacks wit with the Blast tra	ey don't move all Artiller		
NIMBLE: Infantry is not affected by Difficult terrain and may	if it has lost half its starting n An Armour roll of 1 can only	models. y inflict a Direct Hit on Infantry	their attacks wit with the Blast tra		y Tanks of the same	
			participating Art STRUCTURE F	•	single attack of the s	ame strength but
			0.0			
PHOSPHEX MEDUSA SIEGE GUN	WHIRLWIND I	HYPERIOS MISSILE HI LAUNCHER	EAVY BOLTER	COMBI BOLTER		
Acc Range Acc	<u> </u>	Range Acc Range		_		
+1 Long 9" +1						
Strength Dice Strength					_	
7 1 3 Sarrage, Traits: Barrage, ance Phosphex, Small Arms	_ ! =	- -	· · · · · · · · · · · · · · · · · · ·			
	_					
a	Strength Dice Strength 7 1 3 Irrage, Phosphex, Small Arms DMPANY ASSET	+1 Long 9" +1 Long 12" - Long 12"	+1 Long 9" +1 Long 12" - Long 12" - Long Strength Dice Str	+1 Long 9" +1 Long 12" - Long 12" - Long 9" - Strength Dice Strength Dice Strength To Dice Strength Strength Dice Strength Dice Strength To Dice Strength Di	+1 Long 9" +1 Long 12" - Long 12" - Long 9" - Long 6" - Strength Dice St	+1 Long 9" +1 Long 12" - Long 12" - Long 9" - Long 6" - Strength Dice Strength Dice Strength Dice Strength Traits: Barrage, nce Phosphex, Small Arms Strength Dice Streng

LEGION ARTILLERY SUPPORT COMPANY

LEGION ARTILLERY SUPPORT COMPANY consists of two Squadrons	UIVIPAINT						
A LEGION ARTILLERY SUPPORT COMPANY consists of two Squadrons: One Command Tank Squadron with one Command Artillery Tank and two Artillery Tanks and one Artillery Support Squadron with three Artillery Tanks. If you wish, you can add one more Artillery Support Squadron with three	Each Command Artillery Tank and Artillery Tank in the Company must be of one of the types listed below and is armed with one weapon accordingly to their type:						
Artillery Tanks for 45 points.	BASILISK						
All Artillery Tanks in the Company have to be of the same type.	- EARTSHAKER CANNON & HEAVY BOLTER	5 points					
	MEDUSA						
	- MEDUSA SIEGE GUN	5 points					
	& HEAVY BOLTER	·					
	- PHOSPHEX MEDUSA SIEGE GUN	15 points					
	& HEAVY BOLTER						
	WHIRLWIND						
	- WHIRLWIND LAUNCHER & COMBI BOLTER	5 points					
	- HYPERIOS MISSILE LAUNCHER	5 points					
	& COMBI BOLTER						

LEC	GIO	N	HEA	VY	TAN	(CC	MP	٩N	ΙΥ								T	ORDER
			TRAITS	S		SCALE:	2 (BOMB	ASTU:	5)								,	
Cerbe	rus: Sup	oer-h	neavy			25 POI	NTS + WEA	APON	S				BALLI	STIC SKILL	WEAPON SKILL	SF	PEED	COMMAND
Typho	n: Supe	er-he	avy															
			_		us on its Armour			10-1	.5: Direct	Hit								
roll for a Typhon.		m the	Side or Rear	against a	Cerberus or			1	.6: Devas	tating	Hit			3+	6+		7"	4+
турпоп.								17	+: Critica	al Hit								
					is part of the		ASTARTES: A	oany only ca	n becom	ie Shaken if	its starting	STRUCTURE PO	DINTS					
Compan	y, add 2 to	o the r	esult of any	Comman	d checks for it.	models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Streng is at least 7.						trength of	the attack	0000				
	TWINN	NEUTR	ON LASER		DREADHAMM						HEAV	Υ ВО	LTER					
		BATTE			CANNO													
	Range		Acc	_	Range	Acc	Range	c"	Acc		Range		Acc					
Arc:	Short	6" 12"	+1	Arc:	Short 3" Long 6"/12"*	-1	Short	6" 12"	-		Short	4" 9"	+1					
Front	Long Dice		Strength	Front	Long 6"/12"* Dice	Strength	Long Dice	12	Strength		Long Dice	9	Streng					
1.1011	one bice strength Front bice				5.00	Strength	Dicc		Jucugui		Dicc		th					
	2D3 5 1				7	1		6		1		3						
	Traits: Shieldbane Traits: Ordnand							l Arms										
	(Consuming), Overload (3"),					vy*												

LEGION HEAVY TANK COMPANY A LEGION HEAVY TANK COMPANY consists of one Heavy Command Tank. If you wish, you can add up to two more Heavy Tanks at a cost of 25 points each. Each Heavy Tank in the Heavy Tank Company must be of one of the types listed below and is armed accordingly to their type: **CERBERUS** 10 points - TWIN NEUTRON LASER BATTERY **TYPHON** 10 points - DREADHAMMER SIEGE CANNON Any Heavy Tank can also be fitted with one of the following: - 2 x LASCANNON 5 points - 2 x HEAVYBOLTER 5 points

LEC	GIO	N	SUP	ER-	HE	AVY	/ TA	١N	K CC	M	PAN	17	•						Τ	ORDER
Fellbla	de: Sui	oer-h	TRAITS	5				•	/IBASTUS) WEAPONS	5			В	ALLISTIC SKIL	L	WEAPON	SKILL	SPEI	ED	COMMAND
Falchio Glaive	on: Sup	er-h	eavy						16:	Direct Devas Critica	stating H	it		3+		5+ (Falchio		7"	,	4+
			e the Comma esult of any		-	for it. mo	LEGIONES ASTARTES: A Company only can become Shaken if it ha models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the S is at least 7.								STRUCT	O O O	INTS			
		CANN		ACCELE	RATOR	BLADE CANNON	i				C	CANN			LASC	NON				BOLTER
Arc:	Short 15" +1 Short 12"			Acc - -	Short Long	ge 6" 12"	+1 -	Arc:	Range Short Long	3" 6"	-1 -	Range Short Long	6" 12"	Acc - -	Arc:	Rang Short Long	e 4" 9"	+1 -		
Front	Dice 2	!	Strength 10	Dice 2	!	Strength 7							Strength 7	Dice 4		Strength 6	Front	Dice 2	2	Strength 3
	Traits: Consuming Traits: Ordnance, Blast (3") Traits: Deflagrate, Beam Traits: Ordnance Traits: Anti-Tank Traits: (1), Voidbreaker(1)					ts: Sma	ıll Arms													

LEGION SUPER-HEAVY TANK COMPANY A LEGION SUPER-HEAVY TANK COMPANY consists of one Super-Heavy Command Tank. If you wish, you can add up to two more Super-heavy Tanks at a cost of 120 points each. Each Super-heavy Tank in the Super-heavy Company must be of one of the types listed below and is armed accordingly to their type: 20 points **FALCHION** - TWIN VOLCANO CANNON & 2 x QUAD LASCANNON **FELLBLADE** 20 points - TWIN FELLBLADE ACCELERATOR CANNON & 2 x QUAD LASCANNON & TWIN HEAVY BOLTER & DEMOLISHER SIEGE CANNON GLAIVE 20 points - VOLKITE CARRONADE & 2 x QUAD LASCANNON & TWIN HEAVY BOLTER

LEC	GION	HEA	VY A	S	SAL	ULT TF	RANS	SPORT C	OM	PANY			T	ORDER
Assaul	t Vehicle, I	TRAIT Heavy Tra		eadı	nought	SCALE: 2 (BC s, 100 POINTS	MBASTUS	5)	E	BALLISTIC SKILL	WEAPON SKILL	SPE	ED	COMMAND
			ort (8), Sup				16:	Direct Hit Devastating Hit Critical Hit		3+	5+	7'	,	4+
I			and Tank is par Command che		or it. m	nodels.		ny only can become Shak lict a Direct Hit on Infant	STRUCTURE PO					
	CED SHELL: If o	•	nsported bases	and	is	at least 7. OMMAND VOX RELAY (optional): As Geo-locator Beacon trait					OOOOO VOID SHIELDS	00		
											3+ 0 4+ 0 4+	O x C)	
	SIEGE MEL	TA ARRAY	HEAVY	FLAI	MER	LASCAN	NON	SKYREAPER	BATTERY		•			
	Range	Range		Acc	Range	Acc	Range	Acc						
	Short 1" - Short 2" -					Short 6"	-	Short 6"	-					
Arc:					Long 12"		Long 12"							
Front	Dice	Strength 8/4	Dice 1		Strength	Dice	Strength	Dice 5	Strength					
	Traits: Melta Traits: Flame, Small Arms													

LEGION HEAVY ASSAULT TRANSPORT COMPANY A LEGION HEAVY ASSAULT TRANSPORT COMPANY consists of one Mastodon Command Tank. If you wish, you can add up to two more Mastodons at a cost of 80 points each. Each Mastodon in the Heavy Assault Company is armed with the following weapons: - SIEGE MELTA ARRAY - 2 x HEAVY FLAMER - 2 x LASCANNON - SKYREAPER BATTERY or COMMAND VOX RELAY

LEGI	J	V	PKII	VIAI	(13)-LIG				KIKE	3	QU/	ADKU	יוע	V				ORDER
Primaris-Li	ght	ning	TRAI' : Aircraft		r). In	terceptor		MEDIANUS S	5)			В	ALLISTIC SKILL	-	WEAPON	SKILL	SPEEC)	COMMAND
	0 -		,		,,			12-14:	Direct Devas Critic	stating H	it		3+		5+		n/a		4+
OMMAND AI						•	ILE: Roll a D6 fo	or every attack	which h	its this Squ	ıadro	n. On a 5+ t	he Hit is negat	ed.	STRUCT	URE PC	INTS		
ne Company,	auu	2 10 1	ne result of a	any comma	na cne	ecks for									00				
Т	WIN	LASC	ANNON	TWIN	AUTO	CANNON	SUNFUR' MISS				IETRATOR ISSILES	PHOSPHEX	ВОМ	B CLUSTER				AGNETIC HARGE	
R	ange		Acc	Range	9	Acc	Range	Acc		Range	9	Acc	Range		Acc		Range		Acc
Shor	t	6"	-	Short	6"	-	Short 4'	-		Short	4"	-	Short	0"			Short	0"	
Long 12" - Long 12" -							Long 9'	-		Long	9"	-	Long	0"			Long	0"	
Dice Strength Dice Strength				Strength	Dice	Strength		Dice		Strength	Dice		Strength		Dice		Strength		
2 6 2 4				4	1	3		1		5	1		3		1		2		
Traits: Anti-Tank			Traits	:-	Traits: Blast (Trait	s: Lim	ited (1)	Traits:	Limite	ed (1),		Traits: An	ti-Ta	nk, Bomb,		
							(1), Sma	ıll Arms					Phospex	r, Sma	all-Arms		Concussi	ve, L	imited (1)

LEGION PRIMARIS-LIGHTNING STRIKE SQUADRON A LEGION PRIMARIS-LIGHTNING STRIKE SQUADRON consists of one Primaris-Lightning Command Aircraft. If you wish, you can add up to two more Primaris Lightning at a cost of 10 points each. Each Primaris-Lightning in the Squadron is armed with the following weapons: - TWIN LASCANNON Each Primaris-Lightning may be armed with three the following weapons: - TWIN AUTOCANNON 5 points 5 points - TWIN LASCANNON - SUNFURY HEAVY MISSILES 5 points 5 points - KRAKEN PENETRATOR HEAVY MISSILES 5 points - PHOSPHEX BOMB CLUSTER - ELECTROMAGNETIC STORM CHARGE 5 points

LEGION	XIP	HON INTER	CEPTOR	SQUADE	RON			Т	ORDER
Xiphon Intercepto	TRAI ⁻ or: Aircraf	•	SCALE: 1 (MEDIANUS 20 POINTS	5)	В	ALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
		, ,	8-10: 11-14:	Direct Hit Devastating Hit Critical Hit		3+	5+	n/a	4+
COMMAND AIRCRAFT: \		•	E: Roll a D6 for every attacl	which hits this Squadro	n. On a 5+ th	ne Hit is negated.	STRUCTURE PO	DINTS	
it.	ne result of a	iny Command checks for					00		
TWIN LASC	CANNON	,		XIPHON ROITA	RY MISSILE		-		
,				LAUNCH	IER				
Range	Acc			Range	Acc				
Short 6"	-			Short 6"	-				
Long 12"	-			Long 12"	-				
Dice	Strength			Dice	Strength				
2	6			1	5				
Traits: An	Traits: Anti-Tank			Traits: Anti-	Aircraft				

LEGION XIPHON INTERCEPTOR SQUADRON A LEGION XIPHON INTERCEPTOR SQUADRON consists of one Xiphon Interceptor Command Aircraft. If you wish, you can add up to two more Xiphon Interceptors at a cost of 20 points each. Each Xiphon Interceptor in the Squadron is armed with the following weapons: - 2 x TWIN LASCANNON & XIPHON ROTARY MISSILE LAUNCHER

LEC	GIO	Ν	THU	JND	ER	RHA'	WK S	SC	QUA	DRO	NC							Т	ORDER
Thund	erhaw	k Gu	TRAITS		mbe		SCALE: 2 (1 80 POINTS		•				ВА	ALLISTIC SKIL	L	WEAPON	SKILL	SPEED	COMMAND
Assaul Transp Indepo Thund Heavy	sault Vehicle, Heavy, Hover, Heavy ransport (Dreadnought 3/2, Outrider 3/2), dependent Transport (6) nunderhawk Transporter: Aircraft (Bomber eavy, Heavy Transport (2 x Rhino-Chassis o Land Raider-Chassis), Hover MMAND AIRCRAFT: While the Command Aircraft is part of e Company, add 2 to the result of any Command checks for												3+		5+		18"	4+	
СОММА	ND AIRCF	RAFT: \	While the Co	mmand Airc			EGIONES AST nodels.	ARTE	S: A Compar	ny only car	n become Shal	en if it ha	as los	st half its sta	rting	STRUCT	URE POI	NTS	
it.							an Armour rol s at least 7.	l of 1	. can only inf	lict a Direc	ct Hit on Infant	ry if the S	Stren	ngth of the a	ttack	000	0000	0 0	
		JNDER CANN	RHAWK ON	TWIN F	IEAVY	BOLTER	HEAVY E	ВОМІ	B CLUSTER		HELLFIRE CLUS			LAS	CANN	ON		TURBO- DESTRU	-
	Rang		Acc	Range		Acc	Range		Acc	_	Range	Acc		Range		Acc	_	Range	Acc
						+1	Short Long	0" 0"	+1		Short 12" Long 24"	-		Short Long	6" 12"	-	-	Short 12" Long 32"	-
					- Strength	_	J	Strength		Dice 24	Streng	th	Dice	12	Strength		Dice	Strength	
	1 5 2 3			ŭ	0 0.		1 -	3	5		1		6	_	1	8			
	Traits: Blast (3"), Traits: Small Arms, Ordnance Sponson					•	· · ·				nited (1)		Traits	: Anti-	-Tank		Trait	5: -	

LEGION THUNDERHAWK SQUADRON A LEGION THUNDERHAWK SQUADRON consists of one Thunderhawk Command Aircraft. If you wish, you can add up to two more Thunderhawks at a cost of 80 points each. Each Thunderhawk in the Thunderhawk Squadron must be of one of the types listed below and is armed accordingly to their type: 20 points THUNDERHAWK GUNSHIP - THUNDERHAWK HEAVY CANNON & 2 x LASCANNON & 4 x TWIN HEAVY BOLTER & HEAVY BOMB CLUSTER 5 points THUNDERHAWK TRANSPORTER - 4 x TWIN HEAVY BOLTER Any Thunderhawk Gunship can exchange its Heavy Bomb Cluster for one of the following: - HELLSTRIKE MISSILE CLUSTER free Any Thunderhawk Gunship can exchange its Thunderhawk Heavy Cannon for one of the following: - TURBO-LASER DESTRUCTOR 15 points

Legion Stormbird Squadron Front Side

LEC	GIO	N	STO	RM	ΒI	RD	SC	QUA	DRO	N							T	ORDER
Sokar	Stormb	ird:	TRAITS Aircraft (. Ass	ault		•	MBASTUS) WEAPONS				BALLISTIC SKILL	WEA	PON SKILI	. SP	EED	COMMAND
Vehicl (Dread Rhino	e, Heav dnough	y, H t 5/2 y Hu	over, Hea 2, Outride Inter 3/3)	avy Trans er 3/3, Ra	port pier	10/1,			15-16	: Direct : Devas : Critica	stating Hit		3+		5+	1	8"	4+
СОММА	ND AIRCR	AFT: V	While the Co he result of			•	models	LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. STRUCTURE										
it.								An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.										
	stationary		long as a Soloid Shields m											VOI	D SHIEL	DS		
) 4+ O x	0	
	TWIN	LASC	ANNON	TWIN F	IEAVY	BOLTER	(QUAD HEA	/Y BOLTER		DREADSTRIK	E MISSILES				MACRO	-вомв	CLUSTER
	Range		Acc	Range		Acc		Range	Acc		Range	Acc				Rang		Acc
						+1	_	ort 4"	_		Short 12"	-			Arc:	Short	0"	-
	Long 14" - Long 9" - Dice Strength Dice Streng				ng 9' Dice	- Strength	Arc:	Long 24" Dice	- Strength			Front	Long Dice	0"	- Strength			
·	1		6	2		3	,	4	3	Front	3	8				3		5
Traits: Anti-Tank, Traits: Small Arms, Sponson Sponson				·				Traits: Lin	nited (1)				Traits: Lim	nited (1), Bomb	Blast (5"),			

LEGION STORMBIRD SQUADRON

A LEGION STORMBIRD SQUADRON consists of one Stormbird Command Aircraft.	
If you wish, you can add up to two more Stormbirds at a cost of 100 points each.	
	Each Stormbird in the Stormbird Squadron must be of one of the types
	listed below and is armed accordingly to their type:
	SOKAR STORMBIRD 20 points
	- 4 x TWIN LASCANNON
	& 3 x TWIN HEAVY BOLTER
	& DREADSTRIKE MISSILES
	Any Sokar Stormbird can exchange its Dreadstrike Missiles for one of th following:
	- MACRO BOMB CLUSTER 5 points
	Any Sokar Stormbird can exchange any Twin Lascannon for one of the following:
	- TWIN HEAVY BOLTER free

Company Asset Cards

SPECIAL			Free					
	L	ON PRAET	FOR					
SCALE: 0 (MINIMU	IS)		BALLISTIC SKILL	WEAPON SKILL	SPEED			
7-9:	Direct		3+	3+	n/a			
10-13:	Devast	ng Hit						
14+:	Critica	_						
A LEGION PRAETOR may type of Command Squad.		vith any						
VOLKITE SERI & POWERSW								
Range	Acc							
Short 1"	+2							
Long 2"	+1							
	Strength							
1	3							
Traits: Small								
Deflagrate, (Combat								
		r (only withou	ut Command S	auad)				

HQ*		10/15	POINTS						
LEGION LIBRARIAN	CONSUL								
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED						
PSYCHIC MASTERY: A Legion Librarian Consul costs 10 points for Psychic Mastery Level 1 or 15 points for Level 2. Any psychic discipline may be chosen except the Malefic Daemonology discipline unless he is from the Word Bearers Legion.	3+	3+	n/a						
Traits: Support Officer, Psyker (Level 1 or 2)									

HQ*		10	POINTS							
LEGION MASTER OF SIGN	NALS CONS	SUL								
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED							
WARGEAR: May not be added to a Squad with the Bike, Jetbike or Bulky trait.	3+	3+	n/a							
BOMBARDMENT: Gain an additional Fire Support										
Bombardment Stratagem										
Traits: Support Officer										

HQ*				5	POINTS						
	LEGION	I CHAMPION	CONSUL								
SCALE: 0 (MINIMU	JS)		BALLISTIC SKILL	WEAPON SKILL	SPEED						
			3+	3+	n/a						
HONOUR OF THE LEGIO targeted attacks against possible.	•		A Champion Consul is armed with the following weapon: - POWER WEAPON								
POWER WE	APON										
Range	Acc										
Short 0"	+3										
Long -	-										
Dice	Strength										
1	2										
Traits: Close	Combat										
	Traits: Support Officer										

HQ*					10 POINTS						
	LEGION FORGE LORD CONSUL SQUAD										
SCALE	SCALE: 0 (MINIMUS)								WEAPON SKILL	SPEED	
	7-9: Direct Hit								3+	4"	
	1	0-13	Devast	ating F	lit						
		14+	Critica	l Hit							
			CONSUL CO)		_		d Consul Squa		
-			Forge Lord	base.				d with the following weapons:			
DEDICA	TED TRAN	NSPOR	T: Rhino				- BOLTEI - CONVE		the following weapons: ON BEAMER		
		BOLTE	RS	CONV	ERSION	I BE	EAMER				
	Rang	ge	Acc	Ran	ge		Acc				
	Short	3"	+1	Short	6"		-				
	Long	6"	-	Long	12"		-				
	Dice	Dice Strength		Dic	e	S	trength				
	3 2			1			6				
Traits: Small Arms Traits: Hea											
				Traits:	Battles	mit	h				

HQ*		10	POINTS					
LEGION PRIMUS MEDICAE CONSUL								
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED					
SACRED TRUST: After the battle roll a D6 for each destroyed Infantry base in this Company. On a 5+ such a base doesn't count as destroyed for Victory points purposes.	3+	3+	4"					
Traits: Support Officer, Na	arthecium		•					

HQ*			5 POINTS						
LEGION SIEGE BREAKER CONSUL									
SCALE: 0 (MINIMU:	S)		BALLISTIC SKILL	WEAPON SKILL	SPEED				
			3+	3+	n/a				
ART OF DESTRUCTION: Me Squadrons in this Compan Phosphex Medusa Siege G	y are upg	A Siege Breaker Consul is armed with the following weapon: - PHOSPHEX BOMBS							
PHOSPHEX BO									
Range	Acc								
Short 1"	-								
Long -	-								
Dice S	Strength								
1	3								
Traits: Small A	Arms,								
Limited (1), Pho	osphex								
	Т	raits: Support Offi	cer						

HQ*		10	POINTS					
LEGION CHAPLAIN CONSUL								
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED					
ZEALOT: One Squad in this Company may re-roll failed to Hit rolls if it uses its Weapon Skill.	3+	3+	n/a					
Traits: Support Officer, Fear								

HQ*	10 POINTS						
LEGION VIGILATOR CONSUL							
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED				
	3+	3+	n/a				
SABOTAGE: Gain an additional Plasma Mines Stratagem.							
Traits: Support Officer							

HQ*			5 POINTS						
LEGION MORITAT CONSUL									
SCALE: 0 (MININ	1US)	BALLISTIC SKILL	WEAPON SKILL	SPEED					
WARGEAR: May not be Bike, Jetbike or Bulky t		Squad with the	3+	3+	n/a				
CHAIN FIRE OVERHEAT used and a 1 is rolled r		A Moritat is armed with the following weapons: - TWIN PLASMA PISTOLS							
TWIN PLASM	1A PISTOLS								
Range	Acc								
Short 1"	+2								
Long 3"	+1								
Dice	Strength								
3	4								
Traits: Overl	•								
		Traits: Support Off	icer						

HQ*									25 PO	INTS per base		
		LEG	SION P	RA	EVIAI	N CON	ISL	JL CA	STELLAX SQL	JAD		
SCAL	NIMUS	5)	В	BALLISTIC SKILL			WEAPON SKILL	SPEED				
`						4+			3+	4"		
	8-10: D									sul Castellax Squad		
			11-1	4:	Dev	astatir	ng I	Hit	is armed with th	ne following		
			15	+:	Criti	ical Hit	:		weapons:	FRN ROLT		
									- MAULER PATTERN BOLT CANNONS			
A LEGIO	ON PRA	\EVI	AN CONS	ULO	CASTELI	LAX SQL	JAD)	& TWIN BOLTG	UNS		
			two Cast	ella	x base.				& SHOCK CHAR	GERS		
STRU	CTUR	E P	DINTS									
00												
MA	ULER		TWIN B	OLT	GUNS	SHOCK CHARGERS						
	RN BO											
Ran	INONS	Acc	Range	ı	Acc	Rang	ء ا	Acc				
Short	3″		Short	3"		Short	0"		-			
Long	6"		Long	6"	_	Long	-	_				
Dice	Stren		Dice		ength	Dice	St	ı trength	1			
3	3		3		2	3			7			
Tra	Traits: - Traits: Small Arı				l Arms	Trai	raits: Close					
								oat,				
								ssive				
					ıra	its: Hulk	ırıg	, warke	er .			

HQ*									25 PO	25 POINTS per base			
	LEGION PRAEVIAN CONSUL VORAX SQUAD												
SCALE	E: 0 (ΜI	NIMUS	5)	В	BALLISTIC SKILL			WEAPON SKILL	SPEED			
, ,						4+	-		3+ 4"				
7-10: D						ct Hit			A Praevian Cons	sul Vorax Squad is			
			11-1	3:	Dev	astatir	ng	Hit	armed with the	following			
			14	+:	Criti	ical Hit	:		weapons:	INIC			
										GHTNING GUNS WIN ROTOR CANNONS			
A LEGIC)N PRA	FVI	AN CONS	UL V	/ORAX	SOUAD	cor	nsists	& BATTLE-AUTO				
			ax base.	0	01000	300/15		131313	BLADES				
STRUC	CTUR	E P(DINTS										
00													
LIGH	TNING	i	TWIN	RO	TOR	B	٩TT	LE-					
GL	JNS		CAN	INO	NS	AUTOMATA							
	i			i				BLADES	5				
Rang	_	Acc			Acc	Rang		Acc					
Short	3"	+1	Short	3"	+1	Short	0"	+2					
Long	5"	-	Long	7"		Long	-	-					
Dice	Stren	gth	Dice	Str	ength	Dice	S	trength	<u>1</u>				
3	4		10		2	3 3							
Traits: Rending Traits: Small Arm				-,	Traits: Close								
Rapid								Rendin					
					Tra	its: Hulk	ing	, walke	er				

HQ*		10 POINTS								
LEGION DELEGATUS CONSUL										
SCALE: 0 (MINIMU	JS)	BALLISTIC SKILL	WEAPON SKILL	SPEED						
7-9:	Direct	Hit	3+	3+	n/a					
10-12:	Devast	ating Hit								
13+:	Critica	l Hit								
A LEGION DELEGATUS CO with any type of Comman RITE OF COMMAND: A Le with a Delegatus Consul I Mandatory Company.	nd Squad egion Vete	A Delegatus Consul without Command Squad is armed with the following weapons: - VOLKITE SERPENTA & POWERSWORD								
VOLKITE SERI & POWERSV										
Range	Acc									
Short 1"	+2									
Long 2"	+1									
-	Strength 3									
1 Traits: Small Deflagrate, Combar	Arms, Close t	fficer (only withou	ut Command S	auad)						

HQ*			20 POINTS			
		LEGI	ON HERALD C	ONSUL		
SCALE	: 0 (MINIM	US)	BALLISTIC SKILL	WEAPON SKILL	SPEED	
	7-9	Direct	Hit	3+	3+	n/a
	10-12	Devast	tating Hit			
	13+	Critica	l Hit			
A LEGIO	N HERALD CON	ISUL may be	upgraded with	A Herald Co	nsul without	Command
a Comm	and Squad.			Squad is arr	ned with the	following
	•		Squad with the	weapons:		
	ck, Bike, Jetbik	•		- VOLKITE SI		
	: Select one of		•	& POWERS\	WORD	
	•		Ndd +1 Weapon			
	ny Squad withi		+1" to the Speed			
	guad within 3".		•			
	it rolls of 1 dur	•	•			
	eapon Skill.		,			
FALLEN	HONOUR: If the	e Herald Cor	nsul is destroyed			
the ener	ny gains +1 Vic	tory point.				
	VOLKITE SE	RPENTA				
	& POWERS	SWORD				
	Range	Acc				
	Short 1" Long 2"	+2				
	8 -	+1				
	Dice 1	Strength 3				
	Traits: Sma	•				
	Deflagrate	•				
	Comb					
			officer (only withou	it Command S	iquad)	
L				 		

HQ* 5 POIN								
LEGION WARMONGER CONSUL								
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED					
	3+	3+	n/a					
Traits: Support Officer, Teleport (for the whole Squad)								
rraits: Support Officer, Teleport (for the whole Squad)								

UPGR	ADE							5 POINTS			
	LEGION ARMISTOS CONSUL										
SCALE	SCALE: 0 (MINIMUS)								WEAPON SKILL	SPEED	
					2+		3+	n/a			
PROTO	TYPE WE	APONS:	If the Armi	stos Cons	ul is		An Arm	istos	Consul is arr	ned with	
added t	o a Squa	d with t	the same we	eapon the	e Squa	d	one of t	the following weapons:			
gains Ba	allistic Sk	ill 2+					- VOLKI	ГЕ С	ULVERINE	10 points	
WARGE	AR: May	not be	added to a	Squad wi	th the		- HEAVY	′ ВО	LTER	0 points	
Bike, Je	tbike or I	Bulky tr	ait.								
	VOLK	ITE CU	LVERINE	HE	AVY B	OL	ΓER				
	Ran	ge	Acc	Ran	ge		Acc				
	Short	6"	-	Short	4"		+1				
	Long	12"	-	Long	9"		-				
	Dic	Dice Strength		Dic	e	S	trength				
	1		3	1			3				
	Traits:	Deflagr	Trai	ts: Sma	all /	Arms					
		Arm	s								
	•		7	raits: Su	oport (Offi	cer	•			

HQ*	5 POINTS				
LEGION MORTIFACTOR CONSUL					
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED		
	3+	3+	n/a		
KEEPER OF THE DEAD: May only be added to a Dreadnought Talon (any type) of at least two Dreadnoughts. That Talon loses the Talon trait but may include up to five Dreadnoughts.					
Traits: Support Officer, Battlesmith (own Squadron only)					

HQ*	10 POINTS					
LEGION DAMOCLES COMMAND RHINO						
SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED			
,	6+	6+	6+ 12"			
8-10:	Direct Hit		The Damocles Rhino is armed			
11-14:	Devastating Hit		with the following weapons: - COMBI BOLTER			
15+:	Critical Hit	- COMBI BOLI				
SPECIAL DEPLOYMENT: The Damocles Command			COMBI	BOLTER		
Rhino may only transport a Command Squad. Only one Damocles Command Rhino per Battalion.			Range	Range		
			Short	3" -		
			Long	6" -		
			Dice	Dice		
			1	2		
			Traits: Sr	nall Arms		
Traits: Dedicated Transport (1), Confined, Geo-locator Beacon						

UPGRADE					15	POINTS		
	LEGIO	N COM	1MAI	ND	SQUA	D		
SCALE: 0 (MINIMU	JS)				BALLIST SKILL		WEAPON SKILL	SPEED
7-9:	Direct		3+		2+	4"		
10-13:	Devast							
14+:	Critica							
A LEGION COMMAND SC Command base. WARRIOR ELITE: A Comm rolls of 1 when using the Skill. DEDICATED TRANSPORT Proteus	nand Squa ir Ballistic	d may re- Skill or W	-roll Hi eapon		the follo	owin FE CI	Squad is arm g weapons: HARGERS /EAPONS	ned with
VOLKITE CHA	RGERS	POV	VER W	EAP	ONS			
Range	Acc	Rang			Acc			
Short 2"	+1	Short	0"		+2			
Long 4"	-		-					
Dice	Strength	St	rength					
3	3	2			5			
Traits: Defla	grate,	Traits	: Close	Co	mbat			
Small Ar	ms							

UPGRADE						15	POINTS		
	LEG	SION AS	SAULT	CON	1M	IAND S	QU	AD	
SCALE: 0 (MIN	IIML	JS)				BALLIST SKILL		WEAPON SKILL	SPEED
	7-9:	Direct		3+		2+	10"		
10	-13:	Devast							
1	14+:	Critica							
A LEGION ASSAULT one Command Ass WARRIOR ELITE: A re-roll Hit rolls of 1 Weapon Skill.	ault b n Assa	ase. ault Comma	and Squa	d may		armed v	vith ΓΕ CI	Command Squ the following HARGERS /EAPONS	
VOLKIT	E CHA	ARGERS	POV	VER W	EAP	PONS			
Range		Acc	Ran	•		Acc			
0	2"	+1	Short	0"		+2			
208	4"	-	Long	-		- trength			
3									
		igrate,	Traits	: Close	Co	mbat			
Sm	nall Arı	ms							
	Traits: Jumppacl								

UPGRADE									25 P	OINTS		
LEGION TE	RMI	NATO	R	СОМ	N	1AND	SC	UAD)			
SCALE: 0 (MINIMUS)	Е	BALLISTI	C S	KILL	١	WEAPOI	N SI	(ILL	SPE	ED		
,		3+	-			2-	+		4	"		
8-11:	Dire	ct Hit				Terminator Command bases are						
12-14:	Dev	astatir	ng	Hit		armed with the following						
15+:	Crit	ical Hit	t			weapons: - COMBI BOLTERS						
A LEGION TERMINATOR COMM	IAND S	QUAD o	on	nsists	7	& POWI						
of one Terminator Command b	ase.								armed w	ith one		
CATAPHRACTII: An Armour roll	of 1 ca	an only i	nfl	ict a		of the fo	ollo	, wing w	eapons:			
Direct Hit on Terminators if the	Stren	gth of th	ıe			- REAPE	RA	UTOC/	NON			
attack is at least 8.						- HEAVY	/ FL	AMER				
WARRIOR ELITE: A Terminator		•		•		- PLASIV	1A E	BLASTE	R			
re-roll Hit rolls of 1 when using	their E	Ballistic S	Ski	ll or								
Weapon Skill.												
DEDICATED TRANSPORT: Land Land Raider Phobos	Raider	Proteus	01	r								
COMBI POWER WEA	DONC		г л	PER		LIEVA	/ FI	ANAED	DLACNAA	BLASTER		
BOLTERS POWER WEA	APONS			ANNON		HEAV	r FL	AIVIER	PLASIVIA	BLASTER		
Range Acc Range	Acc	Range		Acc	-	Rang	re	Acc	Range	Acc		
Short 3" +1 Short 0"	+2	Short	4	1		Short	2"		Short	2" -		
Long 6" - Long -	_	Long	9	_		Long	-	_	Long	4" -		
' 0 , ' 1 1 0 , 1	ength	Dice		। Strengt	h	Dice	Sti	ength		Strength		
6 2 2	5					1 3			1	4		
Traits: Small Traits: Clo	-					Traits: Flame, Traits: Overloa				o Overload		
Arms Comba						Sma		,				
•		Traits:	: В	Bulky					•			

UPGRADE				15 POINTS per base								
	LE	GIC	ON BI	KE CC	M	MAN	D SQUAD					
SCALE: 0 (MIN	IMUS	5)	Е	BALLISTI	C SI	KILL	WEAPON SKILL	SPEED				
,		•		3-	ŀ		3+	12"				
	7-1	0:	Dire	ct Hit			Outrider bases are armed with					
	11-1	3:	Dev	astati	ng	Hit	one of the follo	wing weapons				
	14	+:	Crit	ical Hi	t							
A LEGION BIKE COM Outrider base WARRIOR ELITE: A E Hit rolls of 1 when u Weapon Skill.	Bike Co	mm	and Sq	uad ma	y re		- COMBI BOLTEI & VOLKITE CHA & POWER WEAI	RGERS				
COMBI BOLTERS	V	OLK	ITE	PC)WE	R						
			ERS	WE								
Range Acc	Rang	e	Acc	Rang		Acc						
Short 3" +1	Short	2"	+1	Short	0"	+2						
Long 6" -	Long	4"		Long	-	-						
Dice Strength	Dice	Str	ength	Dice	Str	ength						
4 2		3	2		5							
Traits: Small Arms												
		rate Arm	e, Small s	Co	mb	at						
		Trai	ts: Turb	o-b	oost, B	ike						

UPGRA	\DE					20 POINTS per base								
		LI	GIO	ΝJ	/ANI	O SQUADRON	J							
SCALE:	0 (MIN	IMUS	5)	Е	BALLISTI	C Sk	(ILL	WEAPON SKILL	SPEED				
	,			•		3+	-		3+ 12"					
			7-1	0:	Dire	ect Hit			Sky Hunter bases are armed with					
			11-1	.3:	Dev	astatir	ng l	Hit	the following weapons					
			14	l+:	Crit	ical Hit	t							
A LEGION of one Sk WARRION roll Hit ro Weapon	y Hu R ELIT olls of	nter b ΓΕ: Α J	ase. etbike	Con	nmand	Squad n	nay	re-	- 3 x HEAVY BOL & VOLKITE CHAI & POWER WEAR	RGERS				
HEAVY	BOLT	TER		OLKI			WE							
	1				ERS	WEA								
Range		Acc	Rang		Acc	Rang		Acc						
Short	4"		Short		+1	Short	0"	+2						
Long	9"		Long	4"	-	Long Dice	-	-						
Dice	Dice Strength Dice Streng							ength						
1 3 2 3						2		3						
Traits: Sn	Traits: Small Arms Traits:						s: C	lose						
	Deflagrate, Sn						mb	at						
				Arm										
Traits: Turbo							bod	ost, Jet	bike					

UPGI	RADE										Χ	POI	NTS pe	r ba	ase
			L	EC	SION .	TERM	IN	ATOF	R SC	QUA	D				
SCAL	E: 0 (MI	NIMUS	5)	В	ALLISTI	C S	KILL	WE	EAPO	N Sk	(ILL	SPE	ED	
	,			•		3+	+			3+	ŀ		4"		
			8-1	1:	Dire	ct Hit			Terminator bases are armed with						
			12-1	4:	Dev	astatir	ng	Hit	the following weapons:						
			15	; ;	Crit	ical Hit		- COMBI BOLTERS & POWER WEAPONS							
									Each base may be armed with one						one
CATAP	HRACT	II: Aı	n Armoui	ll of 1 ca	n only i	ict a				,	veapons:				
Direct	Hit on ⁻	Term	ninators i	f th	e Stren	gth of th	ne		- R	REAPE	RΑ	UTOCA	NONNA		
attack	is at lea	ast 8						- HEAVY FLAMER							
_			SPORT: L					- P	PLASIV	IA E	BLASTE	R			
		op P	od (only	if o	ne base) or Spa	in								
Assault										HEAVY FLAMER PLASMA BLA					
	OMBI		POWER	WE	APONS			PER	1 .	HEAVY	/ FL	AMER	PLASMA	BLA	STER
Ran	LTERS	Acc	Range	1	Acc	Rang		ANNON Acc		Rang	_	Acc	Range	١,	Acc
Short	3"		Short	0"		Short	e 4'		_	hort	e 2"		Short	2"	100
	3 6"	_		U			4 9'	_			2	-		2 4"	-
Long Dice			Long Dice		- rength	Long Dice		I		ong Dian l	-	-	Long	. !	- l.
							٥	trength	1 1	Dice	Str	ength		Stre	ength
6	2		2		5	2 4								4	
	s: Smal	I	Trait			Traits: -				Traits: Flame, Traits: Overload				load	
A	rms		Co	mb	at					Sma	II A	rms			
	Traits: Bulky														

ELITES	5			15 POINTS per base						
		L	EGION V	ETERAN TACT	ICAL SC	QUA[D			
SCALE	: 0 (M	ININ	IUS)		BALLIST SKILL	SPEED				
		7-9	: Direct	Hit	3+		3	+	4"	
	1	0-13	: Devast	tating Hit	ng Hit					
		14+	: Critica	l Hit						
one to to VETERAL Hit rolls	wo Veter NS: Veter of 1.	an Ta ran Ta	ctical bases.	AD consists of s may re-roll to	Veteran with the - BOLTE & VOLK CHAINS	follo RS ITE SE	wing	weapo	e armed ons:	
		BOLTI	ERS			V		E SERP	ENTAS &	
	Rang	ge	Acc				Range		Acc	
	Short	3"	+1			Sho		1"	+2	
	Long	6"	-			Lon	g	3"	+1	
	Dice	e	Strength				Dice		Strength	
	3		2				3		2	
	Trait	ts: Sm	all Arms						l Arms,	
						Det	iagrai	e, Clo	se Combat	

ELITES	5				15 POINTS per base							
			LEGIO	ER	SQUA	D						
SCALE	: 0 (MI	NIM	US)				BALLIST SKILL		WEAPON SKILL	SPEED		
		7-9:	Direct		3+		3+	4"				
	1	0-13	Devast									
		14+:	Critica									
A LEGIO	N DESTR	OYER S	SQUAD cons	ists of or	ne to		Destroyer bases are armed with the					
	troyer ba						following weapons:					
			T: Rhino, La						T PISTOLS			
Proteus,			Termite As				& RAD MISSILE LAUNCHER					
	TWIN	BOLT	PISTOLS	RAD M	ISSILE	LAU	NCHER					
	Rang	ge	Acc	Ran	ge		Acc					
	Short	1"	+2	Short	6"		-					
	Long	3"	+3	Long	12"		-					
	Dice Strength Dice											
	6 2 1											
	Trait	s: Sma	ıll Arms,	Trai	its: Sma	all A	rms					
	Clo	ose Co	mbat									
		TI T	Arm	nour								

ELITES	5				20 POINTS per base							
		LE	GION DE	STROY	ER A	SS/	AULT S	QU	AD			
SCALE	: 0 (M	NIM	IUS)				BALLIST SKILL	IC	WEAPON SKILL	SPEED		
		7-9	Direct		3+		3+	10"				
	1	0-13	: Devast									
		14+	: Critica									
	N DESTRI troyer ba		SQUAD cons	ists of or	ne to		Destroyer bases are armed with the following weapons: - TWIN BOLT PISTOLS & RAD MISSILE LAUNCHER					
	TWIN	BOLT	PISTOLS	RAD M	ISSILE	LAU	UNCHER					
	Rang	ge	Acc	Ran	ge		Acc					
	Short	1"	+2	Short	6"		-					
	Long	3"	+3	Long	12"		- trength					
	6 2 1											
			ıll Arms,	Trai	its: Sma	all A	rms					
	Clo	ose Co	mbat									
	Traits: Hardened Armour,							S				

ELITE	S										25	POIN	NTS pe	r b	ase
			L	EG	ION 1	ERM	N	ATOR	R S	QUA	D				
SCAL	E: 0 (MI	NIMUS	5)	В	ALLISTI	C S	KILL	٧	VEAPO	N Sł	(ILL	SPE	ED	
	`			•		3-	+			3-	t		4"		
			8-1	1:	Dire	ct Hit			٦	Terminator bases are armed with					
			12-1	4:	Dev	astatiı	ng	Hit		the following weapons:					
			15	; ;	Crit	ical Hi	t			- COMBI BOLTERS & POWER WEAPONS					
A LEGIC	ON TER	RMIN	IATOR SC	QUA			_	to	1				าเงร : armed ง	with	one
two Te											,	eapons:	VICII	OHE	
CATAPI	HRACT	II: Aı	n Armoui	r rol	l of 1 ca	n only i	nfl	ict a		REAPE		_	•		
Direct I	lit on '	Term	ninators i	f th	e Stren	gth of th	ne		١.	· HEAVY	/ FL	AMER			
attack i	s at lea	ast 8						- PLASMA BLASTER							
			SPORT: L												
		op P	od (only	if o	ne base) or Spa	rta	n							
Assault	_		I						L				I		
	MBI		POWER	WE	APONS			PER		HEAV	/ FL	AMER	PLASMA	A BLA	ASTER
	TERS	Acc	Range	1	Acc			ANNON Acc		Rang		Acc	Range	1	Acc
Rang	3e 3"		_			Rang								<u> </u>	100
Short	_	_	Short	0"	_	Short Long	4' 9'	_		Short	2"	-	Short	2"	-
I ,	Long 6" - Long - Dice Strength Dice Stren							1		Long	<u> </u>		Long	4"	-
Dice	Stren	gth	rength	Dice	S	trengtl	n	Dice	Str	ength		Str	ength		
6	2		2		5	2		4					4		
Traits	s: Smal	I	Trait			raits: -				Traits: Flame, Traits: Overload				load	
A	rms		Co	mb	at					Sma	II A	rms			
Traits: Bul								ulky							

ELITES			10 POINTS per					
							Tech	nmarine
LE	GION T	ECHM	ARIN	Ε (COVEN	ΑN	Т	
SCALE: 0 (MINIMU	IS)		BALLIST SKILL		WEAPON SKILL	SPEED		
7-9:	Direct		3+		3+	n/a		
10-13:	Devast	ating F	lit					
14+:	Critica	l Hit						
A LEGION TECHMARINE (to three Techmarines. Ea Squad or his Rhino. DEDICATED TRANSPORT:	ch must b			a	followin	g w	ne is armed w eapons: ON BEAMER	ith the
		CONV	ERSION	I BE	AMER			
		Ran			Acc			
		Short Long	6" 12"		-			
	_							
		Dic	е	Si	trength			
		1 T	raits: H	l leav	6 ⁄y			
	оро	rt Officer						

ELITES		5 POINTS per Apothecary				
LEGI	ON APOTHECARION	DETACHM	ENT			
SCALE: 0 (MINIMU	JS)	BALLISTIC SKILL	WEAPON SKILL	SPEED		
7-9:	Direct Hit	n/a	n/a	n/a		
10-13:	Devastating Hit					
14+:	Critical Hit					
A LEGION APOTHECARIO	N DETACHMENT consists					
of one to three Apotheca	ries. Each must be					
attached to a Squad.						
WARGEAR: May not be a	dded to a Terminator					
Squad or its variants						
	Traits: Nathecium, Suppo	ort Officer				

Front Side

ELITE	S											25	POINT	S e	ach
		LE	GION (CO	NTE	ИРТО	R	DI	READ	NOU	GH	TAL	NC		
SCAL	E: 0 (ΜI	NIMUS	5)		BALLIST	IC	SK	ILL	WEAP	S NC	KILL	SPE	ED	
	•			•		2	+			:	2+		4	"	
			9-1	l1:	Dir	ect Hit							adnought		
			12-1	L4:	De	vastati	n	g I	Hit				a DREADI		
			15	5+:	Cri	tical H	it			weap		in and	l of the fo	IIOW	/ing
										- TWII		CANNO	ON		
A LEGIO	ON CO	NTEI	MPTOR E	DRE	ADNO	JGHT TA	LC	NC		- TWII	N HE	AVY B	OLTER		
consist	s of on	e to	three Co	onte	mptor	Dreadn	οι	ıgh	nts	- MULTI-MELTA					
STRU	CTUR	STNIC						- TWII	N AU	IAOOT	NON				
00															
T	WIN		TWI	N HE	AVY						TWI	N	DREAD	NO	JGHT
LASC	IONNA	N	BC	DLTE	ER					AUT	OCA	NON	CC-W	'EAF	PON
Ran		Acc	. 0	ш,	Acc	Rang	_	_	Acc		nge	Acc	. 0.		Acc
Short	6"	-	Short	4"	+2	Short		3"	-	Short		_	Short	0"	+2
Long	12"	l	Long	9"		Long Dice		6"	-1	Long		l	Long	-	
	Dice Strength Dice Stren						1	St	rength				_	Str	ength
2	6		2		_	3 1 8/4			-,	2 4			1		6
	s: Anti	-	Traits: 9	Sma	II Arm	Arms Traits: Melta, Anti-			5: -	Trait					
Т	Tank							an					Co	mba	at
					T	raits: W	all	ker	r, Talor	1					

Rear Side

ELITE	S										25	POINT	S e	ach
		LE	GION	CO	NTEN	1PTOF	R D	REAL	NOU	ЭH	TALC	N		
SCAL	E: 0 (MI	NIMU:	S)	В	ALLISTI	C SI	KILL	WEAPC)N S	KILL	SPE	ED	
	- \			- ,		2-	F		2	+		4	,"	
			9-1	11:	Dire	ct Hit						dnought		
			12-2	14:	Dev	astati	ng	Hit				DREADI		
			15	5+:	Crit	ical Hi	t		weapo		IN and	of the fo	llow	ing
											ATTER	N ASSAU	LT	
A LEGIO	ON CO	NTE	MPTOR [ORE/	DNOU	GHT TA	LON	_	CANNON					
consist	s of on	e to	three Co	onte	mptor I	Dreadn	oug	hts	- PLASI	• • • •		• •		
STRU	CTUR	E P(STAIC						- VOLK					_
00									- HEAV	Y CC	ONVERS	SION BEA	AME	R
PLA	ASMA		KHERE	S PA	TTERN	N VOLKITE CULVERIN HEAVY DREADNO					NOU	JGHT		
CAI	NON		ASSAUL	T C	NON					SION	CC-W	/EAP	ON	
		١.								EAM	ī			
Ran		Acc	. 0		Acc	Rang		Acc	Ran		Acc	Range	1 .	Acc
Short	4"		Short	3"	_	Short	6"	-	Short	6"		Short	0"	+2
Long	9"		Long	6"		Long	12"		Long*			Long		-
Dice	Stren	gth	Dice	Sti	rength	Dice	S	trength	n Dice	St	rength	Dice	Str	ength
1	4		1		3	1 3			1 6			1 6		6
Traits:	Overlo	ad	Traits	: Rei	nding			flagrate	e, Trait	ts: H	eavy,	Traits	s: Cl	ose
						Sm	all /	٩rms	*B	last	(3")	Co	mba	t
					Tr	aits: Wa	alke	r, Taloi	า					

ELITES							20	POI	NTS per base
	LEGION	RAF	IER W	/E	APON	IS BAT	TEF	RΥ	
SCALE: 0 (MII	NIMUS)	Е	BALLISTI	C SI	(ILL	WEAPO	N Sŀ	(ILL	SPEED
,	,		3+	-		6-	+		4"
	6-8:	Dire	ct Hit			Rapier l	oase	es are	armed with one
	9-12:	Dev	astatir	ng	Hit			-	weapons:
	13+:	Crit	ical Hit	į		- QUAD			OLTER ER ARRAY
						- QUAD			
A LEGION TRAPER	WEAPONS B	ATTER	Y consis	ts c	of	- GRAVI	OT	N CAN	NON
one to three Rapid	er bases.								
QUAD HEAVY	LASER DESTR	ROYER	QUAD	M	ORTAR	GRA	AVIT	ON	
BOLTER	ARRAY					CA	NNO	NC	
Range Acc	Range	Acc	Rang	е	Acc	Rang	ge	Acc	
	Short 4"	-	Short	6"	-	Short	4"	-	
Long 9" -	Long 9"	-	Long	15"	+1	Long	9"	-	
Dice Strength		ength	Dice	S	trength		Str	ength	
4 3	2	6	4		4	1		2	
Traits: Small	Traits: Ordn	ance	nce Traits: Barrage			`			
Arms						Concussive, Small Arms, Blast			_
							(3")	s, DIdS	4
	ку	(-)							

ELITES							25 I	POINT	S each		
LEGION N	/IOR	TIS DF	RE/	ADNO	DUGH 1	ΓAL	ON				
SCALE: 0 (MINIMUS)	Е	BALLISTI	C Sk	(ILL	WEAPO	N SK	ILL	SPE	ED		
,		2+	-		3-	+		4	"		
8-10:	Dire	ect Hit						ghts are	armed		
11-14:	Dev	astatir	ng I	Hit			the fo	llowing			
15+:		ical Hit	_		weapor			NON			
13	0	icai i iii	•		- 2 x TV						
A LECTON MACRITIC PREADMON		A L O N			- 2 x IV			BOLTER			
A LEGION MORTIS DREADNOUG			nsis	STS							
of one to three Mortis Dreadno	ugnts	nts - 2 x TWIN AUTOCANNON - 2 x TWIN MISSILE LAUNCHER					HER				
STRUCTURE POINTS					- 2 X I V	V 11 V 1	VIIJJIL	LAONC	ATEN.		
00											
TWIN TWIN HEA	VY	MULTI-MELTA TWIN TWIN M					MISSILE				
LASCANNON BOLTER					AUTO	CAN	NON	LAU	NCHER		
Range Acc Range	Acc	Range	е	Acc	Rang	ge	Acc	Range	Acc		
Short 6" - Short 4"	+1	Short	3"	-	Short	6"	+1	Short	6" -		
Long 12" - Long 9"	-	Long	6"	-1	Long	12"	-	Long	12" -		
Dice Strength Dice Stre	ngth	Dice	Si	trength	n Dice	Str	ength	Dice	Strength		
1 6 2	3	1		8/4	2		4	2	4		
Traits: Anti- Traits: Small	Arms	Arms Traits: Melta, Sma			Small Traits: - Traits: Heavy,			: Heavy,			
Tank			Arm	าร				Anti-	Aircraft		
	Traits: Walker, Talon										

ELITE	S											25	POINT	S e:	ach
LEITE	_	101	I CON	T [N	ADTO	D N4C	\D	TIC	<u> </u>		101				асп
													TALON		
SCAL	E: 0 (MII	NIMUS	5)	В	ALLISTI	C S	KILL	_	WEAPC	IN SK	(ILL	SPE		
						2+	+			3	+		4	"	
			9-1	1:	Dire	ct Hit							tis Dread		ghts
			12-1	4:	Dev	astatir	าฮ	Hit					ne of the		
			15	5+:		ical Hit	_			followi	_	•			
			10	,	Citt	icai i iii	_			- 2 x TV					
A 1 5 C 1	211 601		ADTOD A	405	TIC DD	- 4 DNIOI			_	- 2 x IV			BOLTER		
						DREADNOUGHT - 2 x MULTI-MELTA ntemptor-Mortis - 2 x TWIN AUTOCANNON									
Dreadn			one to t	.iii e	e Conte	при	VIC	טו נוס					TERN ASS	AUI	т
STRU	U		STINIC							CANNO					
	CIOI		511415												
00															
T\	WIN		TWIN	I HE	AVY	MULTI-MELTA TWIN KHERES PAT					PAT	TERN			
LASC	NONNA	1	BC	LTE	R					AUTO	CAN	NON		AUL	
_	i					_		1 .						NO	
Ran	_	Acc	_		Acc	Rang Short			СС	Ran		Acc	Range		Асс
	Short 6" - Short 4" +1							"	-	Short	6"	+1	Short	3"	+1
	Long 12" - Long 9" - Dice Strength Dice Strengt							I	1	_	12"	-	Long	6"	-
Dice	Stren	rength	Dice	,	Stren	_	h Dice Streng		ength	Dice	Str	ength			
1	6		2		3	1		8/4	2 4 1 3			3			
	s: Anti-		Traits: S	Sma	ll Arms				mal	I T	raits	: -	Traits:	Ren	ding
Т	ank							ms							
	Traits: Walker, Talon														

TROOPS						10	POINTS p	er base
	LEGIO	ON TAC	TIC	AL S	SQUAD			
SCALE: 0 (MINIMU	JS)				BALLIST SKILL		WEAPON SKILL	SPEED
7-9:	Direct		3+		3+	4"		
10-13:	Devast							
14+:	Critica							
A LEGION TACTICAL SQU Tactical bases.	AD consist	ır			es are armed ving weapons			
FURY OF THE LEGION: Ar didn't move may double attacks with BOLTERS or CHAINSWORDS. DEDICATED TRANSPORT:	the numb BOLT PIST	er of dice OLS &	if it	;)	- BOLTE - BOLT P		OLS & CHAINS	WORDS
BOLTER	lS .	BOLT P			•			
Range	Acc	Range		RDS	Acc			
Short 3"	+1	Short	1"		+2			
Long 6"	-		+1					
Dice	Strength	Dice		St	rength			
3	2	3			2			
Traits: Small	Arms	Arm bat	s, Close					

TROOPS			15	POINTS p	er base		
	LEGI	ON ASSAULT :	SQUAD				
SCALE: 0 (MINIMU	JS)		BALLISTIC SKILL	WEAPON SKILL	SPEED		
7-9:	Direct	Hit	3+	3+	10"		
10-13:	Devast	ating Hit					
14+:	Critica	Hit					
A LEGION ASSAULT SQUA	AD consists	of two to four	Assault bases are armed with the				
Assault bases.			following w	•			
			- BOLT PISTO	OLS & CHAIN !	SWORDS		
BOLT PISTOLS 8	& CHAIN						
SWORD	S						
Range	Acc						
Short 1"	+2						
Long 3"	+3						
Dice 5	Strength						
3	2						
Traits: Small	Arms,						
Close Com	bat						
		Traits: Jump Pack	(S				

TRO	OPS				15	POINTS p	er base				
			LEGION	I BREACHER SIE	GE SQUAE)					
SCAL	.E: 0 (N	ΛΙΝΙΙ	MUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED				
		7-9): Direc	t Hit	3+	3+	4"				
	:	10-13	3: Deva	stating Hit							
		14+	: Critic	al Hit							
four B DEDIC	reaker Si	ege ba ANSPC	ses. PRT: Land Ra	O consists of two to		ege bases are lowing weapo					
		BOLTE	RS								
	Rang		Acc								
	Short	3"	+1								
	Long Dice	6"	- Strongth								
	3	=	Strength 2								
	_	s: Sma	II Arms								
	Traits: Hardened Armour, Boarding Shields										

TROC)PS										10	POI	NTS pe	r ba	ise
			LEG	101	N TAC	TICAL	. S	UPPC	R	T SQ	UΑ	D			
SCAL	E: 0 (MII	NIMUS	5)	В	ALLISTI	C S	KILL	٧	VEAPOI	N Sk	(ILL	SPE	ED	
				•		3+	+			3-	+		4	"	
			7-	-9:	Dire	ct Hit						-	ases are	arm	ed
			10-1	3:	Dev	astatir	ng	Hit				the fo	llowing		
			14	l+:	Criti	ical Hit	t			weapon - FLAME					
11501		T. 0			601145			•		ROTO		NNON	1S		
			AL SUPPC			consist	s o	r one	-	· VOLKI	TE C	ALIVE	RS		
			SPORT: R							PLASIV					
						1			ь,	MELT/					
FLA	MERS		ROTOR	CAN	INONS	VOLKIT	Έ(CALIVER	RS	PLASI	MA (GUNS	MELT	AGU	NS
Ran	ge	Acc	Range		Acc	Rang	e	Acc		Rang	e	Acc	Range	Α	CC
Short	2"	-	Short	3"	+1	Short	3	" -		Short	3"	+1	Short	1"	-
Long	Long Long 7"							-		Long	6"	-	Long	3"	-1
Dice	Dice Strength Dice Streng						ength Dice Strength			n Dice Strength		ength	Dice	Stre	ngth
5	2		5		2 5 2			3 4			4	2 8/4		/4	
Traits	: Flame	Э,	Traits: R	apic	l, Small	Small Traits: Deflagrate, Traits: Overload Traits: Melta					lta				
Sma	II Arms	;	Α	;	Small A	۱rn	ns, Heav	νy							

TROC	PS					10 PO	INTS per base
			LEGIO	N REC	CONNAISSAN	ICE SQUAD	
SCAL	E: 0 (MII	VIMUS)	В	BALLISTIC SKILL	WEAPON SKILL	SPEED
	•		,		3+	3+	4"
			7-9:	Dire	ect Hit		bases are armed
			10-13:	Dev	astating Hit	with the followi	ng weapons:
			14+:	Crit	ical Hit	- SINIPER RIPLES	
				QUAD	consists of one		
			ance bases.				
DEDICA	ATED TI	RAN:	SPORT: Rhino	or Sto	orm Eagle		
SNIPE	R RIFLE	S					
Ran	ge	Acc					
Short	4"	+2					
Long	8"	+1					
Dice	Stren	gth					
1	5						
Traits	: Heavy	/,					
Snipe	r, Sma	II					
Α	rms						
				7	Traits: Infiltrators		

TROOF	S							15 PO	INTS	per base
					L	EGIO	N HUSSAR S	QUAD		
SCALE:	0	(MI	NI	MUS	5)	В	BALLISTIC SKILL	WEAPON SKILL		SPEED
		•					3+	4+		12"
				7-1	.0:	Dire	ect Hit	Hussars bases a		
				11-1	.3:	Dev	astating Hit	of the following	weapo	ons
				14	l+:	Crit	ical Hit			
A LEGION Hussars b			R SC	QUAD	con	sists of	one to three	- COMBI BOLTEI - TWIN SNUB RO CANNONS		Free 5 points
COMBIE	BOL	TERS		R	IN S OTC					
Range	ı	Acc		Rang	1	Acc Acc				
Short	3			Short		+1	-			
Long	6			Long	- 1	-				
Dice	_ ~									
4	4 2 10 2						1			
Traits: Sn	nall	Arm	s	Trait	ts: R	apid,				
				Sm	all A	rms				
						Trai	ts: Turbo-boost, E	Bike		

TROOF	S								15 PO	INTS p	er base
		LI	GIO	ΝJ	ETBIK	(E SK)	/ SE	EEKEI	R SQUADRON	J	
SCALE:	0 (MIN	MUS	5)	Е	ALLIST	C Sł	(ILL	WEAPON SKILL	S	PEED
	•			•		3-	+		4+		12"
			7-1	.0:	Dire	ct Hit			Sky Seeker base		
			11-1	.3:	Dev	astati	ng	Hit	one of the follow	wing we	apons
			14	l+:	Crit	ical Hi	t				
A LEGION of one to ORACLE A doesn't a Squad in their to H	thre ARRA ttack the s	e Sky S XY: For k mark same E II agair	Seeker each S an ene attalionst such	bas Sky S emy on re h a r	es. Seeker S Unit. A eceives	Squadro iny Infa a +1 bo Unit.	on w ntry nus	on DE	- TWIN BOLTERS - HEAVY ROTOR CANNONS - GRENADE LAUNCHERS STRUCTURE P		Free 5 points 5 points
Range	ĺ	Acc	Rang	e	Acc	Rang	e	Acc			
Short	3"	+1	Short	3"	+1	Short	3"	-			
Long	Long 6" - Long 7" -						6"	-			
Dice	- 100						Str	ength			
3		2	6		2	2 4					
Traits: Sn	nall A	Arms	Trai	ts: S	Small						
					apid				<u> </u>		
	Traits: Infiltra							oost, Je	etbike, Teleport		

DEDICATED TRANSPORT				5 P	OINTS			
LEGION RI	HINO ARMOUR	EC	CARRIER					
SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	٧	VEAPON SKILL	SPE	ED			
, ,	6+		6+	10	"			
8-10:	Direct Hit		The Rhino is a		the			
11-14:	Devastating Hit	t	following wea - COMBI BOLT	•				
15+:	Critical Hit		- COIVIBI BOLI	EK				
STRUCTURE POINTS				COMBI	BOLTER			
0.0				Range	Range			
				Short	3" -			
				Long	6" -			
				Dice	Dice			
			1	2				
				Traits: Sr	nall Arms			
Traits: Dedicated Transport (2), Confined								

DEDIC	ATED	TRAI	NSPORT	5 POINTS					
			LE	POD					
SCALE	: 0 (M	INIM	IUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED		
		7-10	: Direct	Hit	3+	6+	n/a		
	1	1-13	: Devast	tating Hit					
		14+	: Critica	l Hit					
STRUC	TURE P	ГИІО	ΓS			is armed with	the		
0					following w - COMBI BO	•			
	СО	MBI B	OLTER						
	Rang	ge	Acc						
	Short	3"	-						
	Long	6"	-						
	Dice	e	Strength						
	1		2						
	Trait	s: Sm	all Arms						
	edicated ted, Orbi			avy Transport (Dre	adnought 1/2	, Rapier 1/2),	Immobile,		

DEDIC	ATED	TRAI	NSPORT	5 POINTS							
		L	EGION D	T DROP PC	DD						
SCALE	: 0 (MI	INIM	US)		BALLISTIC SKILL	WEAPON SKILL	SPEED				
		8-10	Direct	Hit	3+	6+	n/a				
	1	1-14	Devast	tating Hit							
		15+	Critica	l Hit							
STRUC	TURE P	гию	·S		A Dreadnought Drop Pod is armed						
00					with the foll - COMBI BO	lowing weapo LTER	on:				
	СО	MBI B	OLTER								
	Rang	_	Acc								
	Short	3"	-								
	Long	6"	-								
	Dice	e	Strength								
	1		2								
	Trait	s: Sma	all Arms								
Traits: A	ttached 1	Transp	ort (1), Hea	vy Transport (Drea	dnought 1/1),	Assault Vehi	cle,				
Immobil	e, Autom	nated,	Orbital Dro	p							

DEDICATED TRANSPORT						30	PC	ΝI	TS
LEGION	LAND RAIDER	PR	ROTE	JS					
SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	٧	VEAPOI	N Sk	(ILL	SF	PEE	D	
,	3+		5-	+		:	8"		
9-13: 14-15: 16+:	Direct Hit Devastating Hit Critical Hit		arme weap - TWI	d wi ons N H	ith the : EAVY	er Protei e followi BOLTER SCANNO	ng	S	
STRUCTURE POINTS			TWIN BOL			T LASC	WI		N
000			Range	9	Acc	Rang	e		Acc
000		Sh	ort	4"	+1	Short	(6"	-
		Lo	ng	9"	-	Long	1	2"	-
			Dice	Str	ength	Dice	9	Stre	ngth
			2		3	2			6
		Tr	aits: Sn	nall	Arms	Traits:	An	ti-T	ank
Traits:	Dedicated Transport	(2)	, Heavy	/					

DEDICATED TRANSPORT						35	PC	NIC	ITS
LEGION	LAND RAIDER	PI	НОВС	OS					
SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	٧	VEAPO	N Sk	(ILL	SI	PEE	D	
, ,	3+		5-	+			8"	,	
9-13: 14-15: 16+:	Direct Hit Devastating Hit Critical Hit		arme weap - TWI	d w ons N H	ith the : EAVY	er Phobo e follow BOLTER SCANNO	ing	-	
STRUCTURE POINTS			TWIN BOL			LAS	TW CAN		N
000			Range	<u>۽</u>	Acc	Rang	ge		Acc
		Sh	ort	4"	+1	Short		6"	-
		Lo	ng	9"	-	Long	1	2"	-
			Dice	Str	ength	Dice		Stre	ength
			2		3	2			6
		Tr	aits: Sr	nall	Arms	Traits	Ar	nti-	Γank
Traits: Assault \	/ehicle, Dedicated Tra	ans	sport (2	2), H	leavy				

DEDICATED TRANSPORT						40	PC)IN	ITS
LEGION	SPARTAN ASSA	U	LT TA	NK	΄.				
SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	٧	VEAPOI	N Sk	(ILL	SF	PEE	D	
,	3+		5-	+			8"		
9-14: 15:	Direct Hit Devastating Hit		follow	ving	weap	armed voons:		n th	ne
16+:	Critical Hit					SCANN			
STRUCTURE POINTS			TWIN BOL			LASC	QUA CAN		ON
000			Range	9	Acc	Rang	ge		Acc
		Sh	ort	4"	+1	Short	(6"	-
		Lo	ng	9"	-	Long	1	2"	-
			Dice	Str	ength	Dice	5	Stre	ength
			2		3	4			6
		Tr	aits: Sn	nall	Arms	Traits:	An	ıti-	Tank
Traits: Assault	Vehicle, Dedicated Tra	an:	sport (5	5), H	leavy				

DEDIC	ATE	D T	RANSI	90	RT								25 F	POI	NTS
		L	EGION	1 S.	TORN	1 EAG	LE	ASSA	١L	JLT GI	UN	ISHIP			
SCALE	: 0 (MII	NIMUS	5)	1	BALLISTI	K SI	KILL	٧	VEAPO	N SI	(ILL	SP	EED	
	,			•		3+	ŀ			5-	+		1	8"	
			8-1	1:	Dire	ect Hit			1	A Storm	ı Ea	gle is a	rmed w	ith c	ne
			12-1	4:	Dev	astatiı	าฮ	Hit					lowing	ist:	
			15		ical Hi	_			- TWIN						
			13		Cit	icai i iii				- TWIN					
STRUC	TURI	F P(DINTS							- MISSIL				امـــ	.:44.
	_		3									_	Iso arm		/itn:
000	J												an also		i++od
										with the		-		be i	itteu
													s. NNON 1	0 nc	ints
TWIN F	HEAV'	Y	VENC	ŝΕΑ	NCE	MISSILE	E LA	UNCH	_		_			WIN	
BOLT	ERS	-	LAUN	NCH	ERS								LASC	ANN	NON
Range	9	Acc	Range		Acc	Rang	e	Acc		Rang	e	Acc	Range		Acc
Short	4"	+1	Short	6"	+1	Short	6"	-		Short	3"	-	Short	6"	-
Long	9"	_	Long	12	_	Long	12"	, _		Long	6"	-1	Long	12"	_
	-			"						8			8		
Dice Strength Dice Streng						Dice	S	trength	า	Dice	Sti	ength	Dice	Sti	rength
2 3 1 3									1 8/4			8/4	1		6
Traits:	Smal	I	Traits: S	ma	ll Arms				Traits: Melta,				, Traits: Anti-Tank		i-Tank
Arn	ns									Ant	ti-Ta	ank			
Tra	Traits: Aircraft (Fighter-Bomber), Assault Vehicle, Hover, Attached Transport (4)														

DEDICA	\ΤΕ	D TR	ANSI	POF	RT					10	POINTS
	LE	GIO	N TEF	RRA	X PA	TTERN	١T	ERM	ITE ASSAULT	DRIL	-
SCALE:	0 (MIN	IMUS	5)	В	BALLISTI	C Sł	(ILL	WEAPON SKILL		SPEED
						3+	ŀ		4+		8"
			9-1	2:	Dire	ct Hit			A Termite is arn		
			13-1	5:	Dev	astatiı	ng	Hit	the following w	eapons:	
			16	ò+:	Crit	ical Hi	t				
CRAWLIN			E: The	Terr	nite ca	ın't mov	⁄e ir	the	- 2 x TWIN BOLT		5 points
Combat P	hase	€.							- 2 x HEAVY FLA		5 points
STRUCT	URI	E POI	NTS						- 2 x TWIN VOL	KITE	5 points
00									CHARGER		
TWIN B	BOLT	ER	TWI	I VO	LKITE	HEAVY	′ FL/	AMER			
			CH	IARG	iER						
Range		Acc	Rang	е	Acc	Rang	e	Acc			
Short	3"	+1	Short	2"	+1	Short	2"	-			
Long	6"	-	Long	4"	-	Long	_	-			
Dice	Stre	ength	Dice	Str	ength	Dice	Str	ength			
2	2	2		3	1		3				
Traits: Sm	nall A	Arms	Trai	ts: S	mall	Traits	: Fla	ame,			
			Arms,	Defl	agrate	Sma	II Aı	rms			
			Т	raits	: Drop	port (2), Confined				

FAST	ATTA	٩CK			15 POINTS per base								
			L	EG	ION SEEKE	R SO	UAD						
SCALE	E: 0 (MII	VIMUS)		BALLISTIC SK	(ILL	WEAPON SKILL	SPEED					
	•		,		2+		3+	4"					
			7-9:	Di	rect Hit		e armed with the						
			10-13:	D	Devastating Hit following weapons:								
			14+:	Cr	itical Hit		- SPECIAL BOLTE	:KS					
Seeker MARKE against to Hit ro	bases. D FOR this ur olls of TED T	DEA nit b	TH: Select an	ene ids i	of one to two emy unit. Atta may re roll fail and Raider								
SPE	CIAL												
Rang	.TERS ge	Acc											
Short	3"												
Long	6"	-											
Dice	0.												
3	- -												
	: Smal	I											
Arms													

FAST ATTACK							15	POI	NTS	per base	
	LEC	GION	I OUT	RIE	DER S	QUAD					
SCALE: 0 (MINII	MUS)	Е	BALLISTIC SKILL WEAPON SKILL SPEE								
,	•		3+	-		4-	ŀ			12"	
	7-10:	Dire	ect Hit			Outride	r ba	ses a	re arm	ed with	
	11-13:	Dev	astatiı	ng	Hit	one of t	he f	ollov	ving we	apons	
	14+:	Crit	ical Hi	t							
A LEGION OUTRIDER Outrider bases.						- COMB - TWIN - TWIN - TWIN	FLAI MEI PLA	MERS TAGI SMA	S UN GUN	Free 5 points 5 points 5 points	
COMBI BOLTERS	TWIN FLA	NVIEK	MEL	WIN TAC	-	TWIN	PLA	SIVIA	GUN		
Range Acc	Range	Acc	Rang		Acc	Range	•		Acc		
Short 3" +1 S	Short 2"	-	Short	1"	-	Short	3"		+1		
Long 6" - L	Long		Long	3"	' -1	Long	6"		-		
Dice Strength	Dice Stre	ength	Dice	Str	rength	Dice		Strei	ngth		
4 2	2	2	2		8/4	2		4	ļ.		
Traits: Small Arms	Traits: Fla	,	Traits	s: N	1elta	Trait	s: C	verlo	oad		
	Trai	ts: Inf	iltrators	, Tu	ırbo-bo	ost, Bike				L	

FAST	ATTA	٩Ck	(15	POINT	S e	ach
			LEC	GIC	N AT	TACK	ΒI	KE SC	Qι	JADR	O١	ı			
SCAL	E: 0 (MI	NIMUS	5)	Е	BALLISTIK SKILL				VEAPOI	N Sk	(ILL	SPEED		
	,			•		3+ 5+						12	2"		
			7-1	0:	Dire	ct Hit							rmed wi		ne
			11-1	3:	Dev	Devastating Hit					-		one of th	ne	
			14	+:	Crit	itical Hit following weapons					is				
A 1501	281 AT7	- A CI	, DIKE CO		DOM:		c -		-	HEAVY	BC	LTER	Free		
to thre			BIKE SQ	UAL	JKUN C	onsists c	то	ne	-	HEAVY	FL/	AMER	5 points		
			DINTS										5 points		
	CIOI		311113						-	AUTO	JAN	NON	5 points		
U			T			ı			<u> </u>						
	OMBI LTERS		HEAV	BC	OLTER	R HEAVY FLAMER				R MULTI-MELTA AU				CAN	NON
Ran		Acc	Range	1	Acc	Range	9	Acc		Rang	e	Acc	Range	1.	Acc
Short	3"	+1	Short	4"	+1	Short	2"	, -		Short	3"	-	Short	6"	+1
Long	6"	-	Long	9"	-	Long -		-		Long	6"	-1	Long	12"	-
Dice	Stren	gth	Dice	rength	ength Dice Strength			h Dice Strei		ength	Dice	Str	ength		
2	- - - -						1 3				1 8/4				4
	s: Smal	I	Traits: S	ma	ll Arms	ms Traits: Flame, Sm						-	Tra	aits:	-
A	rms						٩rn			Ant	i-Ta	nk			
					Tı	raits: Tu	rbo	o-boosi	t						

FAST ATTACK							15	POI	NTS p	per base
LEGIC	ON JET	BIK	E SKY	Нι	JNTE	R SQU	٩D	RON	1	
SCALE: 0 (MINIMU	JS)	В	BALLISTI	C SI	(ILL	WEAPO	N Sk	(ILL	5	SPEED
,	,		3+	-		4-	+			12"
7	'-10:	Dire	ect Hit			Sky Hur	iter	bases	are ar	med with
11	-13:	Dev	astatiı	าg	Hit	one of t	he f	ollow	ing we	apons
	14+:	Crit	ical Hi	t						
A LEGION JETBIKE SKY HI			DRON c	ons	ists	- 3 x HE				5 points
of one to three Sky Hunt						- 2 x HE				10 points
STRUCTURE POINTS	5					& MULT				
0						- 2 x HE				10 points
						& VOLK - 2 x HE				10 points
						& PLAS				10 points
						Q I LAS	IVIA	CAIVI	VOIV	
HEAVY BOLTER MU	ULTI-MEI	TA	VO	TE	PLAS					
			CUL	VEI	RIN					
Range Acc Rar	nge A	СС	Rang	e	Acc	Range	•	,	Асс	
Short 4" +1 Shor	rt 3"	-	Short	6"	-	Short	4"		-	
Long 9" - Long	g 6" -	-1	Long	12"	-	Long	9"		-	
Dice Strength Dice	e Stren	gth	Dice	Str	ength	Dice		Stren	ngth	
1 3 1	4	1		3	1		4			
Traits: Small Arms Traits	aits: Mel	ta,	Tr	aits	s:	Traits: Overload				
	Anti-Tanl	k	Deflagr	, Small						
				rms						
	Traits	: Tur	bo-boos	st, J	etbike,	Teleport				

FAST A	ATTACK*				10 POIN	TS each
А	NVILLUS P	ATTERN I	DREADCLAW I	DROP POD	SQUADR	ON
SCALE	: 0 (MININ	IUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
	8-10	Direct	Hit	5+	5+	18"
	11-14	: Devast	ating Hit			
	15+	: Critica	l Hit			
POD SQU Patter D	N ANVILLU PAT JADRON consi readclaw Drop TURE POINT	sts of one to Pods		Pattern Dread d with the fol	•	
	HEAT B	LAST		l .		
	Range	Acc				
	Short 0"	-				
	Long 0"	- Chuna na mbh				
	Dice 1	Strength 3				
	Traits: Bom					
Traits:	Attached Trans	sport (2), He	eavy Transport (Cor er, Aircraft (Bombe	•	•), Assault
	T BLAST: Wher	this Squadı	ron is deployed on	the table eacl	n Drop Pod w	
W	eapon can targ	get an enem	y unit within 3". Th	nat unit suffer	s a Strength 3	hit.

FAST	ΔΤΤΑ	1 СК	*									25	POINT	S e	ach	
17.51			STOR	Ν./	EAGL	E ACC	Λ1	II T G	1 1	NICHI	D C				ucii	
66415				-		BALLISTI				/EAPOI				ED		
SCALE	=: 0 (MIII	NIMUS)	_		_	VILL	۷۱		-	\ILL				
						3-	Η			5-	+		18	8 <u>"</u>		
			8-1	.0:	Dire	ct Hit						0	rmed wi		ne	
			11-1	4:	Dev	astati	ng	Hit		•			lowing li	st:		
			15	5+:		ical Hi	_			TWIN	– ,					
				•	0.10					TWIN MISSIL						
A LEGIC	N STC	DRM	EAGLE A	SSA	ULT GU	INSHIP							is also armed with:			
SQUAD	RON c	onsi	sts of one	e to	three S	torm E	agle	!S				0	JNCHER			
											Any Storm Eagle can also be fitted					
STRUC	CTUR	E PO	STNIC						٧	vith the	e fo	llowing	g:			
00	0								-	2 x TW	/IN	LASCA	NNON 10) po	ints	
TWIN	HEAV	Υ	VENC	SEAI	NCE	MISSIL	E LA	UNCH	ER	MULT	Π-N	1ELTA	T	WIN		
BOL	TERS		LAUI	NCH	ERS								LASC	ANN	ION	
Rang	ge	Acc	Range		Acc	Rang	e	Acc		Rang	_	Acc	Range		Acc	
Short	4"	+1	Short	6"	+1	Short	6"	-	9	Short	3"	-	Short	6"	-	
Long	9"	-	Long	12	-	Long	12"	-	I	Long	6"	-1	Long	12"	-	
Dice	Stren	gth	Dice	ength	Dice	S	ı trength	n	Dice	Stı	ength	Dice	Str	ength		
2	3		1	3	1	4			1		8/4	1		6		
Traits	: Smal	I	Traits: S	l Arms	Т	rait	s: -		Traits	s: N	lelta,	Traits:	Anti	-Tank		
	rms								Ant							
Traits: Aircraft (Fighter-Bomber), Assault Vehicle, Hover, Attached Transp										ransport	(4)					

FAST ATTACK								15 I	POIN	TS each	
LEGION JA	4VELII	V /	ATTAC	K	SPEE	DER SC	QU/	ADRO	N		
SCALE: 0 (MINIMUS	5)	В	ALLISTI	C SI	KILL	WEAPOI	N Sł	(ILL	SF	PEED	
`	,		3+	-		4-	+		1	.3"	
7-1	0: D	ire	ct Hit							is armed	
11-1	3: D	ev	astatir	ng	Hit	with on		f the fo	llowing	5	
14	+: C	riti	cal Hit	t		weapon	15.				
A LEGION JAVELIN ATTACK						- HEAVY				5 points	
consists of one to three Jav	elin Att	ack	Speede	er		- MULTI				5 points	
STRUCTURE POINTS						- HEAVY	/ FL	AMER		5 points	
0						A Javeli	n Δt	tack			
						Speede			med		
						with on					
						followin	ıg w	eapon/	s:		
						- CYCLC	ONE	MISSI	LE	5 points	
						LAUNCH	HER				
						- TWIN	LAS	CANNO	NC	10 points	
HEAVY BOLTER MUL	TI-MELT	۸.	HEAVY	г	^	CYCLON	F N 4	ICCII E		TIAZINI	
HEAVY BOLTER MICE	I I-IVIEL I	А	HEAVY	FL	AIVIER	LAUN			E TWIN LASCANNON		
						LAUN	veri	LIN	LAS	CANNON	
Range Acc Range	e Acc	3	Range	е	Acc	Range	2	Acc	Range	Acc	
Short 4" +1 Short	3" -		Short	2"	-	Short	6"	-	Short	6" -	
Long 9" - Long	6" -1		Long		-	Long	12"	-	Long	12" -	
Dice Strength Dice	Streng	th	Dice	Sti	rength	Dice	Str	ength	Dice	Strength	
1 3 1	8/4		1		3	2		4	2	6	
	s: Melta	· · · · · · · · · · · · · · · · · · ·			· 1				: Anti-Tank		
An		Sma									
	Traits:	Ski	immer,	Ou	trider,	Teleport					

FAST A	TT	ACK									15 I	POIN	ΓS ea	ach
		LI	EGIO	N S	SABRE	STRI	ΚE	TAN	K SQUA	NDF	RON			
SCALE:	0 (MIN	IMUS	5)	В	ALLISTI	C Sk	(ILL	WEAPOI	N Sk	(ILL	SF	PEED	
	•			•		3+	-		4-	ŀ		1	.0"	
			8-1	.0:	Dire	ct Hit			A Sabre					ith
			11-1	4:	Dev	astatii	ng I	Hit	one of t	he f	followi	ng wea	pons:	
			15	5+:	Crit	ical Hi	t							
A LEGION	ISAE	RE ST	RIKE TA	١NK	SQUAD	RON co	nsis	sts	- SNUB	AUT	OCAN	ON	5 poir	its
of one to	two	Sabre	Strike	Tan	ks				- NEUTF	RON	BLAST	ER	10 po	ints
STRUCT	UR	E POI	NTS						- VOLKI	TE S	AKER		5 poir	its
0.0									A Sabre Strike Tank is					
									also arn			ne		
									of the fo		wing			
									- HEAVY		ITED		5 poir	ıtc.
											ELTA		5 poir	
SN	UB		NE	UTF	RON	N VOLKITE SAKER			HEAVY BOLTER					
AUTOC	ANN	ON		AST										
Range		Acc	Rang	e	Acc	Rang	e	Acc	Range	•	Acc	Range	A	СС
Short	3"	+1	Short	3"	-	Short	3"	-	Short	4"	+1	Short	3"	-
Long	6"	-	Long	6"	-	Long	6"	-	Long	9"	-	Long	6"	-1
Dice	Str	ength	Dice	Str	rength	Dice	Str	ength	Dice	Str	ength	Dice	Stre	ngth
1	1		6	3		3	1		3	1	8,	′ 4		
Trai	Traits:	ti-Tank,	Tı	aits	:	Traits: Small Arms Traits: Melta,			lta,					
			Cor	าсนร	ssive	sive Deflagrate, Small						An	iti-Tar	ık
							rms							
Traits: -														

FAST ATTACK*						10	POIN	NTS each
LEGION TERRA	AX PATT	ERN	TERN	/IIT	E AS	SAULT DRILL	SQUA	ADRON
SCALE: 0 (MININ	MUS)	E	BALLISTI	C SI	KILL	WEAPON SKILL		SPEED
,	/		3-	ŀ		4+		8"
	9-12:	Dire	ect Hit			A Termite is arn		
	13-15:	Dev	astati	ng	Hit	the following w	eapons:	
	16+:	Crit	ical Hi	t				
A LEGION TERRAX PA			, 100, 10	T D	RILL	- 2 x TWIN BOLT		5 points
SQUADRON consists of				- 2 x HEAVY FLA		5 points		
CRAWLING ADVANCE Combat Phase.	: ine ierm	iite ca	i the	- 2 x TWIN VOLE	KII E	5 points		
STRUCTURE POIN	ITS					G. 17 11.10 E.1.		
00								
TWIN BOLTER	TWIN VOL	KITE	HEAV	′ FL	AMER			
	CHARGE	ER						
	. 0-	Acc	Rang	e	Acc			
	hort 2"	+1	Short	2"	-			
Long 6" - L	ong 4"		Long		-			
Dice Strength	Dice Stre	ngth	Dice	Str	ength			
2 2	2	3 1 3						
Traits: Small Arms	Traits: Sn							
A	Arms, Defla	rms						
	Traits:	Drop	port (2	.), Confined				

HEAVY SUPPORT							35	РО	INTS pe	r base
LEGIO	N JE	ETBIK	(E SKY	′ Sl	AYE	R SQUA	۱DF	RON	1	
SCALE: 0 (MINIMUS	5)	Е	BALLISTI	C Sk	(ILL	WEAPO	N Sk	(ILL	SPE	ED
,	•		3-	ŀ		4-	+		12	<u>"</u>
7-1	.0:	Dire	ect Hit						are armed	
11-1	3:	Dev	astati	ng l	Hit	one of t	he f	follov	wing weap	ons
14	l+:	Crit	ical Hi	t						
A LEGION JETBIKE SKY SLYA of one to two Sky Slayer ba STRUCTURE POINTS		SQUAD	ORON co	nsis	sts	- 3 x Ml - 3 x VO - 3 x PL/	LKI	TE CL	JLVERIN	
0										
MUL	TI-M	ELTA	VC CUI	LKI ⁻		PLA:	SMA	CAN	NON	
Rang	е	Acc	Rang	e	Acc	Range	9		Acc	
Short	3"	-	Short	6"	-	Short	4"		-	
Long	6"	-1	Long	12"	-	Long	9"		-	
Dice	Stre	ength	Dice	Str	ength	Dice		Str	ength	
1	8	3/4	1		3	1			4	
Trait	s: M	elta,	Ti	raits	::	Tra	its:	Over	load	
An	ti-Ta									
Tuelte		:144.	1	rms			1			<u> </u>
Iraits	: inf	iitrato	rs, Turb	o-bo	oost, Je	etbike, Te	iepo	ort		

SCALE: 0 (MINIMUS) BALLISTIC WEAPON SPEE
7-10: Direct Hit 3+ 6+ n/a 11-13: Devastating Hit
7-10: Direct Hit 3+ 6+ n/a 11-13: Devastating Hit
11-13: Devastating Hit
14+: Critical Hit
A DEATHSTORM DROP POD SQUADRON consists of A Deathstorm Drop Pod is armed
one to three Deathstorm Drop Pods with the following weapon:
STRUCTURE POINTS - DEATHSTORM LAUNCHER SYSTEM
O
DEATHSTORM
LAUNCHER SYSTEM
Range Acc
Short 6" -
Long 12" -
Dice Strength
1 4
Traits: -
DEATHSTORM LAUNCHER SYSTEM: When this Squadron is deployed on the table each Deathstorm Drop Pod targets every unit (friend or foe) within 3". Every unit suffers a
Strength 4 hit.
Traits: Automated, Immobile, Orbital Drop

Front side

HEAVY	SU	PPO	RT							10	POIN	NTS p	er base
			LE	GIC	N HE	EAVY S	SU	PPOF	RT SQU	ΑD)		
SCALE:	0 (MIN	IMUS	5)	В	BALLISTI	C SI	KILL	WEAPO	N Sł	(ILL	SF	PEED
	- \			,		3+	-		4-	+			4"
			7.	-9:	Dire	ect Hit			A Heavy	/ Su	pport l	oases a	re armed
			10-1	.3:	Dev	astatiı	ng	Hit	with on			_	
			14	l+:	Crit	ical Hi	ŀ		weapor				
A LEGION	LUEA	AV CI						20 +0	armed v				•
two Heav				SQ	UAD CO	msists o	i Or	ie to	- HEAV				10 points 10 points
DEDICATI	•			hind	1				- AUTOCANNOI				10 points
DEDICATI		011111		,				- FLAK N				15 points	
									LAUNCI	HER	S		
									- MULT	I-MI	ELTAS		10 points
HEAVY E	3OLT	ERS	MUL	ГΙ-М	ELTAS	HEAVY	FL/	MERS	AUTOC.	ANN	IONS	FLA	MISSILE
												LAU	INCHERS
Range	1	Acc	Rang	e l	Acc	Rang	e	Acc	Range	2	Acc	Range	Acc
Short	4"	+1	Short		-	Short	2"	_	Short	6"		Short	6" -
Long							-	_	Long	12"	_	Long	12" -
Dice	8 - 18 - 1						Sti	rength	_	. !	ength	Dice	Strength
5								3	5		4	5	4
Traits: Sn	Traits: Small Arms Traits: Me						s: Flame,		, Traits: -		-	Tra	its: Anti-
			An	ti-Ta	ank	Sma	IJΑ	rms	Aircraft				

Rear Side

HEAVY	' SU	PPO	RT							10 PO	INTS	per base
			LE	GIO	N HE	AVY:	SU	PPOF	RT SQU	IAD		
SCALE:	0 (MIN	IMUS	5)	Е	BALLISTI	C SI	KILL	WEAPC	N SKILL	Ç	SPEED
						3-	+		4	+		4"
			7-	-9:	Dire	ct Hit						are armed
			10-1	.3:	Dev	astati	ng	Hit		ne of the ns. Each		-
			14	l+:	Crit	ical Hi	t			with the		
A LEGION	I HEA	AVY SL	IPPOR1	SQL	JAD co	nsists c	of or	ne to		MA CANN		10 points
two Heav	•								_	ITE CULV	ERINS	10 points
DEDICAT	ED T	RANSP	ORT: R	thino					- LASCA	ANNONS		10 points
PLA:	SMA		V	OLKI	ГЕ	L	ASC	CANNO	NS			
CANI	NON:	S	CU	LVER	INS							
Range		Acc	Rang	e	Acc	Rang	e	-	Асс			
Short	4"	-	Short	6"	-	Short	6"		-			
Long	9"	-	Long	12"	-	Long	12"		-			
Dice	ength	Dice	Stre	ength	Dice		Stre	ngth				
5 4 5 3						5		E	5			
Traits: C	Traits: Overload Traits:							: Anti-1	Tank			
	Deflag	rate,	Small									
				Arms	5							

1												
HEAVY	SUPPO	RT								15	POIN	TS each
LEGIO	ON PREE	DATO	RI	DESTF	RUCTO	DR	STR	KE ARN	/10	UR S	QUAI	ORON
SCALE:	0 (MINI	IMUS	5)	В	BALLISTI	C SI	KILL	WEAPO	N Sł	(ILL	SI	PEED
	•		•		3-	ŀ		4	+		1	L 0 "
		8-1	.0:	Dire	ect Hit			A Predato	r De	estruc	tor is ar	med with
		11-1	4:	Dev	astatiı	ng		following		•		
		15	; -:	Hit		Ū						N 5 points
				Crit	ical Hi	t		Any Preda fitted with				
				0.10	icai i ii	•		nitica witi	11 011	ic 01 ti	ic iono	wiiig.
A LEGION	I PREDATO	R DEST	RU	CTOR ST	ΓRIKE			- 2 x HEA\	/Y B	OLTER	₹	10 points
ARMOUR	SQUADRO	N cons	sists	of one	to thre	e		- 2 x LASC	INA:	NON		10 points
Predator	Destructor	S						- 2 x HEA\	/Y F	LAME	R	10 points
STRUCT	URE POI	NTS										
00												
PRED	ATOR	HEAV	/Y B	OLTER	HEAVY	′ FL/	AMER	LASCA	NN	ON		
AUTOC	ANNON						i					
Range	Acc	Rang		Acc	Rang		Acc	Range		Acc		
Short	-	Short	4"	+1	Short	2"	-	Short	6"	-		
Long	Long 12" - Long 9"						-	Long	12"	-		
Dice	rength	Dice	Str	ength	Dice	Str	ength					
2	3	1		3	1 6							
Trai	ts: -	Trai	ts: S	Small	,			·				
			Arm	ıs	Sma	II Ai	rms					

HEAVY SUPPOI	RT							15 F	POINTS	s each	
LEGION PRI	EDATOR II	NFEF	RNUS	S	TRIK	E ARMO	DUI	R SQ	UADRO	ON	
SCALE: 0 (MINI	IMUS)	BA	LLISTIC	C SK	(ILL	WEAPO	N SK	(ILL	SPE	ED	
,	,		3+	•		4-	+		10)"	
8-10:	Direct Hi	t				or Infernu		armed	with one	e of the	
11-14:	Devastat	ing H	lit		,	g weapons		ON 5			
15+:	Critical H	it				STORM CA A-MELTA (
						dator Infer			•	ed with	
				on	e of th	ne followir	ng:				
A LEGION PREDATO					-	- 2 x HEA\	–) points	
SQUADRON consists	or one to thi	ree Pr	edator			 2 x LASC 2 x HEA\) points) points	
STRUCTURE POI	NTS					- Z X IILAV	, , , ,	LAIVILI	. 10	points	
	1113										
00						1			1		
FLAMESTORM	MAGNA-ME		HEAVY	BC	LTER	LASCA	NNA	ON	HEAVY	FLAME	
CANNON Range Acc	CANNON Range A		Range	ا د	Acc	Range	۵ ا	Acc	Range	Acc	
	Short 2"		hort	2"	-	Short	6"	-	Short	2" -	
3			ong	-	_		12"	_	Long	- -	
Dice Strength	Dice Stren			Str	ength			ength	Dice	Streng	
2 5	2 8/4	1	1		3	1		6	1	3	
Traits: Flame,	Traits: Mel	ta	Traits	s: Sr	mall	Traits: /	Anti-	-Tank	Traits:	Traits: Flame,	
Small Arms			A	rms	i .				Smal	l Arms	

HEAVY SUPPORT								15	POINTS	s e	ach
LEGION PREDAT	OR	EXEC	UTION	ER	STR	IKE ARN	ИC	UR S	QUAD	RO	N
SCALE: 0 (MINIM	US)		BALLISTI	C SI	KILL	WEAPO	N SI	KILL	SPE	ED	
			3+	+		4-	+		10	"	
8-10:	Dire	ct Hit				ator Infer			ed with c	ne	of
11-14:	Deva	astatir	ng Hit			lowing we			· A A I A I A I		
15+:	Criti	cal Hit	t			UTIONER 'Y CONVE				•	
						edator Inf					
				,	with o	ne of the	follo	wing:			
A LEGION PREDATOR EX				_	- 2 x HEAVY BOLTER 10 poi - 2 x LASCANNON 10 poi						
Predator Infernus	OHSIST	S OI OII	e to three	e		- 2 x LASC - 2 x HEA\				•	ints
STRUCTURE POINTS	S					2 X 2 X		_,		, po	
00											
EXECUTIONER	HEAV	/Y	HEAVY	/ BC	OLTER	LASCA	NN	ON	HEAVY	FLA	MER
	NVER										
	BEAM				ا ما	D				i	•
Range Acc Ran	_	Acc	Rang	e 2"	Acc	Range		Acc	Range	1	Acc
1 1 2 5.1012		-	Short	2"		Short	6" 12"	-	Short	2"	-
Long 9" - Long*	12	-	Long	-	-	Long	12	-	Long	-	-
Dice Strengt Dice	rength	h Dice S		rength	Dice	Str	ength	Dice	Str	ength	
3 4 1	6	1		3	1		6	1		3	
	eavy, (3")	Trait:	s: S rm:		Traits: /	٩nti	-Tank	Traits: Smal		,	

HEAVY SUPPORT		30 POINTS per vehicle								
LEGION LAND RAI	DER PROTEUS E	BATTLE	SC	QUAI	DRON					
SCALE: 1 (MEDIANUS)	WEAPO	N Sł	(ILL	SF	PEED					
, ,	3+	5	+		:	8"				
9-13:	Direct Hit				Proteus					
14-15:	Devastating Hit				ving wea BOLTER		s:			
16+:	Critical Hit				SCANNO					
A LEGION LAND RAIDER PROTEUS	BATTLE	TWIN HEAVY TWIN				ı				
SQUADRON consists of one to three	ee Land Raider	BOLTER LASCANNON				NON				
Proteus										
STRUCTURE POINTS		Dana	_	١ ٨	Dane	_	۸			
000		Range		Acc	Rang		Acc			
		Short	4"	+1	Short	6				
		Long	9"	-	Long	12	-			
	Dice	Str	ength	Dice	St	rength				
		2 3		3	2		6			
		Traits: Small Arms Traits: Anti-Tank								
Traits: Attached Transport (2), Heavy										

HEAVY SUPPORT		35 POINTS per vehicle							
LEGION LAND RA	IDER PHOBOS E	3A	TTLE	SC	QUAI	ORON			
SCALE: 1 (MEDIANUS)	CALE: 1 (MEDIANUS) BALLISTIC SKILL							D	
,	3+		5-	+			8"		
9-13: 14-15: 16+:		with t	the N H	follov IEAVY	Proteus ving wea BOLTER SCANNC	ро			
A LEGION LAND RAIDER PHOBOS consists of one to three Land Raic STRUCTURE POINTS			TWIN HEAVY TWIN BOLTER LASCANNON				ON		
000		Range Acc			Acc	Rang	e	1	Acc
	Lo	Dice	4" 9" Str	ength		1		- ength	
		Tr	2 aits: Sn	 nall	3 Arms	2 Traits:	An		6 Гапк
Traits: Assault Vehicle, Attached Transport (2), Heavy									

HEAVY S	UPP	ORT*					25	POINTS each				
		LEG	Ю	N FIF	RE RAP	ТО	R GL	JNSHIP	SC	UA[ORON	
SCALE: 1	(M	EDIANU	JS)		BALLISTI	C Sk	ILL	WEAPO	N Sk	(ILL	SPEED	
	`		,		3-	+		5	+		18"	
		8-1	1:	Dii	rect Hit			The Fire	e Ra	ptor is	s armed with the	
		12-1	L4:	De	vastati	ng I	Hit	followir	0	•		
		15	5+:		itical Hi	_					BOLT CANNON	
				0.	icicai iii	•		- 2 x QU - TEMP			Y BOLTER	
A LEGION F	IRE RA	APTOR GL	JNS	HIP SC	QUADRON	ı	•				may exchange its	
consists of	one to	three Fir	e R	aptors	5					_	ers for the	
STRUCTU	RE P	OINTS						following:				
000								- REAPE	- REAPER AUTOCANNON BATTERY			
TWIN		QU	IAD		TEM	IPES	Т	REAPER				
AVENGE	R	HEAVY	BOL	TER	ROC	KET	S	AUTOC	ANN	ION		
BOLT CANN	ION							BAT	TER'	Y		
Range	Acc	Range		Acc	Range	:	Acc	Range	9	Acc		
Shor 4"	+1	Short	4"	+1	Short	7"	-	Short	6"	+1		
t												
Long 9"	-	Long	9"		"	15"			12"	-		
	ngth	Dice	Str	ength	Dice	Str	ength	Dice	Str	ength		
7	3	4	3	2		4	2 4					
Traits: -		Traits: Sm	nall	Arms,	Traits: L	mite	ed (1)	Traits:	Cup	ola		
		Cup										
	Traits: Aircraft (Fighter-Bomber), Hover											

HEAVY	SUPPO	RT*				20	POINTS each		
	LEGI	ON E	BASILI	SK ART	LLERY T	ANK SQUADF	RON		
SCALE:	0 (MINI	MUS	5)	BALLIST	IC SKILL	WEAPON SKILL	SPEED		
	•		•	3	+	6+	10"		
	8-10:	Dire	ct Hit		A Basilisk	is armed with the	e following		
	11-14:	Dev	astati	ng Hit	Hit weapons - EARTHSHAKER CANNON				
	15+:	Crit	ical Hi	t	& HEAVY				
A LEGION SQUADRO Basilisks STRUCT	ON consists	of on							
EARTHS		HEA\	/Y BOLT	ER					
CANN	ī	D	_	_					
Range	Acc	Rang		-					
	Short 15" - Short 4" +1 Long 30" +1 Long 9" -								
"									
1									
Traits: Barrage, Traits: Small Ordnance Arms									

HEAVY SUPPORT*					20	POINTS each	
LEGION I	MEDUS	A ARTIL	LE	RY TANK	< SQUADF	RON	
SCALE: 1 (MEDIAN	US)	BALLISTIC SKILL			WEAPON SKILL	SPEED	
			3+		6+	10"	
8-10: Dir	ect Hit				rmed with th	e following	
11-14: De	vastating	g Hit		eapons ⁄IEDUSA SIE	GE GUN		
15+: Cri	tical Hit			HEAVY BOL			
A LEGION MEDUSA ARTIL SQUADRON consists of or Medusas STRUCTURE POINTS		`	All Medusas may upgrade to shoot Phosphex shells for 10 points each				
00							
MEDUSA SIEGE HEA	VY BOLTER			X MEDUSA GUN			
Range Acc Rang	ge Acc	Range		Acc			
Short 5" - Short	4" +1	Short	5"	-			
Long 9" +1 Long		. 0	9"	+1			
Dice Strength Dice				Strength			
1 7 1	3	1		3			
Traits: Barrage, Tra Ordnance	aits: Small Arms	l l	its: Barrage, Small Arms, Phospex				

HEAVY	SU	PPO	RT*							20	POINTS each		
	LE	GIO	N W	HIRLV	VIN	ID AR	ΓIL	LER'	/ TA	NK SQUA	DRON		
SCALE:	1 (MED	IANU	JS)		BALLISTIC SKILL				WEAPON SKILL	SPEED		
						;	3+			6+	10"		
	8	-10:	Dire	ct Hit	:						the following		
	11	-14:	Dev	astati	ing	Hit		eapon 'HIRLV		ording to its t	ype:		
	1	15+:	Crit	ical H	it					LAUNCHER			
								СОМЕ					
										HYPERIOS	CLIED		
								- HYPERIOS MISSILE LAUNCHER & COMBI BOLTER					
							u.	COIVIL	51 501	- I LIV			
A LEGION	WH	IIRLWI	ND AR	TILLERY	/ TA	NK							
SQUADRO													
Whirlwing				iyperio	5								
	UKI	L POI	INIO										
00			•										
WHIRL'		-	СОМ	BI BOLT	ΓER			S MIS					
Range	1	к Асс	Rang	e l Ad	~	Range	· ī ·	NCHER Ac					
	12"	-	Short		-	Short	_	T	-				
Long		_	Long	6"	-	Long	12"		_				
Dice	Stre	ength	Dice	Stren	gth	Dice	1	Stren	gth				
1		2	1	2		1	1 5						
Traits: B	Traits: Barrage, Traits: Small					Traits: Anti-Aircraft							
Flame Arms													

HEAVY SUPPO	RT			20	POINTS each
LEG	ION VINDI	CATOR	SIEGE TANK	SQUADR	ON
SCALE: 1 (MED	IANUS)	BALL	ISTIC SKILL	WEAPON SKILL	SPEED
			3+	6+	8"
9-12: 13-15: 16+:	Direct Hit Devastati Critical Hi	ng Hit	Each Vindicate following wea - DEMOLISHED - LASER DESTE	ipons: R SIEGE CANI	-
A LEGION VINDICAT consists of one to the STRUCTURE PO	ree Vindicato				
00					
VINDICATOR SIEGE CANNON Range Acc	LASER DEST ARRA Range				
Short 3" -1 Long 6" - Dice Strength	Short 4" Long 9"	- - ength			
1 7 Traits: Ordnance		6			

HEAVY SUPPORT*		40 POINTS each							
LEGION SPART	AN ASSAULT TA	٩N	k sq	UΑ	NDRC	N			
SCALE: 1 (MEDIANUS)	SCALE: 1 (MEDIANUS) BALLISTIC SKILL							D	
,	3+		5-	+			8"		
9-14: 15: 16+:		follov - TWI	ving N H	weap EAVY	armed voons: BOLTEF	₹	the		
A LEGION SPARTAN ASSAULT TAN consists of one to three Spartans STRUCTURE POINTS	K SQUADRON		TWIN BOL	TER	}	LAS		INON	
000		Shc		4"	_	Rang Short	,	Acc 5" -	
	Lon [ig Dice	9″ Str	- ength	Long Dice		2″ - Strength		
		2 3 4 6 Traits: Small Arms Traits: Anti-Tar				-			
Traits: Assault Vehicle, Attached Transport (5), Heavy									

HEAVY	HEAVY SUPPORT*							20 POINTS each						
LE	GIO	N SI	CARA	١N	VENA	TOR	TAI	NK DI	ESTROYER SC	UADRON				
SCALE:	0 (MIN	IMUS	5)	В	BALLISTIC SKILL			WEAPON SKILL	SPEED				
				-		3+ 6+			6+	12"				
	8-11: Direct Hit							Sicaran	Venator is armed	I with the				
	12	-14:	Dev	ast	tating	Hit		_	weapons:					
	:	15+:	Crit	ica	l Hit				ON BEAM LASER BOLTER	10 points				
										ed with one of the				
						fol	lowing	:						
A LEGION							- 2 x HEAVY BOLTER 10 points							
DESTROY				onsi	sts of o	ne to	- 2	x LASC	CANNON	10 points				
three Sica														
STRUCT	UK	E POI	IN 1 2											
00														
NEUTRO		AM	HEAN	/Y B	OLTER	LASC	INAC	NON						
	SER					_	ı	ı_						
Range	_	Acc	Rang	—-	Acc	Rang	ge 6"	Acc						
	Short 4" - Short 4" +1 Sho							-						
Long	9"		Long			- 0	12"	-						
Dice	Stre	ength	Dice	St	rength	Dice	Str	ength						
2		5	1		3	1	· ·							
Traits: Co	ncu	ssive			Small	Traits:	Ant	i-Tank						
			Arm	15										

HEAVY SUPPO	RT*				20	POINTS each			
LEC	SION SIC	ARA	N BAT	TLE TA	NK SQUADRO	ON			
SCALE: 0 (MINI	IMUS)	Е	BALLISTI	C SKILL	WEAPON SKILL	SPEED			
,	,		3-	+	4+	12"			
8-11:	Direct H	it		A Sicara	n is armed with the	e following			
12-14:	Devasta	ting	Hit	weapon		C CANINION			
15+:	Critical I	Hit			ACCELERATOR AUT Y BOLTER	5 points			
						ted with one of the			
				followin	g:				
A LEGION SICARAN				- 2 x HEAVY BOLTER 10 points					
SQUADRON consists	of one to t	hree		- 2 x LAS	CANNON	10 points			
Sicarans	NTC								
STRUCTURE POI	IN 13								
00									
TWIN	HEAVY BO	LTER	LASC	ANNON					
ACCELERATIR									
AUTOCANNON Range Acc	Range	Acc	Rang	e Acc					
	Short 4"	+1	Short	6" -	-				
	Long 9"	71		12" -					
Dice Strength		- ngth	. 0	1					
6 4		3	1	6	'				
Traits: Rending	nall	_	l Anti-Tanl						
			10111						

HEAVY SUPPO	RT				20	POINTS each			
LEGION S	ICARAN (ОМЕ	GA T	ANK DE	STROYER SQ	JADRON			
SCALE: 0 (MIN	IMUS)	Е	BALLISTI	IC SKILL	WEAPON SKILL	SPEED			
,	,		3-	+	6+	12"			
8-11:	Direct H	lit		A Sicarar	Omega is armed	with the following			
12-14:	Devasta	ting	Hit	weapons	S: A PLASMA ARRAY				
15+:	Critical I	Hit		0	A PLASIVIA ARRAY ' BOLTER	10 points			
						ed with one of the			
				following		ed with one of the			
A LEGION SICARAN	OMEGA TAN	١K		- 2 x HEAVY BOLTER 10 points					
DESTROYER SQUAD	RON consist	s of o	ne to	- 2 x LAS	CANNON	10 points			
two Sicaran Omegas	5								
STRUCTURE POI	NTS								
00									
OMEGA PLASMA	HEAVY BO	LTER	LASC	CANNON					
ARRAY				,					
Range Acc	Range	Acc	Rang	ge Acc					
Short 3" -	Short 4"	+1	Short	6" -					
Long 6" -	Long 9"	-	Long	12" -					
Dice Strength	Dice Stre	ngth	Dice	Strength					
2*/6 5	1	3	1	6					
Traits: Overload*	nall	Traits:	Anti-Tank						

HEAVY	'SU	PPO	RT						20	POINTS each
L	EGI	ON S	ICAR	A١	I PUN	IISHEI	R A	SSAL	ILT TANK SQL	JADRON
SCALE:	0 (MIN	IMUS	5)	Е	BALLISTIC SKILL			WEAPON SKILL	SPEED
							+		6+	12"
8-11: Direct Hit							Α:	Sicaran	Punisher is arme	d with the
	12	-14:	Dev	ast	ating	Hit		_	weapons:	ION
	1	L5+:	Crit	ica	Hit				ER ROTARY CANN BOLTER	10 points
										ed with one of the
						llowing				
A LEGION	I SIC	ARAN	OMEG	A AS	SAULT		- 2	x HEA	VY BOLTER	10 points
TANK SQ			onsists	of o	one to t	:wo	- 2	x LASC	CANNON	10 points
Sicaran P										
STRUCT	ΓURI	E POI	NTS							
00										
PUNI	SHEF	}	HEA\	/Y B	OLTER	LASC	CAN	NON		
ROTARY	CANI	NON		i						
Range		Acc	Rang	e	Acc	Rang	ge	Acc		
Short	4"	-	Short	4"	+1	Short	6"	' -		
Long 9" - Long 9" - Long							12"	-		
Dice	Stre	ength	Dice	Sti	rength	Dice	St	rength		
5		3	1		3	1		6		
Traits:							Ant	i-Tank		
Arms, F		-		Arm	ıs					
(Consu										

HEAVY	'SU	PPO	RT*						20	POINTS each	
	LE	GIO	N SIC	AR	AN A	RCUS	ST	RIKE	TANK SQUAI	DRON	
SCALE:	0 (MIN	IMUS	5)	_	BALLIST	IC SI	KILL	WEAPON SKILL	SPEED	
						3+			6+	12"	
	8	-11:	Dire	ct	Hit				Arcus is armed w	rith the following	
	12-14: Devastatir					Hit		eapons	: RCUS LAUNCHER		
	15+: Critical Hit						10 points				
							An	y Sicar	an can also be fitt	ed with one of the	
	A LEGICAL CIGADAN ADOLIC CEDIVE						fol	lowing			
	A LEGION SICARAN ARCUS STRIKE						- 2 x HEAVY BOLTER 10 poir				
	SQUADRON consists of one to thr							x LASC	CANNON	10 points	
Sicaran A											
STRUCT	UR	E POI	NTS								
00											
TWIN	ARCI	JS	HEAV	ΥB	OLTER	LASC	CANI	NON			
LAUN	ICHE	R						i			
Range		Acc	Rang	—-	Acc	Rang		Acc			
Short	4"		Short	4"	+1	Short	6"	-			
Long	Long 9" - Long 9" -				-	- 0	12"	-			
Dice					ength	Dice	Stı	rength			
2/4*	2/4* 4 1 3			3	1 6						
Tra	Traits: Traits: Small			Small	Traits:	Ant	i-Tank				
	Consuming*, Arms			S							
Anti-A	Anti-Aircraft										

HEAV'	Y SUPPORT	:		20 POINTS each							
	LEGION	KHARYB	DIS AS	SAUL	Т (CLAW S	SQL	JADRON			
SCALE	: 0 (MININ	IUS)				WEAPON SKILL	SPEED				
	9-13	: Direct		5+		5+	18"				
	14-15	: Devast	ating H	it							
	16+	: Critica	l Hit								
consists	N KHARYBDIS A of one to three TURE POINT	e Kharybdis .		A Kharybdis Assault Claw is armed with the following weapon: - HEAT BLAST & 5 x KHARYBDIS ASSAULT							
00	HEAT B	LACT	V LL A D	ABDIC	۸۲۲	LAUNCHER SAULT					
	TILAT D	LAST		AUNC							
	Range	Acc	Rang	е		Acc					
	Short 0"	-	Short	3"		+1					
	Long 0"	-	Long Dice	6"		-					
	Dice	Strength	S	trength							
	1	3		3							
	Traits: Bom	•	:: -								
Traits: Attached Transport (4), Heavy Transport (Dreadnought 1/4, Rapier 1/4), Assault Vehicle, Hover, Aircraft (Bomber), Orbital Drop											
HEA	T BLAST: Wher	n this Squadı	ron is dep	loyed	on t	the table	eacl	n Drop Pod wi	th this		
w	weapon can target an enemy unit within 3". That unit suffers a Strength 3 hit.										

HFAV	HEAVY SUPPORT 35 POINTS each													
112714				=\/I/	ΛТΗΛ	NI SIE	ì.F	DRE/	ADNOL	IGH			<u> </u>	2011
CCALE						BALLISTI			WEAPO			SPE	FD	
SCALE	=: 0 (IVIII	VIIVIU	3)	<u> </u>	3+				3+			4"	
			10-	13:	Dire	ect Hit		Leviathan Siege Dreadnoughts are armed with two LEVIATHAN SIEGE						
			14-	15:	Dev	astatiı'	ng	Hit						_
			1	6+:	Crit	ical Hi	t				•	e switch		זנ
												NG WEAP		
A LEGIO	NIFV	ΊΔΤΗ	IAN SIF	GE D	RFADN	OUGHT	ΤΔΙ	ON				A LANCE	••••	
consists						.,	.0.1	- GRAV	-FLU	X BON	ИBARD			
Dreadno						It is also	o arr	ned w	ith 2 x HI	EAV۱	,			
STRUC	TUR	E PO	DINTS						FLAME	R				
0.0														
0 0						1								
	ATHAN		CYCLO				FLUX	HEAVY FLAMER LEVAITHAN				SIEGE		
	DRM		L	ANC	E	ВО	MB	ARD				Cl	.AW	
	INON	۸۵۵	Dana	.	Acc	Dana	_	٨٠٠	Done		۱۸۵۵	Dange	Ι.	١٠٠
Rang	ge 3"	Acc	Ū	2"	ACC	Rang	e 2"	Acc	Rang Short	ge 2"	Acc	Range	0"	\cc
Short	_		Short	- 1	-	Short	_			2"	-	Short	0.	+2
Long	6"		Long	4"		Long	4"	l	Long	إنا	-	Long	† ا	-
-	Stren	gtn	Dice	+	rength	Dice	5	trength	_	Str	ength		Str	ength
3	3		1	ı	8/4	1		5	1 3		-	1		7
Trai	its: -		Trait	ts: M	lelta	Traits: Blast (3"),			, ,,					
							<u>ua</u>			all A	rms	Co	mba	t
					Tr	aits: Wa	ilke	r, Taloi	า					

Front Side

HEAVY SUPPORT*			25 POINTS each																		
LEGION	I DERI	EDEO D	RE	ADN	OUGH	TΑ	LON														
SCALE: 0 (MINIMUS))	BALLISTI	C Sł	KILL	WEAPO	N Sk	(ILL	SPE	ED												
		3-		3.	+		4	"													
9-1:	1: Di	irect Hit					ughts ar	e ar	med												
12-13	3: D	evastati	ng	Hit			the fo	llowing													
15-		itical Hi	_		weapor																
		rerear rii					/ILUS A	AUTOCAI	NNO	N											
A LECION DEDECTO DE LA	NOUGU	T T A L O A L			BATTER		LEIDE I	PLASMA													
A LEGION DEREDEO DREAD			con	SISTS	CANNO	– –		PLASIVIA													
of one to three Deredeo Dr	eadnou	gnts					_	VY LASCA	\ NI NI	ΟN											
STRUCTURE POINTS					BATTER		JILA	VI LASCA	~IVIV	OIV											
00					- VOLKITE FALCONET BATTERY																
						. – .		ith two F													
					BOLTER	R and	d may	be equip	ped												
		with an AIOLOS MISSILE																			
		LAUNCHER or BOREAS A					REAS AIR														
				DEFECNCE MISSILES for 5 points				its													
TWIN ANVILUS TWIN F	IELLFIRE	ARACH	INU	S HEAV	Y HEAV	Y BC	OLTER	AIOLOS	S MI	SSILE											
	SMA	LAS	CAN	NON				LAUI	NCH	ER											
	ONADE			ERY			i														
Range Acc Range	Acc	Rang		Acc	Rang		Acc	Range	<u>. </u>	Acc											
J 5.10.12	4" -	Short	6"	-	Short	4"	+1	Short	7"	-											
Long 12" - Long 9	9" -	Long	12"	-	Long	9"	-	Long	15"	-											
Dice Strength Dice	Strengt	h Dice	S	trength	Dice	Str	ength	Dice	Str	ength											
4 4 2	8	8 1 8		1 3		3	1 3		3												
Traits: - Traits: 0	Overload	oad Traits: Anti-Tank			ank Traits: Small Traits: -		-														
		Arms																			
Traits: Wa	alker, Ta	lon, Anti-	Airc	raft (ga	ains Heav	y if	used)			Traits: Walker, Talon, Anti-Aircraft (gains Heavy if used)											

Rear Side

HEAVY SUPPORT*		25	POINTS each			
LEGION DER	EDEO DREADNO	OUGH TALON	N .			
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED			
	3+	3+	4"			
-	Direct Hit Devastating Hit	Deredeo Dreadnoughts are armed with one of the following				
14+: C	Critical Hit	weapons: - TWIN ANVILUS AUTOCANNON BATTERY				
A LEGION DEREDEO DREADNOUGH of one to three Deredeo Dreadnou STRUCTURE POINTS O O		BATTERY - VOLKITE FALCO It is also armed BOLTER and ma with an AIOLOS LAUNCHER or B	EAVY LASCANNON ONET BATTERY with two HEAVY by be equipped MISSILE			
VOLKITE BOREAS AIR FACONET DEFENCE MISSIL BATTERY Range Acc Range Acc	LES					
Short 3" - Short 6" -	-					
Long 7" - Long 12" -						
Dice Strength Dice Streng	th					
3 4 2 5						
Traits: Traits: Limited (Deflagrate	(1) alon, Anti-Aircraft (ga					

HEAVY	SUPPO	RT*				15	POINTS each			
	LEG	SION W	/HIRL	WIND	SCORPI	US SQUADRO	ON			
SCALE:	0 (MIN	IMUS)		BALLIST	IC SKILL	WEAPON SKILL	SPEED			
				3+ 6+			10"			
	8-10: Direct Hit				A Whirlwind Scorpius is armed with the following weapons: - SCORPIUS MULTI-LAUNCHER					
	11-14: Devastatin									
	15+:	Critica	al Hit		& COMBI		5 points			
SQUADRO Whirlwine	I WHIRLWI ON consists d Scorpius TURE POI	s of one to		2						
SCORPIU:		COMBI	BOLTE	R						
LAUN	1									
Range	Acc	Range	Acc							
Short	Short 6" - Short 3" -									
Long	_ `									
Dice				h						
2	- " - -									
	Traits: Barrage, Traits: Small									
Hea	Heavy Arms									

HEAVY SUPPO	ORT*							25 I	POINTS	Seach
LEGI	ION MAL	CADC	OR ASS	Αl	JLT T	ANK S	QU	ADR	ON	
SCALE: 1 (ME	DIANUS)	Е	BALLISTIC	C Sk	(ILL	WEAPO	N Sł	(ILL	SPE	ED
			3+			5-	+		10)"
	9-12:	Dire	ect Hit		Malcadors are armed with the					
	13-15:	Dev	astatir	ng I	Hit	following weapons according to their type:				
	16+:	Crit	ical Hit			then ty	ρe.			
consists of one to the BATTLE SPEED: The Battlecannon or Two orders.	STRUCTURE POINTS								LE TANK TER HILATOR DN EGGE CAN	
BATTLE CANNON	TWIN LASCA	NNON	LASC	AN	INON	HEAV	Y BC	OLTER	_	LISHER
Range Acc	Range	Acc	Range	9	Acc	Rang	e	Acc		Acc
Short 8" +1 5	Short 6"	-	Short	6"	-	Short	4"	+1	Short	3" -1
Long 24" - I	Long 12"	-	Long :	12"	-	Long	9"	-	Long	6" -
Dice Strength					th Dice Strength		Str	ength	Dice	Strength
1 5				1 6		1 3		-	1	7
Traits: Traits: Anti-Tank Ordnance			nk Traits: Anti-Tank Tra				ank Traits: Small Traits: Ordnance Arms			Ordnance

HEAVY	HEAVY SUPPORT									10 POINTS each							
			L	EGI	ON A	ARQUI	TC	R BC	MBAR	DMBARD							
SCALE:	0 (N	1INI	MUS	5)	Е	BALLISTI	C Sk	(ILL	WEAPO	N Sł	KILL	SF	PEED				
	,					3+	١		4-	ŀ			4"				
			8-1	0:	Dire	ect Hit		An Arquitor Bombard is armed									
			11-1	4:	Dev	evastating Hit			with on		the fo	llowing	3				
			15	+:	Crit	ical Hit		weapon	ıs.								
A LEGION	I ARQL	JITO	R BOM	BARI	SQU.	ADRON	con	sists	- MORB	US	HEAVY		10 points				
of one to	three	Arqu	itor Bo	mba	ırds				вомва	RD							
STRUCT	URE	POI	NTS						- GRAVI		N-CHAF	RGE	10 points				
0.0									CANNO			_	40				
									- SPICULA ROCKET 10 points SYSTEM								
			An Argu		r Bomb	ard											
									is also a								
									of the following								
									weapon	ıs	_						
									- 2 x HE	AVY	BOLTI		5 points				
									- 2 x AU	_			5 points				
HEAVY	BOLTE	R	AUOT	OCAI	NON	MORBU							LA ROCKET				
						BON	ЛВΑ	RD	CHARGE	CA	NNON	S	YSTEM				
Range	Α	сс	Range	e	Acc	Rang	e	Acc	Range	•	Acc	Range	Acc				
Short 4" +1 Short 6"						Short	3"	-	Short	3"	-	Short	3" -				
Long 9" - Long 12"						Long	6"	+1	Long	6"	+1	Long	6" +1				
Dice	Dice Strength Dice Streng					Dice	Str	ength	Dice	Str	ength	Dice	Strength				
5	5 3 1 4				4	1		7	1		3	3	4				
Traits: Sn	Traits: Small Arms Traits: -			-	Traits: Barrage,				rage,	Traits	s: Barrage,						
					Ordnance		Ordnance,		•	Ordna	nce, Rapid						
								Concussive									

Space Marine Legions Rules and Unique Squads

Each Legion rule set used gives your opponent +2 Stratagem points.

I Legiones Astartes (Dark Angels)

Legion special rules:

- * Mastery of the Blade: Dark Angels Infantry never modify their Weapons Skill worse than 3+.
- * Scions of the Hexagrammaton: Praetors, Legates, Consuls and Centurions may select options from both the Scion of the Hexagrammaton or Scion of the Hekatonystika section.
- * Inviolate and Alone: Dark Angels units never benefit from any Command test bonus which doesn't come from a Dark Angels unit or model.

Scions of the Hexagrammaton:

Any Praetor, Legate, Consul and Centurion may be a Scion of the Hexagrammaton and may select one option from the following list for +10 points. Each Commander can only select one option but if several Commanders with different Scions of the Hexagrammaton options are in the same Company the Company benefits from all effects.

- * Scion of the Stormwing: All Squads and Squadrons in the Company make Reaction Fire with a Ballistic Skill of 5+
- * Scion of the Deathwing: Every Squad in the Company which makes a Targeted Attack at an enemy Commander's Squad may re-roll misses.
- * Scion of the Dreadwing: All Squads in the Company add +1" to their Speed
- * Scion of the Ironwing: The first Direct Hit on a Vehicle Squadron in this Company may be ignored each round.
- * Scion of the Firewing: Any hit distributed to an enemy Commander may re-roll Armour rolls of 1.
- * Scion of the Ravenwing: Every Squad and Squadron in this Company adds +1" to their Speed if they act under Full Stride orders.

Scions of the Hekatonystika:

Any Praetor, Legate, Consul and Centurion may be a Scion of the Hekatonystika and may select one option from the following list for +5 points.

- * Augurs of Weakness: Add +1 Strength to an attack of this Commander's Squad if targeting a Vehicle Squadron.
- * *Icons of Resolve*: Add +1 Dice to a weapon with the Close Combat trait of this Commander if his Company is the target of an Assault.
- * Guardians of Sanctity: Psychic Powers can't affect this Commander's Squad.
- * Slayers of Kings: Re-roll any Hit rolls of 1 of a weapon with the Close Combat trait of this Commander if he makes a Targeted Attack against an enemy Commander's Squad.
- * Hunters of Beasts: Re-roll any Armour rolls that resulted in a Glancing Hit from an attack of this Commander if he targets a Squad with Armour 9+.
- * Reapers of Hosts: Add +1 Dice to a weapon with the Close Combat trait of this Commander's Squad if it is in base contact to two or more enemy models.
- * Breakers of Witches: Re-roll any Hit and Armour rolls during an Assault if the Commander makes a Targeted Attack against a Squad with the Psyker or Daemon trait.

Legion Specific Wargear:

The Weapons of Old Night

Any Squad or Squadron which can be equipped with a Plasmagun may replace them for a Plasma Repeater or a Plasma Burner.

Any Squad or Squadron which can be equipped with Plasmaguns may replace them for Plasma Repeaters or Plasma Burners.

Plasma Repeater

	Rar	nge	Accuracy		Accuracy		Dice	Strength	Traits
ſ	S	L	S	L					
ĺ	1"	3"	+1	-	2	3	Overcharge, Rapid		

Plasma Burner

Rar	nge	Accuracy		Dice	Strength	Traits
S	L	S	L			
1"	3"	-	-	1	3	Flame, Small Arms

Plasma Repeaters

Rar	nge	Accuracy		Dice	Strength	Traits
S	L	S	L			
1"	3"	+1	-	10	3	Overcharge, Rapid

Plasma Burners

Rar	nge	Accuracy		Dice	Strength	Traits
S	L	S	L			
1"	3"	-	-	5	3	Flame, Small Arms

Dark Angels Unique Battalion Tactics:

The Eskaton Imperative

Effects

- * *Dread Legion:* One or both mandatory Companies in this Battalion may be Legion Destroyer Companies
- * Marshal of the Eskaton: Enemy Units within 6" of a Scion of the Dreadwing have their Command values reduced by -1.
- * Masters of the Blackened Earth: All open ground areas of the battlefield between the Deployment Zones count as Difficult Terrain for every Unit. Select three Terrain features. Those count as Dangerous Terrain for every Unit.
- * Salt the Earth and Burn the Sky: Destroyer Squads and Veteran Tactical Squads may exchange their Rad Missile Launcher/ Suspended Missile Launcher for a Plasma Incinerator and Heavy Support Squads may be equipped with Plasma Incinerators for +5 points per base.

Plasma Incinerator

	Range		Accuracy		Dice	Strength	Traits
I	S	L	S	L			
ſ	2"	5"	-	-	1	3	Flame, Small Arms

Plasma Incinerators

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
2"	5"	-	-	5	3	Flame, Small Arms

Limitations

- * The Battalion has to include at least one Legion Destroyer Company.
- * All Legion Destroyer Companies selected as mandatory Company in this Battalion must include a Scion of the Dreadwing.
- * If the opponent has units in his deployment zone at the end of the game which aren't Shaken then the opponent gains +1 Victory point. He gains +3 Victory points if this Units are Companies.
- * All Infantry Squads have to be deployed with Transports.
- * This Battalion doesn't count when determining the maximum number of non-Dark Angels Support Units

The Serpent's Bane

Effects

- * Strike Force: Squads in Legion Assault Companies in this Battalion selected as mandatory Companies may be upgraded to Legion Seeker Squads for free or Firewing Enigmatus Cadre Squads for 5 points per base.
- * Priority Target Kill List: At the start of the game declare three Units, Squads or Squadrons which are either Titans, Knight Banners or Squads with a Praetor, Consul or Centurion or a Command Tank as well as Squads from the HQ or ELITES Company Assets category. Against these all Companies of this Battalion gain +1 on their Armour rolls.
- * *Marshal of the Every-burning Flame:* Squads within a Company including a Scion of the Firewing gain +1 attack dice if they attack a Priority Target in base contact.
- * Forward Deployment Protocol: Up to three Companies with a Scion of the Firewing may gain the Infiltrator trait.

Limitations

- * This Battalion has to include at least one Legion Assault Company.
- * All Legion Assault Companies selected as mandatory Companies must include a Scion of the Firewing.
- * The Praetor has to be a Scion of the Firewing or be Lion El'Jonson.
- * An army with a Battalion with this Battalion Tactic which to destroys all Priority Targets gains 10 Victory points. If at least one Priority Target survives the game the Dark Angels opponent gains 10 Victory points.
- * This Battalion doesn't count when determining the maximum number of non-Dark Angels Support Units.

The Steel Fist

Effects

- * *Iron Brethren:* One or both mandatory Companies in the Battalion may be Legion Predator Strike Companies.
- * Marshal of the Steel Fist: Any Vehicle in this Battalion with the Transport trait which transports a Scion of the Ironwing may ignore the first Direct Hit assigned to it.
- * Armoured Assault: Any Squad of a Company in this Battalion with a Scion of the Ironwing which don't has the Bulky, Jump Pack or Bike trait may select a Land Raider Proteus or Land Raider Phobos as dedicated Transport if it only consists of one or two bases.

* Aegis of Iron: Companies in this Battalion with a Scion of the Ironwing may re-roll failed Shaken tests if the majority of models in such a Company are Vehicles.

Limitations

- * All Infantry Squads in this Battalion have to be transported in Vehicles (not Aircraft).
- * In the entire Battalion you may only include a single Company Asset card each with the following traits: Bike, Jetbike, Aircraft.
- * At least half the Companies in this Battalion have to be Vehicle Companies.
- * This Battalion doesn't count when determining the maximum number of non-Dark Angels Support Units.

The Storm of War

Effects

- * Master of the Storm of War: Any Legion Line or Legion Assault Company in this Battalion selected as mandatory Companies may add a Centurion to each Legion Tactical and Legion Assault Squad of four bases for 10 points each. A Squad with a Centurion can't contain a Consul.
- * The Gathering Stormclouds: A Battalion using this Battalion Tactic may select up to two additional Legion Line, Legion Assault or Legion Breaker Siege Companies.
- * Marshal of the Storm: Once per turn choose one effect for a Company. Each Squad with a Praetor or Centurion which are a Scion of the Stormwing may use this effect:
- Hold the Line: Declare at the start of the Movement phase. The Squad may not move this turn. Enemy attack suffers an additional -1 on the to Hit roll.
- Volley Fire: Declare at the start of the Combat phase. The Fury of the Legion rule may be used even if the Squad moved (but can't be used if it moved using the Transport trait or acted under Full Stride orders).
- Full Assault: Declare at the start of the Movement phase. The Squad gains +1 dice on attacks if they have an enemy model in base contact.

Limitation

- * All Centurions and Consuls of the compulsory Companies in this Battalion must be Scions of the Stormwing.
- * No Squad in the mandatory Companies may take a Dedicated Transport.
- * The Battalion must include more Legion Line and Legion Assault Companies combined than other Companies.
- * The Praetor has to be a Scion of the Stormwing or be Lion El'Jonson.
- * This Battalion doesn't count when determining the maximum number of non-Dark Angels Support Units.

The Unbroken Vow

Effects

- * The Hammer of Caliban: One or both mandatory Companies in this Battalion may be Legion Veteran Companies.
- * Marshal of the Unbroken Vow: Scions of the Deathwing get +1 dice (or attack if it hits automatically) on any weapon with the Close Combat trait if the Scion is within 6" of an Objective.

* Death is not the End: Any Company with a Scion of the Deathwing which has one or more Squads within 6" of an Objective may ignore the first hit.

Limitations

- * This Battalion has to include at least one Legion Veteran Company.
- * All Legion Veteran Companies selected as mandatory Companies in this Battalion must include a Scion of the Deathwing.
- * After Deployment the Dark Angels player places an additional Objective at the center of the table. At the end of the game the Dark Angels player gains +5 Victory points if he has a Company with a Scion of the Deathwing within 6" of this Objective. If he doesn't his opponent gains +1 Victory point and +5 Victory points if he has a Unit within 6" of this Objective.
- * The Praetor has to be a Scion of the Deathwing or be Lion El'Jonson.
- * This Battalion doesn't count when determining the maximum number of non-Dark Angels Support Units.

The Seeker's Arrow

Effects

- * *The Eyes of Caliban:* One or both mandatory Companies may be Legion Sky Hunter Companies or Legion Outrider Companies.
- * Marshal of the Seeker's Arrow: Companies with a Scion of the Ravenwing may use the Hit&Run rule (see Legion Assault Company) for +20points.
- * The Arrow Knows the Path: A Company with a Scion of the Ravenwing of this Battalion gets to use the Outflank Stratagem for free.
- * *Graceful, Unerring and Deadly:* All Squads of a Company with a Scion of the Ravenwing may add +2" their Speed on Full Stride and Charge orders.

Limitations

- * The Battalion may not include any Squadrons if they don't have the Bike, Jetbike, Skimmer or Aircraft trait
- * Only one Company in this Battalion may select Company Asset cards from the Heavy Support category.
- * All Legion Sky Hunter Companies and Legion Outrider Companies selected as mandatory Companies in this Battalion must include a Scion of the Ravenwing
- * This Battalion doesn't count when determining the maximum number of non-Dark Angels Support Units.

Dark Angels Unique Squads:

Deathwing Companion Detachment Command Squad

UPGRADE		20 POINTS per base				
DEATHWING CO	OMPAI	MENT COMMAND SQUAD				
SCALE: 0 (MINIM	JS)	BALLISTIC SKILL	WEAPON SKILL	SPEED		
7-9:	Direct	3+	2+	4"		
10-13:	Devas	stating Hit				
14+:	Critica	al Hit				
A DEATHWING COMPAN COMMAND SQUAD con: Deathwing Companion I DEDICATED TRANSPORT Proteus	sists of or pases.	Deathwing Companion bases are armed with the following weapons: - CALIBANITE WARBLADE & PLASMA PISTOLS				
CALIBANIT WARBLADE & P PISTOLS Range Short 1" Long 3" Dice St	_					
Traits: Overch Close Comb	0 /					
1	Tra	aits: Scions of the Dea	athwing			

Deathwing Terminator Companion Command Squad

UPGRADE		30 PO	INTS per base		
DEATHWING TERMIN	NATOR COMPAN	ION COMMAND SQUAD			
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED		
, ,	3+	2+	4"		
8-11:	Direct Hit	_	panion bases are		
12-14:	Devastating Hit	armed with the	following		
15+:	Critical Hit	weapons: - COMBI BOLTE	RS		
A DEATHWING COMPANION DE	TACHMENT	& POWER WEA	-		
COMMAND SQUAD consists of c	one to two				
Deathwing Companion bases.					
CATAPHRACTII: An Armour roll of	•				
Direct Hit on Terminators if the	Strength of the				
attack is at least 8.					
DEDICATED TRANSPORT: Land F	` '				
if one base), Spartan Assault Tar					
COMBI POWER WEAR	PONS				
BOLTERS					
. 8	Acc				
Short 3" +1 Short 2"	+2				
Long 6" - Long -	-				
Dice Strength Dice Strength	ngth				
6 2 2 5	5				
Traits: Small Traits: Clos	se				
Arms Combat					
Traits	: Scions of the Deathw	ring, Bulky			

Deathwing Companion Detachment Assault Command Squad

UPGRADE		25 POINTS per base								
DEATHWING CO	MPAN	IION DETACHM	ENT ASSAULT COMMAND							
SQUAD										
SCALE: 0 (MINIMU	JS)	BALLISTIC SKILL	WEAPON SKILL	SPEED						
7-9:	Direct	t Hit	3+	2+	10"					
10-13:	Devas	stating Hit								
14+:	Critica	al Hit								
A DEATHWING COMPAN			Deathwing Companion bases are							
COMMAND SQUAD cons		ne to two	armed with the following weapons:							
Deathwing Companion b	ases.		- CALIBANITE WARBLADE & PLASMA PISTOLS							
CALIBANITE	Ē		I LASIVIA I IS	TOLS						
WARBLADE & PL	ASMA									
PISTOLS										
Range	Acc									
Short 1"	+2									
Long 3"	+1									
	rength									
3	4									
Traits: Overcha	0 ,									
Close Comb		ions of the Deathwin	- I DI							

Inner Circle Knights Cenobium

ELITES		30 PO	INTS per base				
	CLE KNIGHTS CEN		•				
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED				
	3+	2+	4"				
8-11:	Direct Hit		s bases are armed				
12-14:	Devastating Hit	with the followi	0 .				
15+:	Critical Hit	- PLASMA_CAST & POWER WEA					
An INNER CIRCLE KNIGHTS CEN							
consists of one to two Order Ce							
CATAPHRACTII: An Armour roll	•						
Direct Hit on Terminators if the attack is at least 8.	Strength of the						
ORDER EXEMPLARS: This Squad	I may choose one						
option from the Scions of the H	•						
DEDICATED TRANSPORT: Land I	,						
Land Raider Phobos (only if one							
Assault Tank	, ,						
PLASMA- POWER WEA	PONS						
CASTERS							
Range Acc Range	Acc						
Short 1" +1 Short 0"	+2						
Long 3" +1 Long -	-						
Dice Strength Dice Stre	ength						
5 3 2	5						
Traits: Flame, Traits: Clo	ose						
Small Arms Comba	t						
Traits: Bulky, Stubborn							

Firewing Enigmatus Cabal

FAST ATTACK		20 POINTS per base							
FIREWING ENIGMATUS CABAL SQUAD									
SCALE: 0 (MININ	IUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED					
		J22	022						
7-11	Direct	Hit	3+	2+	10"				
12-14	: Devast	tating Hit							
15+	: Critica	l Hit							
A FIREWING ENIGMAT	US CABAL SO	QUAD consists of	Enigmatii bases are armed with the						
one Enigmatii base. ENIGMATUS PATTERNJ	IIMD DACKS	S: If targeting this	following weapons: - CALIBANITE CHARGE-BLADES						
Squad if it acts on Char		0 0	& NEEDLE PISTOLS						
receive a -1 penalty to	the to Hit ro	oll.							
CALIBANITE	CHARGE								
BLADES &									
PISTO									
Range Short 1"	+2	1							
Long 3"	+1								
Dice	Strength								
5	4								
Traits: Sma	,								
Close Co		al a tafili a tana Gai							
Trai	ts: Jump Pa	cks, Infiltrators, Sci	ons of the Fire	ewing					

Dreadwing Interemptors

You may exchange any Legion Destroyer Squad for Dreadwing Interemptor Squad for +5 points per base.

ELITES	25 POINTS per base							
DI	READWIN	1P	TORS S	QU	AD			
SCALE: 0 (MINIM	BALLIST SKILL	IC	WEAPON SKILL	SPEED				
7-9	Direct	Hit			3+		3+	4"
10-13	: Devast	tating F	lit					
14+	: Critica	l Hit						
A DREADWING INTERE	Interemptors bases are armed with							
one to three Interempt					the following weapons:			
DEDICATED TRANSPOR	T: Land Raid	der Prote	us (onl	У	- PLASMA BURNERS			
if one or two bases)					& PLASMA INCINERATOR			
PLASMA B	URNERS	PLASN	1A INC	INE	ERATOR			
Range	Acc	Ran	ge		Acc			
Short 1"	-	Short	2"		-			
Long 3"	-	Long	5"		-			
Dice	Strength	Dic	e	S	trength			
5	3	1		3				
Traits: Sma	Traits: Small Arms, Traits: Smal							
Flam	ie							
	Traits: Sci	ons of the	e Dread	iwb	ng, Stubbo	orn		

Ironwing Excindio Class Battle-Automata

HEAV	HEAVY SUPPORT*											25	POINT	Se	ach
IRONWING EXCINDIO CLASS BATTLE-AUTOMATA SQUADRON															
SCAL	F: 0 (MII	NIMUS	5)	В	ALLISTI	2 5	SKILL	١	NEAPO	N SI	(ILL	SPE	ED	
	(,		2+				2+			4	"	
7-9: Di					Dire	ct Hit							ed with t		
			10-1	. 3:	Dev	astatir	ng	Hit		•			e followin	_	
			15	5+:	Criti	ical Hit	:						CC-WEA STER LAI		-
													ON SHRE		—
A IRON	WING	EXC	NDIO CL	.ASS	BATTLE	-AUTO	VI/	ΑΤΑ					LSE CANI		
			s of one	to t	hree Ex	cindios			-	- GRAVI	IOT	N FLUX	PROJEC	ΓOR	
STRU	CTUR	E PO	DINTS												
0															
PHO	SPHEX		NERVE I	NDI	JCTION	ATOMA	N	TIC PUI	SE	SE GRAVITON FLUX DREADNOUGHT					
	IISTER		SHR	EDI	DER	CANNON				PROJECTOR CC-WEAPON			ON		
	NCHER		D	. 1	۸	Da	_	۱ ۸-		Danie		۱ ۸	Danas	1	۸
Rang Short	ge 3"	Acc	Ŭ	3"	Acc	Rang		Acc	_	Rang	ge 1"	Acc	Range Short	0"	Acc
Long	3 5"		Short Long	3 6"		Short Long	_	- ;" -		Short Long	1 3"	-	Long	U	+2
Dice	Stren		Dice	. 1	- rength	Dice		'	h	Dice		ength	_	 Str	- ength
1	3	guii	3	30	4	1		5		1	311	3	1	30	6
_	د S: Smal:	ı		l Sma	•	_	l Co	-	ve	Traits	l s: Fl		Traits	l s: Cl	-
	Traits: Small Arms Traits: Concussi Arms, Phosphex							Concussive Combat							
	·					Traits:	W	alker/							

III Legiones Astartes (Emperor's Children)

Legion special rules:

- * Exemplars of War: Emperor's Children Infantry Companies add 1" to their Speed if they act under Full Stride Orders or performing a Sweeping Advance.
- * Flawless Execution: Emperor's Children Infantry Squads attack first during an Assault if they act under Charge orders and are the Attacker.
- * *Martial Pride:* Emperor's Children Commanders always have to perform Targeted Attacks against enemy Commanders during an Assault. If they are killed during an Assault they count as two bases lost instead of one.

Legion Specific Wargear:

Sonic Shriekers

Enemy Infantry Squads in base contact to an Infantry base with Sonic Shriekers suffer a -1 to Hit penalty on their Weapon Skill.

Praetors, Legats, Centurions and Consuls may be equipped with Sonic Shriekers for free.

Emperor's Children Unique Battalion Tactics:

The Maru Skara

Effects

- * The Open Blade: During the first round all Companies in this Battalion gain +1" Speed if they act under Charge or Full Stride orders.
- * The Hidden Blade: Select one to three Companies from this Battalion which has to be Legion Veteran, Legion Sky Hunter or Legion Outrider Companies. All these Companies gain a free Outflank Stratagem.

Limitations

- * This Battalion doesn't count when determining the number of Support Units if those are Legion Heavy Companies, Legion Super-Heavy Companies or Legion Heavy Assault Transport Companies.
- * One Company within this Battalion has to take a Legion Champion Consul.
- * This Battalion doesn't count when determining the number of Legion Support Units if those aren't from the Emperor's Children Legion.
- * You have to use the Decapitating Strike Stratagem for free. But if you don't fulfill this Tertiary Objective your opponent counts as fulfilling it.

3rd Company Elite

Effects

- * Chosen of Vairosean: Every Legion Veteran Squad may be exchanged for a Kakophoni Squad for free. All Kakophoni Squads lose the Heavy trait from their weapons.
- * Sonic Assault: All Infantry Squads within this Battalion which aren't Terminators (or variants of Terminators) gain Sonic Shriekers for free.

Limitations

* This Battalion Tactic may only be used by Traitors.

* This Battalion doesn't count when determining the number of Legion Support Units if those aren't from the Emperor's Children Legion.

Emperor's Children Unique Squads:

Phoenix Terminator Squad

Any Legion Terminator Squad may be upgraded to a Phoenix Terminator Squad for free.

ELITES	25 POINTS per base							
PHOE	R SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED				
		3+	2+	4"				
8-11:		rect Hit	Phoenix Terminator bases are armed with the following					
12-14:		vastating Hit	weapons:	Tollowing				
15+:		itical Hit	- PHOENIX POW	ER SPEARS				
A PHOENIX SQUAD consists of of Terminator bases.	ne t	o two Phoenix	- SONIC SHRIEKI	ERS				
CATAPHRACTII: An Armour roll of	of 1 (can only inflict a						
Direct Hit on Terminators if the		•						
attack is at least 8.								
SUDDEN STRIKE: Phoenix Termir								
an Assault are resolved before e LIVING ICON: A Company with P								
wins an Assault if it would other								
DEDICATED TRANSPORT: Land R								
Land Raider Phobos (only if one	base	e) or Spartan						
Assault Tank		1						
PHOENIX PO		3						
	Acc							
Short 0"	+2	-						
Long -	_							
Dice Stre	ngth	n						
5 3	3							
Traits: Clos	Traits: Close							
Combat								
Traits: Bulky, Stubborn								

Palatine Blade Squad

Any Palatine Blade Squad may be equipped with the Jump Pack trait for 5 points per base.

ELITES	5				20 POINTS per base						
	PALATINE BLADES SQUAD										
SCALE	:: 0 (MII	NIM	US)	BALLISTIC SKILL	WEAPON SKILL	SPEED					
		7-9:	Direct	Hit	3+	2+	4"				
	10	0-13:	Devast	tating Hit			(10"				
		14+:	Critica	l Hit			with				
							Jump				
							Packs)				
A PALAT	INE BLAD	ES SC	UAD consis	ts of one to two	Palatine Wa	rriors bases a	re armed				
	ne Warrior				with the following weapons:						
			. ,	with this Squad	- BOLT PISTOLS & CHARNABAL						
	-			move this Squad	SABERS						
	ards the a	attack	er before th	ie attacker	- SONIC SHRIEKERS						
moves.	TED TRAN:	SDOR	T· Rhino								
DEDICA			OLS &								
			L SABERS								
	Range	e	Acc								
	Short	1"	+2								
	Long	3"	+1								
	Dice		Strength								
	5 3										
	Traits	: Sma	II Arms,								
	Clo	se Co	mbat								
			Tra	its: Jump Packs (op	tional)						

The Kakaphoni of the Emperor's Children

ELITES			20 POINTS per base								
	KAKOPHONI SQUAD										
SCALE: 0 (MINIM	US)	BALLISTIC SKILL	WEAPON SKILL	SPEED							
7-9:	Direct	Hit	3+	3+	4"						
10-13:	Devast	tating Hit			(10"						
14+:	Critica	l Hit			with						
					Jump						
					Packs)						
A KAKOPHONI SQUAD of bases. COUNTER ATTACK: If the is the target of an Assau first towards the attack moves. DEDICATED TRANSPORT	e Company Ilt/Charge, er before th	with this Squad move this Squad	Chora bases following w - THE CACO - SONIC SHF	PHONY	ith the						
THE CACOF											
Range Short 4" Long 9" Dice 5 Traits: He Overload, De											
515500, 50	. 6	Traits: Stubborr	1								

IV Legiones Astartes (Iron Warriors)

Legion special rules:

- * Wrack & Ruin: Iron Warriors Companies automatically pass Command tests to see if the Company becomes Shaken if this test was caused by a shooting attack (an attack without the Melee or Close Combat trait). All Close Combat attacks and Melta Bombs roll a D10 for the Armour roll if the target is a building.
- * The Bitter End: In games with a random amount of turns the Iron Warriors player always can chose to play all full six turns instead to roll at the end of the turn if the game continues.

Legion Specific Wargear:

Shrapnel Bolts

Any Heavy Bolter, Twin Heavy Bolter and Quad Heavy Bolter may be upgraded with Shrapnel Bolts for free. Those weapons only have Strength 2 but any destroyed Squad causes a Command test to see if the Company becomes Shaken.

Iron Warriors Unique Battalion Tactics:

The Hammer of Olympia

Effects

- * Hail of Fire: Infantry Squads may attack with weapons with the Small Arms trait before they move if they act on Charge orders. The target of the Charge must be the Unit they attacked. This can't be combined with the Fury of the Legions rule.
- * Sheathed in Steel: Once per game every Company in this Battalion may ignore the first hit which would have been affected a Vehicle Squadron.
- * Siege Engineer: This Battalion enables to take three Support Units instead of two.

Limitations

- * This Battalion has to take a Warsmith or a Siege Breaker Consul.
- * In this Battalion the total amount of Company Asset cards from the Heavy Support category has to be higher than cards from the Fast Attack category.
- * The Battalion has to take three mandatory Companies.
- * This Battalion doesn't count when determining the number of Legion Support Units if those aren't from the Iron Warriors Legion.

The Ironfire

Effects

- * Rolling Bombardment: Blast templates only deviate D6" instead of D10" if the target is within 6" of a friendly Iron Warriors Company. Leave a counter where the center of the Blast template was. Any attack with the Blast trait may automatically hit if the target is within 6" of this 'Ironfire counter' and a friendly Iron Warriors Company. If a Combat phase without new Ironfire counters passes all counters are removed.
- * Ride the Ironfire: Iron Warriors Companies within 6" of an Ironfire counter can't become Shaken.

Limitations

- * In missions where one side is the attacker and one side is the defender the side using this Battalion Tactic has to be the attacker.
- * This Battalion doesn't count when determining the number of Legion Support Units if those aren't from the Iron Warriors Legion.

Iron Warriors Unique Squads:

Warsmith

You may replace a Praetor for a Warsmith for 5 points. If he is killed the opponent gains 1 Victory point.

SPECIAL			30 POINTS			
		WARSMITH				
SCALE: 0 (MINIMU	IS)	BALLISTIC SKILL	WEAPON SKILL	SPEED		
7-9:	Direct	Hit	3+	3+	n/a	
10-13:	Devast	ating Hit			•	
14+:	Critica	l Hit				
A WARSMITH may be up Command Squad. WARGEAR: May not be a Bike, Jetbike or Bulky trai SHATTER DEFENCES: A To opponents Deployment 2 hit modifier by 1.	dded to a it. errain feat	A Praetor without Command Squad is armed with the following weapons: - VOLKITE SERPENTA & SERVO-ARM				
VOLKITE SERI						
& SERVO-A	RM					
Range	Acc					
Short 1"	+2					
Long 2"	+1					
Dice :	Strength					
1	4					
Traits: Small	-					
Deflagrate, Comba						
Traits: Support Off		without Command	I Sauad) Stub	horn Battlesr	nith	

Tyrant Siege Terminator Squad

HEAVY SUPPORT					25 PO	INTS per base				
TYRANT SIEGE TERMINATOR SQUAD										
SCALE: 0 (MINIMUS)	В	BALLISTIC SKILL			WEAPON SKILL	SPEED				
, ,		3-	+		3+	4"				
8-11:	Dire	ct Hit			Tyrant Termina					
12-14:	Dev	astati	ng l	Hit	armed with the	following				
15+:	Crit	ical Hi	t		weapons: - COMBI BOLTE	RS				
A TYRANT SIEGE TERMINATOR S	QUA) consis	ts o	f	& POWER WEA					
one to two Tyrant Terminator b	ases.				& CYCLONE MIS	SSILE LAUNCHERS				
CATAPHRACTII: An Armour roll of		,		ct a						
Direct Hit on Terminators if the	Stren	gth of t	he							
attack is at least 8.										
WRECKER: Roll a D10 for the Ari	nour	roll if th	ie ta	arget						
is a building.										
DEDICATED TRANSPORT: Land F			•							
Raider Phobos (only if one base)	, or S	partan .	Assa	ault						
Tank										
COMBI POWER WEA	PONS			MISSIL	E					
BOLTERS				HERS						
. 0	Acc	Rang		Acc						
Short 3" +1 Short 0"		Short	6"	-						
Long 6" - Long -		Long	12"	-						
Dice Strength Dice Stre	ngth	Dice	S	trength	<u> </u>					
6 2 2	5	3		4						
Traits: Small Traits: Clo	se	Traits: -								
Arms Combat										
Traits: Bulky										

Iron Havoc Support Squad

HEAVY SUPPORT				15	POIN	VTS p	er base				
IRON HAVOC SUPPORT SQUAD											
SCALE: 0 (MINIMUS)	BAL	LISTIC SKILL	WEAPO	N SK	ILL	SF	PEED				
,		2+	4-	+			4"				
7-9:	Direct	t Hit	An Iron Havoc bases are armed				armed				
10-13:	Devas	stating Hit	with on			_					
	Critica	Ū	weapor								
			armed				•				
An IRON HAVOC SUPPORT SQUA	D consi	sts of one to	- HEAV				10 points				
two Iron Havoc bases			- AUTO				10 points				
DEADLY AIM: Reduce any Cover t		•	- FLAK MISSILE 15 points								
TANK HUNTER: Add +1 on the Ar	mour r	oll if the	LAUNCHERS								
target is not an Infantry Squad.			- LASCANNONS 10 points								
DEDICATED TRANSPORT: Rhino	ONIC										
HEAVY BOLTERS LASCANNO	ONS					MISSILE					
						LAU	INCHERS				
Range Acc Range	Acc		Range	ا و	Acc	Range	Acc				
Short 4" +1 Short 3"	-		Short	6"	+1	Short	6" -				
Long 9" - Long 12"	-		Long	12"	-	Long	12" -				
Dice Strength Dice Stre	ngth		Dice	Str	ength	Dice	Strength				
5 2 5	6		5		4	5	4				
Traits: Small Traits: Anti-	-Tank		Traits: -		Traits: Anti-						
Arms, Shrapnel						А	ircraft				
Bolts											
Traits: Hardened Armour											

'Iron Circle' Domitar-Ferrum Class Battle-automata Maniple

ELITES		25 POINTS per base						
'IRON CIRC	LE' DOMI	ASS BATTLE-A	UTOMATA					
SCALE: 0 (MIN	IIMUS)	В	ALLISTIC SKILL	WEAPON SKILL SPEED				
,	•		3+	3+	4"			
	8-10:	Dire	ct Hit		ase is armed with			
	11-14:	Dev	astating Hit	the following w	•			
	15+:	Criti	cal Hit	CANNONS	EKIN BOLI			
					AULS & KARCERI			
An 'IRON CIRCLE' D AUTOMATA SQUAL base.				BATTLE SHIELDS				
STRUCTURE PO	INTS							
00								
OLYMPIA (GRAVITON N	IAULS						
PATTERN BOLT 8	& KARCERI B							
CANNONS	SHIELDS	5						
Range Acc		Acc						
	Short 0"	+2						
Long 9" - L	ong -	-						
Dice Strength	Dice Stre							
3 3	3							
Traits: Shrapnel	Traits: Clo	se						
Bolts	Combat							
Traits: Hulking, Hardened Armour, Boarding Shields, Walker								

V Legiones Astartes (White Scars)

<u>Legion special rules:</u>

- * Swift Action: Any Infantry Squad which moved 6" (12" if it has the Bike or Jetbike trait) may re-roll Armour rolls of 1 against enemy Infantry Squads.
- * The Eye of the Storm: Add +1 to the Imitative roll.
- * *To Laugh in Death's Face:* No White Scars Battalion may have more Command Asset cards from the Heavy Support category than from the Fast Attack category.
- * Born in the Saddle: Squads and Squadrons with the Bike and Jetbike trait gain an additional -1 to Hit modifier for the Turbo-boost trait and may re-roll the test for Dangerous Terrain.

Legion Specific Wargear:

Prototype Weapon: Iliastus Pattern Assault Cannon

You may exchange any Heavy Flamer for an Iliastus Pattern Assault Cannon. Predator Destructors may exchange their Predator Cannon for a Twin Illiastus Pattern Assault Cannon (same profile but with 4 dice).

Illiastus Pattern Assault Cannon

Range Accuracy		racy	Dice	Strength	Traits	
S	L	S	L			
3"	6"	+1	-	2	3	Rending, Malfunction

Malfunction: If you roll two 1's for the to Hit roll remove the model as casualty.

White Scars Unique Battalion Tactics:

Chogorian Broterhood

Effects

- * Ride Like the Wind: One or both mandatory Companies in this Battalion may be Legion Sky Hunter Companies or Legion Outrider Companies.
- * Lightning Strike: The following special rules apply:
- Legion Sky Hunter Companies and Legion Outrider Companies in this Battalion gain the Hit & Run rule (see Legion Assault Company)
- All Infantry Companies in this Battalion have to equip all Squads with Transports without the Heavy or Super-heavy trait or have to remain off board until round two.
- All Infantry Squads gain the Hit & Run rule (see Legion Assault Company) if they don't have a weapon with the Heavy or Ordnance trait.
- All Infantry Companies in this Battalion may be used for a free Outflank Stratagem.

Limitations

- * The Praetor has to be attached to a Squad or Squadron with the Bike or Jetbike trait.
- * This Battalion must include at least one Legion Sky Hunter Company or Legion Outrider Company
- * Only one Company in this Battalion may select Company Asset cards from the Heavy Support category.
- * If all Squads and Squadrons with the Bike and Jetbike trait are destroyed the opponent gains D3 Victory points.

The Sagyar Mazan

Effects

- * Death Seekers: If the destruction of units gains the opponent Victory points roll a D6 for every destroyed Company of this Battalion. On a 4-5 this Company doesn't generate Victory points on a 6 the White Scars player gains the Victory points.
- * Serpent's Eye: Infantry Companies can only become Shaken during an Assault if they lost after performing a Sweeping Advance.

Limitations

- * This Battalion Tactic may only be selected by Loyalists
- * This Battalion can't include more Vehicle Squadrons than Infantry Squads.

White Scars Unique Squads:

The Golden Keshig

You may upgrade any Legion Tactical Squad to a Golden Keshig Squadron for 5 points per base.

ELITES		20 PO	INTS per base
GOLD	JADRON		
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED
, , ,	3+	3+	14"
7-10:	Direct Hit	Golden Keshig b	
11-13:	Devastating Hit	with one of the	following
14+:	Critical Hit	weapons	
A GOLDEN KESHIG SQUADRON of two Golden Keshig bases. HIT & RUN: If this Squadron is the or Assault it may perform a half r attacking unit. Bases of this Squa if in base contact with enemy Info STRUCTURE POINTS	- KONTOS POWER LANCE & SCATTERBOLT LAUNCHER		
KONTOS POWER SCATTERBO		•	
LANCE LAUNCHE	• •		
8585	СС		
Short 0" +2 Short 2"	-		
Long Long -	-		
Dice Strength Dice Stren	<u> </u>		
1 4 1 4			
Traits: Close Traits: Flan Combat Small Arm			
	raits: Turbo-boost, Je	tbike	

The Ebon Keshig

ELITES		20 PO	INTS per base		
E	JAD				
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED		
,	3+	3+	4"		
8-11:	Direct Hit	Ebon Keshig bases are armed with			
12-14:	Devastating Hit	the following w			
15+:	Critical Hit	- POWER GLAIVES			
An EBON KESHIG SQUAD consists Keshig bases. CATAPHRACTII: An Armour roll or Direct Hit on Terminators if the S attack is at least 8. THE KARASH: No Commander mathis Squad					
POWER GLAIVES Range Acc					
Short 0" +2					
Long					
Dice Strength					
3 3					
Traits: Small					
Arms, Close Combat					
	cubborn, Narthecium (only for this Squa	d)		

The Falcon's Claws

ELITES		10 PO	INTS per base					
FALCON'S CLAWS SQUAD								
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED					
, ,	2+	3+	4"					
7-9:	Direct Hit	Falcon's Claws b						
10-13:	Devastating Hit	with the followi	0 .					
14+:	Critical Hit	- LIGHT NING CL	AWS					
A FALCON'S CLAWS SQUAD con	sists of one to two							
Falcon's Claws bases.								
PRECISION STRIKE: A to Hit roll of								
Targeted Attack on Infantry bas	es.							
LIGHTNING								
CLAWS								
Range Acc								
Short 0" +2								
Long								
Dice Strength								
6 3								
Traits: Close								
Combat, Small								
Arms								
	Traits: Infiltrators, Outr	iders	•					

Kyzagan Assault Speeder

You may upgrade any Legion Javelin Attack Speeder Squadron to a Kyzagan Assault Speeder for 10 points per Speeder.

FAST AT	TACK				25	POINTS each		
	LEGIO	N KY	ZAGA	EEDER SQUAD	EDER SQUADRON			
SCALE: 0) (MINI	MUS	5)	BALLISTIC SKILL	WEAPON SKILL	SPEED		
	•		, l	3+	4+	14"		
		7-1	.0: D	irect Hit	A Kyzagan Assa	•		
		11-1	.3: D	evastating Hit	armed with the	following		
		14	l+: C	ritical Hit	weapons:			
A KYZAGAN	N ASSAUL	T SPEE	DER SQI	UADRON consists	- ILIASTUS PATT	ERN		
of one to th	•	_	sault Sp	eeder	ASSAULT CANN	ON		
STRUCTU	JRE POI	NTS				& 2 x REAPER		
0					AUTOCANNON			
ILLIAST	ΓUS		EAPER		•			
PATTE		AUTO	CANNO	DN				
ASSAU								
CANNO	ON I Acc	Pang	e l Ac	_				
Range	1	Rang						
		Short		L .				
	Į.	Long	9" -					
	Strength	Dice		th				
2	2 3 2 4							
Traits: Rending, Traits: -			raits: -					
Malfunc	ction							
Traits: Skimmer, Outrider								

VI Legiones Astartes (Space Wolves)

Legion special rules:

- * Bestial Savagery: If a Space Wolves Company acts under Charge orders add +1 to the Weapon Skill for any Infantry base which makes it into base contact to an enemy Unit. If a Space Wolves Company is the target of a Charge the Space Wolves Company gains an automatic Charge order and may move towards their attacker before the attacker moves. This may gain bonus Dice in the same way as a Charge.
- * Hunter's Gait: Add +1" to the Speed of any Space Wolves Infantry Squad if it acts under Full Stride orders.
- * *Preternatural Senses:* Re-roll any dice during Night Fighting scenarios to determine visibility. Furthermore, no enemy unit may be deployed closer than 12" to any Space Wolves Company.

Space Wolves Army Selection:

- * Chaplain, Librarian and Primus Medicae are not available for a Space Wolves detachment. Instead they may use the Priest of Fenris.
- * Only Legion Line Companies may be used as compulsory Companies for a Battalion. Legion Line Companies have to replace all Tactical Squads with Grey Slayer Packs for free. Battalion Tactics may change this.

Space Wolves unique Warlord Traits:

- 1 The Get of the Wyrm: Select D3 Space Wolves Infantry Companies. The opponent has to pass a Command test to select such a Company as the target of a Charge.
- 2 The Howl of the Death Wolf: Once per Game all Infantry Squads in the Company with the Praetor may gain +1" Speed if they act under Full Stride or Charge orders.
- 3 The Hunger of the Void: The Praetor may issue Charge orders to Companies within their Battalion without the need to make a Command check.
- 4 The Waster of the Land: Attacks of the Company with the Praetor which are using the Ballistc Skill against a target within 6" ignore any Cover modifiers.
- 5 The Crown Breaker: The Praetor gains the Narthecium trait (which can only be used on his own Squad) and may re-roll to Hit rolls of 1 while making Targeted Attacks.
- 6 The Shield of the Wolf King: The Company of the Praetor gains the Stubborn trait.

Space Wolves Unique Battalion Tactics:

The Pale Hunters

Effects

* Bleed & Harry: Infantry Squads (but no Legion Terminator Squads and variants) in this Battalion gain the Hit&Run rule (see Legion Assault Company)

* The Fury of the Pack: Infantry Squads acting under Charge orders which are Assaulting an enemy Unit which already was assaulted this round gain +1 Dice on their weapons with the Close Combat trait if they have an enemy model in base contact.

Limitations

- * This Battalion may not include any Legion Artillery Support Companies, Legion Artillery Squadrons, Legion Rapier Weapon Platforms or Drop Pods.
- * Only one Company in this Battalion may take Company Asset cards from the Heavy Support category.

The Bloodied Claws

Effects

- * Oath of the Bloodied Claw: Grey Slayer Companies and Legion Assault Companies gain +1 Dice on their weapons with the Close Combat trait but have to use the Charge order every round.
- * Overwhelming Assault: Space Wolves Companies of this Battalion always count as inflicting +1 casualties during an Assault if they are within the enemy Deployment zone.
- * Howl of the Death Wolf: Once per Game all Infantry Squads in this Battalion may gain +1" Speed if they act under Full Stride or Charge orders.

Limitations

- * This Battalion may not include any Legion Artillery Support Companies, , Legion Artillery Squadrons or Legion Rapier Weapon Platforms
- * This Battalion doesn't count when determining the number of non-Space Wolves Legion Support Units.

Space Wolves Unique Squads:

Note: Space Wolves refer to their Infantry Squads as Packs.

Fenrisian Wolf

You may add this base to any Space Wolves Praetor or Centurion without the Jump Packs trait even if he already is attached to a Squad.

UPGRADE		5 POINTS per base								
FENRISIAN WOLF COMMAND SQUAD										
SCALE: 0 (MINIM	US)	BALLISTIC SKILL	WEAPON SKILL	SPEED						
7-9:	Direct	Hit	n/a	3+	4"					
10-13:	Devast	ating Hit								
14+:	Critica	l Hit								
A FENRISIAN WOLF COM	MMAND SQ	UAD consists of	Fenrisian bases are armed with the							
one Fenrisian Wolf base	es.		following weapons: - CLAWS & TEETH							
CLAWS &	TEETH		•							
Range	Acc									
Short 0"	+2									
Long -	-									
Dice										
1										
Traits: Sma	II Arms									
Traits: Bulky										

Priests of Fenris

HQ*	10 POINTS						
SPEAKER OF THE DEAD							
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED				
ZEALOT: One Squad in this Company may re-roll failed to Hit rolls if it uses its Weapon Skill.	3+	3+	n/a				
Traits: Support Officer, Narthecium, Stubborn							

RUNIC MATRIX: Rolls to activate a psychic power suffer a -1 penalty but the roll to cancel an enemy's				
PSYCHIC MASTERY: A Caster of Runes costs 10 points for Psychic Mastery Level 1 or 15 points for Level 2. He may choose the Biomancy, Divination or Telekinesis psychic discipline.	3+	3+	n/a	
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED	
CASTER OF RUI	NES			
HQ*	10/15 POINTS			

Deathsworn Pack

UPGRADE		15 POINTS per base								
DEATHSWORN COMMAND PACK										
SCALE: 0 (MINIM	US)		BALLISTIC SKILL	WEAPON SKILL	SPEED					
7-9:	Direct	t Hit	3+	3+	4"					
10-13:	Devas	stating Hit								
14+:	Critica	al Hit								
A DEATHSWORN PACK of Deathsworn bases. CULT OF MORKAI: Only be attached to this Comy YIMIRA CLASS STASIS BO activated in the Combat target an enemy unit in suffers a Strength 6 hit; Small Arms trait. DEDICATED TRANSPORT Phobos or Land Raider For Power AX Range Short 1" Long 3" Dice Small Arms traits: Small Arms traits.	a Speake mand Sq DMB: Wh phase, til base con these att T: Rhino, I Proteus S.S. & ES Acc +2 +1 trength 3	the followin	i bases are ari g weapons: DLS & POWEF							
	,									
	Traits: Stubborn									

You may exchange any Legion Destroyer Squad for a Deathsworn Pack for free.

ELITES			15 POINTS per base						
DEATHSWORN PACK									
SCALE: 0 (MINIM	US)		BALLISTIC	WEAPON	SPEED				
,	,		SKILL	SKILL					
	1				- **				
7-9:	Direc	t Hit	3+	3+	4"				
10-13:	Devas	stating Hit							
14+:	Critic	al Hit							
A DEATHSWORN PACK	consists o	f one to two	Deathsworn	bases are ar	med with				
Deathsworn bases.			the followin	g weapons:					
CULT OF MORKAI: Only	Priests of	Fenris may join	- BOLT PIST	OLS & POWER	RAXES				
this Squad.									
YIMIRA CLASS STASIS B		• •							
activated in the Comba	•	•							
target an enemy unit in									
suffers a Strength 6 hit;	these att	acks have the							
Small Arms trait.									
DEDICATED TRANSPOR		Land Raider							
Phobos or Land Raider									
BOLT PISTO									
POWER AX									
Range	Acc								
Short 1"	+2								
Long 3"	+1								
	Strength								
3	3								
Traits: Small									
Close Com	bat								
Traits: Stubborn									

Varagyr Wolf Guard Terminator Squad

ELITES		25 POINTS per base								
VARAGYI	R WOLF	GUARI	D T	ERM	INATO	R S	QUA	AD.		
SCALE: 0 (MINIMUS	S) ¹	BALLISTIC	SKI	ILL	WEAPO	N SKI	LL	SPEED		
,	,	3+			2-	+		4"		
8-2	11: Dire	ect Hit			Varagyr Terminator bases are					
12-3	14: Dev	/astatin	lit	armed with one the following						
11		ical Hit	_		•			es of a Squad		
A VARAGYR WOLF GUARD					- COMB			identically:		
consists of one to two Var					& FROS			•		
CATAPHRACTII: An Armou	0,			t a				CANNONS		
Direct Hit on Terminators	if the Stren	gth of th	e							
attack is at least 8.					- COMB	I BOI	LTERS	5		
LORDSBANE: Targeted Att	_				& FROST BLADES					
Commanders which kill th	e Comman	der coun	t as		& HEAV	Y FLA	AMER	RS		
double losses.	and Balder	. D								
DEDICATED TRANSPORT: I Raider Phobos, (only if one			•							
Tank	e base) or s	phairaii A	ssat	ait						
	T BLADES	RE	APE	R	HEAVY	FLAI	MERS			
BOLTERS		AUTO	CAN	NONS						
Range Acc Range	Acc	Range	و	Acc	Rang	e	Acc			
Short 3" +1 Short	0" +2	Short	4"	+1	Short	2"	-			
Long 6" - Long		Long	9"	-	Long	-	-			
Dice Strength Dice	Strength	Dice	Str	rength	Dice	Stre	ength			
6 2 2	4	4	4	2 3						
Traits: Small Trait	ts: Close	Tr	: -	Traits						
Arms Comb	oat, Small			Small Arms						
<i>F</i>	Arms							<u> </u>		
Traits: Bulky, Stubborn, Fear										

Grey Slayer Pack

Tactical Squads in a Legion Line Company have to be exchanged for Grey Slayer Packs for free.

TROOF	PS				10 POINTS per base						
			G	REY SLA	YE	R P.	ACK				
SCALE	: 0 (MI	NIM	US)				BALLIST SKILL		WEAPON SKILL	SPEED	
		7-9	Direct	Hit			3+		3+	4"	
	1	0-13	Devast								
		14+	Critica								
A GREY S	LAYER P	ACK c	onsists of tw	o to four	Grey	,	Grey Sla	yer	bases are arm	ned with	
Slayer ba	ises.						one of t	he fo	ollowing wear	oons:	
			nis Squad m	,			- BOLT PISTOLS & CHAINSWORDS				
_			er -1" Spee	•			& BOLTI	ERS			
	•		attack afte	r the Char	ge						
move no	r in the (Comba	at phase.						DL & CHAINSV	VORDS	
							& COMBAT SHIELDS				
DEDICAT			T: Rhino (on			•					
		BOLTE	ERS	BOLT PI							
		ı		•		RDS					
	Rang		Acc	Range			Acc				
	Short	3"	+1	Short	1"		+2				
	Long	6"	-	Long	3"		+1				
	Dice	9	Strength	Dice		St	rength				
	3		2	3			2				
	Trait	s: Sma	all Arms	Traits: S	mall	Arm	s, Close				
					Con	nbat					
			Traits	lds (d	optional)						

VII Legiones Astartes (Imperial Fists)

Legion special rules:

- * Disciplined Fire: Squads and Squadrons armed with Bolters, Boltpistol&Chainsword, Combi Bolters, Heavy Bolters or Quad Heavy Bolters gain +1 on their Ballistic Skill. Heavy Support Squads gain +1 on the Armour roll if their target isn't an Infantry Squad.
- * Blood & Honour: Imperial Fists Commanders must make Targeted Attacks during an Assault if they have an enemy Commander in base contact. If they do so they have to re-roll missed to Hit rolls of 1.
- * *Unshakeable Defence:* Infantry Companies can't become Shaken when they are within a building or fortifications.
- * The Bitter End: In games with a random amount of turns the Imperial Fists player always can chose to play all full six turns instead to roll at the end of the turn if the game continues.

Legion Specific Wargear:

Prototype Wargear: Vigil Pattern Storm Shields

Any Terminator Squad may exchange their Combi Bolters for Vigil Pattern Storm Shields. This gives them the Boarding Shields trait.

Teleportation Transponder

Any Terminator Squad, Command Squad or Terminator Command Squad may gain the Teleport trait for 5 points.

Prototype Wargear: Illiastus Pattern Assault Cannon

You may exchange any Heavy Flamer in a Terminator Squad or Terminator Command Squad for an Iliastus Pattern Assault Cannon.

Illiastus Pattern Assault Cannon

R	ange	j	Accuracy		Dice	Strength	Traits
S	L	L	S	L			
3"	6	"	+1	-	2	3	Rending, Malfunction

Malfunction: If you roll two 1's for the to Hit roll remove the model as casualty.

Imperial Fists Unique Battalion Tactics:

The Stone Gauntlet

Effects

- * You may exchange any Legion Breacher Siege Squad in a Legion Breacher Siege Company for a Phalanx Warder Squad for 5 points per base.
- * Resolve of Stone: Infantry Squads with the Boarding Shields trait reduce the Strength of incoming attacks by -2 (to a minimum of 1) instead of -1 if all the Squads in a Company are in base contact to another Squad in the Company. This bonus can't be claimed if the Company acts under Charge or Full Stride orders.
- * Shield Charge: Infantry Squads with the Boarding Shields trait gain +1 dice on their attacks if they act under Charge orders.

Limitations

* The Battalion must include at least one Legion Breacher Siege Company.

- * The Teleport trait can't be used by Squads in this Battalion.
- * The Battalion can't have more Company Asset cards from the Elites and Fast Attack category than Companies.

Hammerfall Strike Force

Effects

- * Landing Force: You may exchange any Legion Breacher Siege Squad in a Legion Breacher Siege Company in this Battalion for a Phalanx Warder Squad for 5 points per base.
- * Teleport Array: Any Infantry Squad may gain the Teleport trait for 5 points.
- * Blinding Luminescence: Enemy Units which target a Squad which arrives using the Teleport trait suffer a -1 to Hit penalty for this round.

Limitations

- * All Vehicle Squadrons in this Battalion start the game off board and have to move on the board in the Movement phase of the second round from the board edge of their own Deployment zone..
- * This Battalion doesn't count when determining the number of Support Units.

Imperial Fists Unique Squads:

Templar Brethren

The Squad may gain the Combat Shields trait for 5 points.

ELITES			15 POINTS per base									
	TEMPL	AR BRETHREN	N SQUAD									
SCALE: 0 (MINIMU	IS)		BALLISTIC	WEAPON	SPEED							
		SKILL	SKILL									
7-10:	Direct	3+	2+	4"								
11-13:	Devast											
14+:	Critica	l Hit										
A TEMPLAR BRETHREN SO	-	sists of one to	•	ethren bases a								
two Templar brethren ba			with the following weapons: - BOLT PISTOLS & POWER SWORDS									
FURIOUS CHARGE: Temp Hit rolls of 1 when acting		•	- BOLT PISTO	JLS & POWER	SWORDS							
DEDICATED TRANSPOR	_											
Proteus, Land Raider Pho		, Lana Haidei										
BOLT PISTO	LS &											
POWER SWO	ORDS											
Range	Acc											
Short 1"	+2											
Long 3"	+1											
Dice S	Strength 3											
Traits: Small	-											
Close Com	-											
	Traits: Combat Shields (optional)											

Phalanx Warder Squad

FAST ATTACK					20 POINTS per base					
	PHAL	ANX WAF	RDEF	RSQUAD)					
SCALE: 0 (MINIMU	S)			BALLIST SKILL	IC	WEAPON SKILL	SPEED			
				SKILL		SKILL				
7-9:	Direct	3+		3+	4"					
10-13:	Devast									
14+:	Critica									
A PHALANX WARDER SQL		sts of two to)			rder bases are				
four Phalanx Warder base						the following	weapons:			
SHIELD WALL: If this Squa		irget of a Ch	arge	- BOLTEI		, F.C				
it gains +1 on its Weapon DEDICATED TRANSPORT:		lor Phohos c	\r	- POWE	КАХ	ES				
Proteus (only if two bases										
bases)	,,, op a. ca.	. (
BOLTERS	5	POW	/ER A	KES						
Range	Acc	Range		Acc						
Short 3"	+1	Short C Long)"	+2						
8	- tronath	-	- Strength							
3	trength 2	Dice 3								
Traits: Small	_	3 Traits: C	loco C	-						
Traits: Small /	AIIIIS		all Arn	•						
Т	raits: Har	arding Shie	elds							

VIII Legiones Astartes (Night Lords)

Legion special rules:

- * A Talent for Murder: If during an Assault a Night Lords Infantry Company has more models than the attacked Company it may re-roll any to Hit and Armour rolls.
- * Nostraman Blood: After a lost Assault a Night Lords Company may gain +1" of Speed for their retreat.
- * Night Vision: Re-roll any dice during Night Fighting scenarios to determine visibility.
- * From the Shadows: All Squads with this trait gain a -1 Cover modifier during the first round.
- * Seeds of Dissent: If the Praetor is killed every Night Lords Company has to pass a Command test or becomes Shaken.

Legion Specific Wargear:

Teleportation Transponder

Any Terminator Squad, Command Squad, Terminator Command Squad or Contekar Terminator Elite Squad may gain the Teleport trait for 5 points.

Trophies of Judgment

Any Praetor, Legate, Centurion or Consul may gain the Fear trait for +5 points.

Night Lords Unique Battalion Tactics:

Terror Assault

Effects

- * Cover of Darkness: You may use the Night Fighting rules. If you do all Night Lords Companies in this Battalion attack first during an Assault and gain +1" Speed during Full Stride orders.
- * *Terror Tactics:* The Battalion must include a Legion Veteran Company. All Legion Veteran Squads in mandatory Companies must be upgraded to Terror Squads.
- * Claw Assault: Legion Tactical Squads, Legion Veteran Tactical Squads and Terror Squads in this Battalion may select Legion Drop Pods and Dreadclaw Drop Pods as Dedicated Transport.

Limitations

- * This Battalion has to select three mandatory Companies.
- * Only one Company in this Battalion may select Company Asset cards from the Heavy Support category.
- * Only one Company in this Battalion may select a Consul.
- * This Battalion doesn't count when determining the number non-Night Lords Legion Support Units

The Swift Blade

Effects

- * No True Leaders: Every Company in this Battalion has to take a Company Asset card from the HQ category. Every Company in this Battalion can take a second Company Asset card from the HQ category without using up a Company Asset card slot.
- * Jadhek Clans: Commanders in this Battalion can only be attached to a Legion Outrider Squad. Command Squads, if selected, have to be Legion Bike Command Squads. Mandatory Companies in this Battalion may be a Legion Hussar Companies but the Battalion has to include at least one Legion

Hussar Company. Legion Outrider Companies may be selected as mandatory Companies. Only Legion Predator Strike Companies may be selected as Vehicle Company as part of the Battalion.

* Encirclement: Night Lords Infantry Companies count as +2 models for the A Talent for Murder rule.

Limitations

- * This Battalion has to select three mandatory Companies.
- * This Battalion can't include a Praetor or Primarch.
- * This Battalion doesn't count when determining the number non-Night Lords Legion Support Units
- * This Battalion Tactic can't be used by Loyalists.

The Cross of Bone

Effects

- * The Aristocracy of Ruin: Any Company in this Battalion which selects a Company Asset card from the HQ category may select an additional Company Asset card from the Elites category.
- * The Strong are Strongest Alone: Any Praetor, Legate or Consul in this Battalion gains +1 dice if they have an enemy model in base contact.
- * The Tithe of Gore: An destroyed enemy Praetor, Princeps Seniores or Seneshal will gain +1 Victory points if he was destroyed by a Praetor, Legate or Consul of this battalion.

Limitations

- * This Battalion has to select three mandatory Companies.
- * This Battalion can't include Konrad Curze.
- * The Rampant Blade: Consolidation moves have to be towards the nearest visible enemy Unit. If no enemy Unit is visible tis move has to be towards the opponent's Deployment Zone.

The Bloodied Gauntlet

Effects

- * The Bloodied Gauntlet: Mandatory Companies in this Battalion have to begin the game deployed or have to enter the table on the first round. Infantry Squads in these Companies re-roll to Hit rolls of 1 during an Assault for Squads in base contact and automatically recover from being Shaken and ignore the Fear trait. These Companies also don't give Victory Points if destroyed.
- * Through Death, Victory!: If the game ends in a draw or the Night Lords player is the looser then he gains +D3 victory points if all mandatory Companies of this Battalion are destroyed.
- * Companies form this Battalion may use the Outflank Stratagem if they enter the table on round three.

Limitations

- * This Battalion has to select three mandatory Companies. One mandatory Company has to be a Legion Veteran Company (with no Legion Terminator Squads of any kind) or a Legion Destroyer Company.
- * Mandatory Companies in this Battalion can't include Dedicated Transports or a Praetor.
- * All non-mandatory Companies have to start the game off the table (this means they have to enter the table transported in Drop Pods or Aircraft or have to use the Teleport ability).

Horror Cult

Effects

- * Raptor Cult: One or both mandatory Companies in this Battalion may be Legion Veteran Companies. All Legion Veteran Squads in mandatory Companies must be upgraded to Night Raptor Squads
- * Beyond Judgement: Every Company in this Battalion gets the Fear trait.
- * Talons of Fear: Any Infantry Squad of 2 or more bases in this Battalion may select a Kharybdis Assault Claw as Dedicated Transport.

Limitations

- * Night Lord Companies in this Battalion have to select the Charge order if there are enemy units in reach.
- * This Battalion doesn't count when determining the number non-Night Lords Legion Support Units
- * This Battalion Tactic can't be used by Loyalists.

Night Lords Unique Squads:

Terror Squad

Any Legion Veteran Tactical Squad may be upgraded to a Terror Squad for +5 points per base.

ELITE	S					20 POINTS per base								
					TI	ERROF	R S	QUA	D					
SCAL	E: 0 (ΜI	NIMUS	5)	E	BALLISTI	C SK	ILL	WEAPON SKILL	SPEED				
	,			•		3+	-		3+	4"				
			7.	-9:	Dire	ect Hit			Executioner bases are armed with the following weapons:					
			10-1	.3:	Dev	astatir	ng I	Hit						
			14	l+:	Crit	ical Hit			- VOLKITE CHAR & HEAVY CHAIN					
									& FLAMER	IDEADES				
A TERROR SQUAD consists of one to two Executione														
bases.														
VETERA	ANS: Te	error	Squads	Squ	ads ma	y re-roll	to F	lit						
rolls of	1.													
DEDICA	ATED T	RAN	SPORT: F	thin	o, Drea	dclaw D	rop	Pod						
FL/	MER		VC	LKI	TΕ	H	IEA۱	/ Y						
			CHA	RGI	ERS	CHAI	NBI	ADES						
Ran	ge	Acc	Range		Acc	Rang	е	Acc						
Short	2"	-	Short	2"	+1	Short	0"	+2						
Long	-	-	Long	4"	-	Long	-	-						
Dice	Dice Strength Dice Strength						St	rength	1					
1	1 2 2 3				2		3							
Traits: Flame, Traits: Small Arr					l Arms,	Trai	ts: (Close						
Small Arms Deflagrate							,	Small						
						Arms Fraits: Infiltrators, Fear								
					ors, Fe	ar								

Contekar Terminator Elite Squad

A Contekar Terminator Elite Squad with a maximum of 2 bases may be chosen instead of a Praetor or Legate.

ELITES					30 PO	INTS per base				
CONTEKA	R T	ERMIN	۱A	TOR	ELITE SQUAD)				
SCALE: 0 (MINIMUS)	Е	BALLISTIC SKILL			WEAPON SKILL	SPEED				
, ,		3+	-		2+	4"				
8-11:	Dire	ect Hit			Dissident bases are armed with					
12-14:	Dev	astatir	ng	Hit	one of the following weapons:					
15+:	Crit	ical Hit	t		- HEAVY FLAME & NOSTRAMAN	· ·-				
	- VOLKITE CAVI	-								
A CONTEKAR TERMINATOR ELIT	E SQL	JAD con	sist	ts of	& NOSTRAMAN	CHAINBLADES				
one to three Dissident bases.										
CATAPHRACTII: An Armour roll of	of 1 ca	an only i	nfli	ict a						
Direct Hit on Terminators if the	Stren	gth of th	ie							
attack is at least 8.										
DEDICATED TRANSPORT: Land R	aider	Phobos	,							
Dreadclaw Drop Pod (only if one	base	e).								
HEAVY VOLKITE CAVI	TORS	NOS	TR	AMAN						
FLAMERS		CHAI	NB	LADES						
Range Acc Range	Асс	Rang	е	Acc						
Short 2" - Short 1"	+1	Short	0'	' +2						
Long - Long 3"	-	Long	-	-						
Dice Strength Dice Stre	ngth	Dice	S	trength	1					
5 3 10	3	2		3						
Traits: Flame, Traits: Deflag	rate	Trai	ts:	Close						
Small Arms				, Small						
			_	ending						
	T	raits: B	ulk	y, Fear						

Night Raptor Squad

Any Legion Veteran Tactical Squad may be upgraded to a Night Raptor Squad for +5 points per base.

FAST AT	TTACI	<			20 POINTS per base						
			NIGI	HT RAPTORS S	QUAD						
SCALE: (0 (MI	NIM	US)		BALLISTIC SKILL	WEAPON SKILL	SPEED				
		7-9:	Direct	3+	2+	10"					
	1	0-13	Devast								
		14+	Critica								
Night Rapt BLOODY M contact du	or base IURDEI Iring an	es. R: If th		of two to three akes it into base tes +1 dice.	Night Raptor bases are armed with the following weapons: - BOLT PISTOLS & CHAIN SWORDS						
		SWOR									
	Rang	e	Acc								
9	Short	1"	+2								
L	Long	3"	+3								
_	Dice 3	;	Strength 2								
	Traits	I s: Sma ose Co	ıll Arms,								
,				(S							

IX Legiones Astartes (Blood Angels)

Legion special rules:

- * Encarmine Fury: Add +1 to the Armour roll to any attacks from an Infantry Squad with the Close Combat trait if the target is also an Infantry Squad.
- * Without Remorse, Without Relent: If a Blood Angels Company wins an Assault, they have to perform a Sweeping Advance if able to.
- * Host of Angels: With the exception of Dedicated Transports a Blood Angels Battalion can't have more Vehicles than Infantry Squads.

Legion Specific Wargear:

Prototype Weapon: Iliastus Pattern Assault Cannon

You may exchange any Heavy Flamer for an Iliastus Pattern Assault Cannon. Predator Destructors may exchange their Predator Cannon for a Twin Illiastus Pattern Assault Cannon (same profile but with 4 dice).

Illiastus Pattern Assault Cannon

Rar	nge	Accu	racy	Dice	Strength	Traits
S	L	S	L			
3"	6"	+1	-	2	3	Rending, Malfunction

Malfunction: If you roll two 1's for the to Hit roll remove the model as casualty.

Blood Angels Unique Battalion Tactics:

The Day of Revelation

Effects

- * Cometh the Host: Infantry Squads in this Battalion with the Jump Pack trait must arrive in the first round using the Teleport trait.
- * With Fire & Thunder: Enemy Units which target an Infantry Squad which arrived with the Teleport trait suffer a -1 to Hit penalty for that turn.
- * The Opening of the Seal: If an Infantry Squad of this Battalion which arrived with the Teleport trait causes a Hit on a Company or Banner with a weapon without the Close Combat trait, the Hit will force a Shaken test on the hit Company or Banner regardless if damage was done or not.
- * The Judgment of Angels: Blood Angels Infantry Squads in this Battalion attack first during an Assault if they act under Charge orders and are the Attacker.
- * By Honour Bound: Commanders (Praetors, Centurions and Consuls) and their Squad in this Battalion have to target the Squads of enemy Commanders in an Assault if possible.

Limitations

- * One or both mandatory Companies in this Battalion must be Legion Assault Companies.
- * If a Company in this Battalion is equipped with Company Asset cards then one card has to be from the Fast Attack category which also has to be an Aircraft or the Teleport or Jump packs trait.
- * This Battalion doesn't count when determining the number of Support Units if those are Legion Heavy Companies, Legion Super-Heavy Companies, Legion Heavy Assault Transport Companies, Titans or Knight Banners.

The Day of Sorrows

Effects

- * Resolute Defence: Any Infantry Squad in this Battalion ignores any movement restrictions if their Company becomes Shaken.
- * Aura of Wrath: Any enemy unit which becomes Shaken due to a lost Assault against a Company from this Battalion suffers a -1 penalty on the Command roll to remove being Shaken.
- * By Blood Sworn: If an Infantry Company of this Battalion is reduced to half their starting bases then any Armour roll against a Squad from this Company suffers a -1 penalty provided the Strength of the attack is 7 or less.

Limitations

* If an Infantry Company of this Battalion is reduced to half their starting bases then at the end of the battle the Company counts as being destroyed.

Blood Angels Unique Squads:

Dawnbreaker Cohort

SCALE: 0 (MINIMUS) T-10: Direct Hit SKILL T-10: Devastating Hit 11-13: Devastating Hit 14+: Critical Hit A DAWNBREAKER COHORT SQUAD consists of one to two Dawnbreaker bases. SET THE SKY AFLAME: If this Squad enters the board with the Teleport ability it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. FALLING STAR PATTERN POWER SPEARS Range Acc Short 0" +1 Long Dice Strength 3 3 Traits: Small Arms, Close Combat Traits: Jump Packs BALLISTIC WEAPON SKILL WEAPON SKILL WEAPON SHED SHEED SKILL WEAPON SKILL SKILL SKILL SKILL SKILL SKILL SKILL SHEP ACC SAMDE DISCHARGERS Range Acc Short 1" +1 Long 3" - Dice Strength 3 3 Traits: Jump Packs	ELITES	5				20 POINTS per base						
7-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit A DAWNBREAKER COHORT SQUAD consists of one to two Dawnbreaker bases. SET THE SKY AFLAME: If this Squad enters the board with the Teleport ability it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. FALLING STAR PATTERN POWER SPEARS Range Acc			D	AWNBI	REAKER COHO	RT SQL	JAD					
7-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit A DAWNBREAKER COHORT SQUAD consists of one to two Dawnbreaker bases. SET THE SKY AFLAME: If this Squad enters the board with the Teleport ability it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. FALLING STAR PATTERN POWER SPEARS Range Acc Short 0"	SCALE	: 0 (MIN	IIML	JS)		BALLIST	IC	WEA	PON	SPEED		
11-13: Devastating Hit 14+: Critical Hit A DAWNBREAKER COHORT SQUAD consists of one to two Dawnbreaker bases. SET THE SKY AFLAME: If this Squad enters the board with the Teleport ability it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. FALLING STAR PATTERN POWER SPEARS Range Acc Short 0" +1 Long Dice Strength 3 3 3 Traits: Small Arms, Close Combat Dawnbreaker bases are armed with the following weapons: - FALLING STAR PATTERN POWER SPEARS RRANGERS RRANGE Acc Short 1" +1 Long 3" - Dice Strength 3 3 Traits: - Traits: -		•		•		SKILL		SK	ILL			
11-13: Devastating Hit 14+: Critical Hit A DAWNBREAKER COHORT SQUAD consists of one to two Dawnbreaker bases. SET THE SKY AFLAME: If this Squad enters the board with the Teleport ability it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. FALLING STAR PATTERN POWER SPEARS Range Acc Short 0" +1 Long Dice Strength 3 3 3 Traits: Small Arms, Close Combat Dawnbreaker bases are armed with the following weapons: - FALLING STAR PATTERN POWER SPEARS RRANGERS RRANGE Acc Short 1" +1 Long 3" - Dice Strength 3 3 Traits: - Traits: -		7-	-10.	Direct	Hit	3т		2		10"		
14+: Critical Hit A DAWNBREAKER COHORT SQUAD consists of one to two Dawnbreaker bases. SET THE SKY AFLAME: If this Squad enters the board with the Teleport ability it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. FALLING STAR PATTERN POWER SPEARS GRENADE DISCHARGERS		-				31		_	•	10		
A DAWNBREAKER COHORT SQUAD consists of one to two Dawnbreaker bases. SET THE SKY AFLAME: If this Squad enters the board with the Teleport ability it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. FALLING STAR PATTERN POWER SPEARS Range Acc Short 0"					J							
to two Dawnbreaker bases. SET THE SKY AFLAME: If this Squad enters the board with the Teleport ability it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. FALLING STAR PATTERN POWER SPEARS Range Acc Short 0" +1 Long Dice Strength 3 3 3 Traits: Small Arms, Close Combat the following weapons: - FALLING STAR PATTERN POWER SPEARS & GRENADE DISCHARGERS RANGE Acc Short 1" +1 Long 3" - Dice Strength 3 3 Traits: -												
SET THE SKY AFLAME: If this Squad enters the board with the Teleport ability it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. FALLING STAR PATTERN POWER SPEARS GRENADE DISCHARGERS				-					rmed with			
with the Teleport ability it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. FALLING STAR PATTERN POWER SPEARS Range Acc Short 0"												
in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. FALLING STAR PATTERN POWER SPEARS Range Acc Short 0"						==		AR PA	HEKN	POWER		
with the Small Arms trait. FALLING STAR		•	•	_	•							
FALLING STAR PATTERN POWER SPEARS Range Acc Short 0" +1 Long Dice Strength 3 3 Traits: Small Arms, Close Combat GRENADE DISCHARGERS Range Acc Short 1" +1 Long 3" - Dice Strength 3 3 Traits: - Traits: -					a Strength 2 hit	& GREN	ADE L	DISCH	ARGER	RS		
PATTERN POWER SPEARS Range Acc Range Acc Short 0" +1 Short 1" +1 Long - Long 3" - Dice Strength 3 3 3 3 3 Traits: - Traits: - Traits: - Close Combat Close Combat	with the			•					- DICC			
SPEARS Range Acc Short 0" +1 Long - - Dice Strength 3 3 Traits: Small Arms, Traits: - Close Combat Range Acc Short 1" Long 3" - Dice Strength 3 3 Traits: - Traits: -							GR	ENAL	DE DISC	HARGERS		
Range Acc Short 0" +1 Short 1" +1 Long Dice Strength 3 3 3 Traits: Small Arms, Close Combat Traits: -		–										
Short 0" +1 Long - - Dice Strength 3 3 Traits: Small Arms, Close Combat Short 1" +1 Long 3" - Dice Strength 3 3 Traits: - Traits: -			PEAR:	-				_		I .		
Long - Long 3" - Dice Strength Dice Strength 3 3 3 3 Traits: Small Arms, Close Combat Traits: - Traits: -		,										
Dice Strength 3 3 3 3 Traits: Small Arms, Close Combat		Short (0"	+1			Sho	rt	-	+1		
3 3 Traits: Small Arms, Close Combat		Long	-	-			Lon	g	3"	-		
Traits: Small Arms, Traits: -		Dice		Strength				Dice		Strength		
Close Combat		3		3			3 3			3		
		Traits: 5	Small	Arms,					Traits:	-		
Traits: Jump Packs		Close	e Con	nbat								
					Traits: Jump Pack	KS				_		

Crimson Paladins

ELITES							25 POINTS per base					
	(CR	IMSO	N PAL	Αſ	DINS	SQUA	D				
SCALE: 0 (MIN	NIMUS	5)	E	BALLISTI	C SI	KILL	WEAP	ON SI	KILL	SPE	ED	
,				3+			(1)	3+		4	"	
	8-1	1:	Dire	ct Hit			Crimson Paladin bases are armed					
	12-1	4:	Dev	astatir	ng	Hit	with the following weapons:					
	15	+:	Crit	ical Hit		- SUNS			armed v	with one		
A CRIMSON PALAD	OIN SQU	٩D	consists	of one	Crir	nson			,	eapons:	vitii one	
Paladin base.									RN ASSA	ULT		
CATAPHRACTII: An	CANN	NC										
Direct Hit on Term	- HEAVY FLAMER											
attack is at least 8.							- PLAS	MA E	BLASTE	R		
CORIOLIS PATTERN												
from any Armour r	_		nis Squa	id if the	att	ack						
has the Close Com DEDICATED TRANS		-	l Daidar	Dhahas								
DEDICATED TRAINS	SUNSE	_				TUS	HEAVY FLAMER PLASMA BLASTER					
	JONSE	י ו	LADLS	PATTER				/ I I L	AIVILI	LASIVIA	N DEASTER	
						ION	-					
	Range	1	Acc	Range	е	Acc	Rar	ige	Acc	Range	Acc	
	Short	0"	+2	Short	3"	+1	Short	2"	-	Short	2" -	
l	Long	-	-	Long	6"	-	Long	-	-	Long	4" -	
	Dice	St	rength	Dice	S	trength	Dice	Sti	ength	Dice	Strength	
	3		2	2		3	1		3	1	4	
	Trait			Traits: Rending,			g, Traits: Flame,			, Traits: Overload		
	Comb		Mal	fun	ction	n Small Arms						
	Arms,	Re										
			Tra	aits: Tele	po	rt, Bulk	су					

The Angel's Tears

Any Destroyer Squad may be upgraded to a The Angel's Tears Squad for +5 points per base. Only one in three Destroyer Squads upgraded in this manner may be equipped with other weapons than Twin Volkite Serpentas. This restriction doesn't apply for Company Asset cards.

The Angel's Tears Squads count as Destroyer Squads for any Rite of War or other purposes.

ELITES	5									20	POIN	ITS pe	r b	ase	
			Т	ΉΙ	E ANG	SEL'S T	ΓΕ	ARS S	QUAD)					
SCALE	1) 0 :	MIN	IMUS)		В	ALLISTIC	C SI	(ILL	WEAPO	N S	KILL	SPEED			
	•		·			3+			3	3+			10"		
			7-:	9:	Dire	ct Hit		Erelim bases are armed with the							
			10-1	3:	Dev	astatir	ng	Hit	following weapons:						
			14	+:		ical Hit					ERPENTA				
A THE A	NGEL'S	S TEA	RS SQUA	D		ts of one to two Each base may be armed one of the following wear									
Erelim b												be arme			
									the san					•••	
									- ILLIAS	TUS	PATTE	ERN ASSA	AUL	Γ	
						CANNONS 5 poin						oints			
						- HEAVY FLAMERS 5 points - ANGEL'S TEARS GRENADE							oints		
													_		
						LAUNCHERS 5 poi - ROTOR CANNONS 5 po									
TWIN	VOL 1/17		ROTOR	C A I	NNONC		TUS								
	ENTAS	_	ROTOR	LAI	NINOINS	PATTER		HEAVY FLAMERS ANGEL'S TEAR GRENADE							
JLINE	LIVIAS	,						ONS	LAUNCHE				-		
Rang	e	Acc	Range	Ī	Acc	Range		Acc	Rang	ge	Acc	Range		Acc	
Short	1"	+1	Short	3"	+1	Short	3"	+1	Short	2"	-	Short	3"		
Long	3"	+2	Long	7"	-	Long	6"	_	Long	_	-	Long	6"	_	
			Dice	St	rength	Dice	St	ı trength	h Dice Streng		ength	Dice	Str	ength	
4 2 5 2					2	6		3	5		3	5		4	
Traits: Small Traits: Small Arr						Traits	: Re	ending,	Trait	s: Fl	ame,	, Traits: Small			
Arms, D	eflagra	ite,	Ra	api	d	Mali	fun	ction	Sma	all A	rms	Ai	rms		
Close Co	Close Combat														
			Т	rait	ts: Hard	ened Ar	mc	ur, Jun	np Packs						

Contemptor-Incaendius Class Dreadnought

FAST ATTACK		25 POINTS each									
CONTEMPTOR-INCAENDIUS DREADNOUGH TALON											
SCALE: 0 (MIN	В	ALLISTIC	KILL	WEAPON SKILL			SPEED				
·	•		2+		2-	+		4"			
	ct Hit		Contemptor-Incaendius								
	12-14:	Dev	astatir	Hit	Dreadnoughts are armed with						
	15+:	Crit	ritical Hit			TALONS OF PERDITION and two of the following weapons:					
					- HEAVY FLAMER						
A LEGION CONTEN	1PTOR-INCA	ENDIUS	S			- ILLIASTUS PATTERN ASSAULT					
DREADNOUGHT TA				ee		CANNON					
Contemptor-Incae						- MELTAGUN					
INCAENDIUS BOOS Jump Pack trait. Th	.00										
the Speed to 10" b											
once per game.											
STRUCTURE POINTS											
00											
HEAVY FLAMER	ILLIAST	US	MEI	LTA	AGUN	TALONS OF					
	PATTERN AS				PERDITION						
Range Acc	CANNO Range	ON Acc	- Barrar /			Pane	Range				
	Short 3"		Range Acc Short 1" -		Short	o"	Acc +2	1			
	Long 6"		Long	3"		Long	-	-			
Dice Strength		ength	Dice		l [±] trength		Str	ength			
1 3	2	3			8/4	2		6			
Traits: Flame,	nding,	, Traits: Melta, Ant			i- Trait	s: C					
Small Arms	tion		nk	Combat							
Traits: Walker, Talon, Jump Packs											

X Legiones Astartes (Iron Hands)

Legion special rules:

- * Inviolate Armour: If Iron Hand Infantry is the target of a shooting attack with a Strength of 7 or less subtract -1 from the attack's Strength.
- * Stand and Fight: Iron Hands Companies receive a -1 penalty on Command tests if they want to be issued a Full Stride Order and have to pass a Command test if they want to perform a Sweeping Advance after a won Assault.
- * Rigid Tactics: An Iron Hands Battalion can't include more Infantry bases with the Jump pack, Bike and Jetbike traits than Infantry without these traits. This might prohibit the use of certain Battalion Tactics.

Iron Hands Unique Battalion Tactics:

The Head of the Gorgon

Effects

- * Chosen Ground: All Infantry Squads in this Battalion gain the Stubborn trait while they are in their own Deployment Zone.
- * War-relics: Any Infantry base in this Battalion which is equipped with a Flamer may exchange it for a Graviton Gun for free.
- * Iron Scions: Legio Cybernetica Battle-Automata Maniples may be selected as Elites type Command Asset cards. Also, any Squad eligible to take a Rhino as Dedicated Transport may take a Land Raider Proteus or Land Raider Phobos instead.
- * Armoured Encirclement: You gain an additional Outflank Stratagem which has to be used on a Predator Strike or Land Raider Armour Company.

Limitations

- * Only one Company in the Battalion may take Company Asset cards from the Fast Attack category.
- * This Battalion doesn't count when determining the number non-Iron Hands Legion Support Units

Company of Bitter Iron

Effects

- * Company of Immortals: Any Legion Breaker Siege Squad in this Battalion may be upgraded to a Medusan Immortal Squad for +5pts per base.
- * Immortal Hatred: All Infantry Squads in this Battalion may re-roll any misses during an Assault if they have an enemy model in base contact.
- * Bitter Duty: Medusan Immortal Squads in this Battalion gain the Stubborn trait if most of their bases are within the opponent's Deployment Zone.

Limitations

- * This Battalion Tactic may be only used by Loyalists and not by using the Shattered Legions theme.
- * This Battalion doesn't count when determining the number of non-Iron Hands Support Units.
- * The army can't include Ferrus Manus.

Iron Hands Unique Squads:

Iron Father

You may replace a Praetor for an Iron Father for 5 points.

SPECIAL		35 POINTS								
IRON FATHER										
SCALE: 0 (MINIMU	JS)	BALLISTIC SKILL	WEAPON SKILL	SPEED						
7-9:	Direct	Hit	3+	3+	n/a					
10-13:	Devast	ating Hit			-					
14+:	Critica	l Hit								
An IRON FATHER may be Command Squad or Tern WARGEAR: May not be a Bike, Jetbike or Jump Pac	ninator Co dded to a	An Iron Father without Command Squad is armed with the following weapons: - VOLKITE SERPENTA & POWER WEAPON								
VOLKITE SER & POWER WI										
Range	Range Acc									
Short 1"	+2									
Long 2"	+1									
l —	Strength 3									
1 1										
Traits: Small Deflagrate,										
Comba										
		only without Com	mand Squad),	Battlesmith						

Gorgon Terminator Squad

ELITES								30 POINTS per base						
GORGON TERMINATOR SQUAD														
SCALE: 0 (MI	BALLISTIC SKILL				WEAPON SKILL			SPEED						
,	3+				3+			4"						
	ect Hit				Gorgon Terminator bases are armed with the following weapons:									
12-14: Devastating Hit												t		
15+: Critical Hit														
A GORGON TERMINATOR SQUAD consists of one to								- COMBI BOLTERS & POWER WEAPONS						
two Gorgon Terminator bases.														
CATAPHRACTII: An Armour roll of 1 can only inflict a								Each base may be armed with one of the following weapons:						
Direct Hit on Terminators if the Strength of the								- REAPER AUTOCANNON						
attack is at least 8.								- HEAVY FLAMER						
DEDICATED TRAN	SPORT: La	and I	Raider	Proteus	6 0	r		- GRAVITON GUN						
Land Raider Phobos (only if one base) or Spartan														
Assault Tank														
COMBI	POWER \	WEA	PONS	R	EΑ	PER	l	HEAVY FLAMER GRAVITON GUN					GUN	
BOLTERS		i		AUTO)C	ANN	NON			1				
Range Acc			Acc	Rang		_	Acc	Rang	_	Acc	Range		Acc	
Short 3" +1	Short	0"	+2	Short	4	"	+1	Short	2"	-	Short	3"	+1	
Long 6" -	Long	-	-	Long	9	"	-	Long	-"	-	Long	5"	-	
Dice Strength	Dice	Stre	ength	Dice	5	Stre	ngth	Dice	Sti	ength	Dice	Str	ength	
6 2	2		5	2	4		4	1	3		1		3	
Traits: Small Traits: Close				Traits: -				Traits: Flame,			Traits: Concussive			
Arms	Small Arms													
Traits: Bulky														

Medusan Immortals Squad

ELITES		20 POINTS per base								
MEDUSAN IMMORTALS SQUAD										
SCALE: 0 (MINIMI	JS)	BALLISTIC SKILL	SPEED							
8-10:	Direct	Hit	3+	3+	4"					
10-13:	Devast	ating Hit								
14+:	Critica	Hit								
A MEDUSAN IMMORTAL four Immortals bases. GUN THEM DOWN: After loser retreats this Squade Ballistic Skill of 5+ at ret DEDICATED TRANSPORT Proteus (only if two bases)	er a won ass I can shoot reating ene E: Land Raic	Immortals bases are armed with the following weapons: - VOLKITE CHARGERS								
Range Short 2" Long 4" Dice 5 Traits: Smal	Acc +1 - Strength 3									
		dened Armour, Bo	arding Shields							

XII Legiones Astartes (World Eaters)

Legion special rules:

- * *Incarnate Violence:* During Charge orders any World Eaters Squad may re-roll any Armour rolls of 1 if they have enemy Infantry in base contact.
- * Bloodlust: A World Eaters Infantry Company which wins an Assault has to perform a Sweeping advance or Consolidate towards the nearest enemy Unit. If a World Eaters Infantry Company loses an Assault make a Command test. If the test fails the Company doesn't fall back but remains Shaken. After rallying, after the round it rallies the Company gains a free Charge order for the rest of the game and cannot be issued any other order.

Instead of the Bloodlust special rule every World Eaters unit can use the Blood Madness special rule. Every World Eaters unit has to use Bloodlust or Blood Madness. You can't have both in the same army.

* Blood Madness: World Eater Infantry Companies which win an Assault have perform a Sweeping Advance or Consolidate towards the nearest enemy Unit. World Eater Infantry Companies may be issued a free Charge order without the need to pass a Command test but they can't be issued any other order.

Legion Specific Wargear:

Any Squad equipped with Bolt Pistols & Chainswords may exchange it for Bolt Pistols & Chainaxes for free.

Polt Pistols & Chainaxes

Ra	nge	Accuracy		Dice	Strength	Traits
S	L	S L				
1"	3"	+2	+1	3	3	Small Arms, Close Combat

World Eaters Unique Battalion Tactics:

Berserker Assault

Effects

- * Berserk Charge: All Infantry Squads may re-roll missed to Hit rolls during an Assault while outside their own Deployment zone and have to make a Sweeping Advance if possible after they have won an Assault.
- * *Unstoppable Wave:* All Infantry Companies must re-roll failed Command tests to see if the Company becomes Shaken or not.

Limitations

- * This Battalion has to take three mandatory Companies instead of two.
- * This Battalion may not include more Squadrons than Squads unless the Squadrons have the Bike or Jetbike trait.
- * Companies in this Battalion can't take a Librarian Consul.
- * This Battalion doesn't count when determining the number of non-World Eaters Legion Support Units.

The Crimson Path

Effects

- * Forlorn Hope: All Infantry Squads gain the Narthecium trait while within the enemy's Deployment zone.
- * Unto Death: Squads with a Praetor, Legat, Centurion or Consul may re-roll the Narthecium trait.

Limitations

* This Battalion doesn't count when determining the number of non-World Eaters Legion Support Units.

World Eaters Unique Squads:

The Red Butchers Squad

ELITE	S							25 PO	INTS per base	
				TH	SQUAD					
SCAL	E: 0 (MI	NIMUS	5)	В	ALLISTI	C SI	KILL	WEAPON SKILL	SPEED
	`					5+	+		2+	4"
			8-1	2:	Dire	ct Hit			Butcher Termin	
			13-1	4:	Dev	astatir	ng	Hit		of the following
			15	5+:	Crit	ical Hit	t		weapons: - COMBI BOLTE	RS
A THE I	RED BL	JTCH	IERS SQL	IAD	consists	s of one	to	two	& POWER WEAR	
Butche	r Term	inat	or bases.							
			n Armou			•		ct a	- TWIN POWER	WEAPONS
			ninators	f th	e Stren	gth of th	ie			
attack				الدلد	. 7" + - +1		ـ الـ			
			IARGE: A failed to					l+		
			SPORT: L			_				
			nly if one				•			
Tank	111000	3 (0.	,	Dus	,c, 0, 5 ₁	, ar carry	554	arc .		
CC	OMBI		POWER	WE	APONS	TWII	N P	OWER		
ВО	LTERS					W	AP	ONS		
Ran		Acc			Acc	cc Range Acc				
Short	3"	_	Short	0"	+2	Short	0"	+2		
Long	6"	-	Long		-	Long	-	-		
Dice	Stren	gth	Dice	Sti	rength	Dice	S	trength	1	
6	2		2		5	4		5		
Traits	s: Smal	I	Trait			_		Close		
								bat		
	Traits: Bulky, Narthecium (only for thi									rn

Rampager Squad

Any Legion Veteran Tactical Squad may be upgraded to a Rampager Squad for 5 points per base. Rampager Squads may be given the Jump Packs trait which also increases their Speed to 10" for 10 points per Squad.

ELITES and FAST A	ATTACK			20 PO	INTS p	er base
	RA	JAD				
SCALE: 0 (MINIMI	US)	BALLIST SKILL	-	APON KILL	SPEED	
7-9:	Direct	Hit	3+		3+	4"
10-13:	Devast	tating Hit				(10"
14+:	Critica	l Hit				with
						Jump
						Packs)
A RAMPAGER SQUAD co Rampager bases. DEDICATED TRANSPORT if up to two bases and w	Γ: Land Rai	der Phobos (only	Rampager bases are armed with one of the following weapons: - BOLT PISTOLS & CHAINAXES - CAEDERE WEAPONS			
CAEDERE WE	EAPONS				OLT PISTO	
Range	Acc			Ran	CHAINA	XES Acc
Short 0"	+2			Short	1"	+2
Long -	-			Long	3"	+1
Dice	Strength			Dio		Strength
4	4			3		3
Traits: Close	Combat		Traits:	Small Ar Comba	ms, Close at	
Traits: Infiltrato	ors, Jump Pa	acks (optional), Nai	rthecium	(only for t	his Squa	ıd)

XIII Legiones Astartes (Ultramarines)

Legion special rules:

- * Interlocking Tactics: Whenever an Ultramarines Company make shooting attack against an enemy unit which was already hit by another Ultramarines Company, they ma re-roll Armour rolls of 1. This can't be used with weapons with the Blast, Inferno or Flame trait nor for Reaction Fire.
- * Certainty and Resolve: Command tests of Ultramarines Companies may never be modified negatively and Command test to lose the effects of being Shaken are always passed on a 2+.
- * Rigid Chain of Command: For every Commander (this are a Praetor, Legate, Centurion, Consul or Command Tank) destroyed the opponent gains 1 Victory point. If a Company loses the last Commander it has immediately to test if it becomes Shaken.

Legion Specific Wargear:

Any Ultramarines Breaker Siege Squads may exchange their Bolters for Power Swords for free.

Power Swords

Rai	nge	Accu	racy	Dice	Strength	Traits
S	L	S L				
0"	-	+2	1	3	3	Close Combat

Ultramarines Unique Battalion Tactics:

The Logos Lectora

Effects

Each round, for all Infantry Squads and Dreadnought Talons in the Battalion, select one of the following effects:

- * Full March: Gain 2" of Speed
- * Hold Fast: Reaction Fire is made with a Ballistic Skill of 5+
- * Retribution Strike: If a Company of this Battalion is the target of a Charge or Assault it may immediately move half their Speed towards the attacker before he moves.

Limitations

- * One Company in the Battalion must take a Masters of Signals Consul or a Damocles Command Rhino.
- * The Battalion has to take a third mandator Company.
- * This Battalion can't include more Vehicles and Aircrafts than Infantry Squads.
- * Squads and Squadrons in this Battalion with the Teleport, Infiltrators or Drop Pod trait can't use those traits.

Vigil Operti Mission

Effects

- * Vigil Auxilia: All Infantry Squads in Support Units gain the Infiltrators trait.
- * Overseers: The two mandatory Companies in the Battalion may be Recon Companies.

Limitations

- * The army must include Support Units from the Loyalist Imperialis Militia and Warp Cult list.
- * Support Units may not include Inducted Levy Squads.

- * The Battalion must include a Legion Vigilator Consul.
- * This Battalion Tactic may be only used by Loyalists

<u>Ultramarines Unique Squads:</u>

Invictarius Suzerain Squad

UPG	RADE		20	POINTS p	er base			
	IN۱	ICTARIUS	MMAND S	QUAD				
SCAL	E: 0 (MIN	IMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED			
			SKILL	SKILL				
	7	9: Direc	t Hit	3+	2+	4"		
	10-1	3: Deva	stating Hit					
	14	+: Critic	al Hit					
An IN\	/ICTARIUS SU	ZERAIN COM	MAND SQUAD	Invictarius S	uzerain base:	s are		
			s Suzerain bases.		the following			
	OF ULTRAM			- LEGATINE AXES & PLASMA				
			n 6" of this Squad	PISTOLS				
_	1 on Commar		aider Phobos or					
	Raider Proteus		aluer Phobos or					
Land	LEGATIN							
	PLASMA							
	Range	Acc						
	Short 1"	+2						
	Long 3"	+1						
	Dice	Strength						
	3	4						
	Traits: Ov	ercharge,						
	Close C	ombat						
			Traits: Boarding Shie	elds				

ELITI	ES			20 POINTS per base					
			INVICT	IN SQUAD					
SCAL	.E: 0 (N	/INII	MUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED			
		7-9	9: Direc	t Hit	3+	2+	4"		
	:	10-13	3: Deva	stating Hit					
		14-	+: Critic	al Hit					
to two LORDS Imperi gain +: DEDIC	Invictari OF ULTF ialis Milit 1 on Com ATED TRA	us Suz RAMA ia Con nmano ANSPO oteus	zerain bases R: Any Solar npany within I tests.	•	armed with	uzerain bases the following AXES & PLASI	weapons:		
			PISTOLS						
	Rang		Acc						
	Short	1"	+2						
	Long	3"	+1						
	Dice	9	Strength						
	3 Troit	0	4						
		s: Ove ose Co	rcharge, Imbat						
	Cit	330 00	Jut	Traits: Boarding Shie	elds				

Locutarus Storm Squad

You may upgrade any Legion Veteran Tactical Squad to a Locutarus Storm Squad for +5 points per base.

FAST ATTACK		20	POINTS p	er base			
	LOCUT	1 SQUAD					
SCALE: 0 (MINIMU	JS)		BALLISTIC SKILL	WEAPON SKILL	SPEED		
			SKILL	SKILL			
7-9:	Direct	Hit	3+	3+	10"		
10-13:	Devast	ating Hit					
14+:	Critica	l Hit					
A LOCUTARUS STORM SO	QUAD cons	sists of one to		ases are arme	ed with the		
two Locutarus bases.			following w	•			
OPENING SALVO: If this S	•						
Teleport trait it may dou							
PRECISION INTERVENTION		•					
with the Teleport trait it	,	II the dice to					
determine if a base is de							
BOLT PISTO							
POWER SW							
Range	Acc						
Short 1"	+2						
Long 3"	+3						
	Strength						
3	3						
Traits: Small							
Close Com	nbat						
		Traits: Jump Pacl	ks				

Fulmentarus Terminator Strike Squad

ELITES									25 POINTS per base				
	FULMENTARUS TERMINATOR											QUA	۷D
SCAL	E: 0 (MI	NIMUS	В	BALLISTIC SKILL				WEAPO	N Sk	(ILL	SPEED	
	2+	+			3	+		4"					
			8-1	l1:	Dire	ct Hit							minator bases are
			Dev	astatir	ng	Hit					he following		
			15	5+:	Crit	ical Hit	t						es of a Squad I identically:
A FULN	/IENTA	RUS	TERMIN	ATC	R STRIK	E SQUA	D			- COME			•
consist	s of on	e to	two Fulr	nen	tarus Te	erminat	or			& POW	ER V	VEAPO	ONS
bases.										& CYCL	ONE	MISS	ILE LAUNCHERS
			n Armou ninators i			,		ict a		- REAPER AUTOCANNONS			
attack					e streng	guioiu	ie			- REAPE & POW			
			SPORT: L	and	l Raider	Phobos				& PUW	EK V	VEAP	JINS
Dreado	law Dr	ор Р	od (only	if o	ne base) or Spa	rta	ın					
Assault	Tank					1							
	MBI		POWER	WE	APONS			PER			CLO		
ВО	LTERS					AUTO	CA	IONN	15	MISSILE LAUNCHERS			
Ran	σe	Acc	Range	. 1	Acc	Rang	P	l Ac	r	Rang		Acc	
Short	3"		Short	0"	+2	Short	4′		_	Short	6"	-	
Long	6"	-	Long	-	-	Long	9'	" -		Long	12"	_	
Dice								i Streng	th	Dice	Str	ength	
6	2	5	5		4		3 4						
Traits	s: Smal	lose	e Traits: -				Traits: -						
Α	Arms Combat												
						Traits	: B	ulky					

Ultramarines Damocles Command Rhino

HQ			10 POINTS		
ULTRAMARINES	OMMAND RHINO				
SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED		
,	6+	6+	10"		
8-10:	Direct Hit		Rhino is armed		
11-14:	Devastating Hit		wing weapons:		
15+:	Critical Hit	- COMBI BOLT	EK		
SPECIAL DEPLOYMENT: The Damod	cles Command	•	COMBI BOLTER		
Rhino may only transport a Comm	and Squad. Only		Range Range		
one Damocles Command Rhino pe			Short 3" -		
may have a second Damocles Com			Long 6" -		
same Company if the Company als a Masters of Signal Consul. The Ma			Dice Dice		
Consul has to be attached to the D	· ·		1 2		
Command Rhino.		Traits: Small Arms			
STRUCTURE POINTS					
00					
Traits: Dedicated Tr	ansport (1), Confined	d, Geo-locator Bea	acon		

XIV Legiones Astartes (Death Guard)

Legion special rules:

- * Remorseless: Other than from casualties a Death Guard Company never has to make a Command test to see if it becomes Shaken. A Death Guard Company never reduced its Speed if it becomes Shaken. Death Guard Companies are immune to the effects of the Fear trait.
- * Sons of Barbarus: Death Guard Infantry Squads may re-roll Dangerous Terrain tests.
- * Intractable: Death Guard Infantry Squads which perform a Sweeping Advance after a won Assault subtract -1" from their Speed.

Legion Specific Wargear:

Any weapon with the Flame trait may be upgraded with Chem-munition for free. This grants them the Overload trait but only gives a +1 bonus to its Strength. This trait has to be used every time this weapon attacks.

The Reaping

Effects

- * Superior Firepower: Support Units enabled by this Battalion which are Legion Veteran Companies may be part of this Battalion. You may exchange every Tactical Support Squad in the Battalion for a Heavy Support Squad.
- * Implacable: All Infantry Squads in this Battalion don't reduce their Speed due to Terrain effects.
- * Dark Arsenal: The two

Limitations

- * No Company in this Battalion may use the Full Stride order.
- * No Squad or Squadron in this Battalion may use the Teleport or Drop Pod trait
- * Only one Company in this Battalion may use Company Asset cards from the Fast Attack category.

Creeping Death

Effects

- * *Mist-clad:* Enemy units suffer a -1 on their to Hit roll if they target a Squad or Squadron from this Battalion from more than 6" away.
- * *Bio-phage Bombardment:* Roll a D6 for every Wood or Jungle Terrain. On a 4+ it is reduced to a fetid chemical mire. It is now counted as Dangerous Terrain for any non-Death Guard unit.
- * Toxin Weapons: All Missile Launchers gain +1 Strength.

Limitations

- * This Battalion Tactic may be only used by Traitors and may not be used in conjunction with the Shattered Legions theme.
- * The Battalion must include a Siege Breaker Consul
- *In games where there is an attacker and a defender this army must be the attacker.
- * This Battalion doesn't count when determining the number non-Death Guard Support Units.

Death Guard Unique Squads:

Deathshroud Terminator Squad

HQ o	r FII	TFC			Ť		25 DO	INTS per hace			
1100	I ELI	ıĽJ				25 POINTS per base					
			DEAT	HS		JD TERMINA					
SCAL	E: 0 (MI	NIMUS	5)	В	ALLISTIC SKILL	WEAPON SKILL	SPEED			
						3+	3+	4"			
			8-1	2:	Dire	ect Hit Deathshroud Terminator ba					
			13-1	4:	Dev	astating Hit		one the following			
			15	5+:	Criti	cal Hit	weapons: - HAND CHEM F	LANAEDC			
A DEA	ΓHSHR	OUD	TERMIN	ATOF	R SQUA	AD consists of	& DEATHSHROU				
one to	two De	eath	shroud T	ermi	nator b	oases.	SCYTHES	, D I OWEN			
						n only inflict a					
				f the	Streng	gth of the		y take one of the			
attack			-	and	Daidar	Phobos (only if		ons for +5 points:			
one ba		NAIN	SPUNI. L	anu	Naiuei	PHODOS (OHIN) II	- MELTA BOMBS				
	D CHEN	/	DEATH	ISHR	OUD						
	MERS		POWER								
Ran	ge	Acc	Range		Acc						
Short	1"	-	Short	0"	+2						
Long	_	-	Long		-						
Dice	Stren	gth	Dice	Str	ength						
5	3		5		4						
	: Flam	,	Trait								
Sma	ll Arms	5	Co	mba	t						
Traits: Bulky METLA BOMBS: When a Company is activated in the Combat phase, each Squad with a											
METLA	ROWE	35: W	/hen a Co	ompa	any is a	ctivated in the Co	imbat phase, each	n Squad with a			

Melta Bombs upgrade can target an enemy unit in base contact. That unit suffers a

Deathshroud Terminator Command Squad

Strength 8 hit; these attacks have the Anti-Tank trait.

UPGRADE		25 PO	INTS per base								
DEATHSHROUD	TERMINATOR C	R COMMAND SQUAD									
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED								
	3+	3+	4"								
8-12: [Direct Hit	Deathshroud Terminator bases									
13-14:	Devastating Hit		one the following								
15+: 0	Critical Hit	weapons: - HAND CHEM F	LAMERS								
A DEATHSHROUD TERMINATOR C		& DEATHSHROUSCYTHES	JD POWER								
bases. CATAPHRACTII: An Armour roll of Direct Hit on Terminators if the St attack is at least 8. DEDICATED TRANSPORT: Land Ra one base)	1 can only inflict a trength of the	Each Squad may	y take one of the ons for +5 points: S								
HAND CHEM DEATHSHROU											
FLAMERS POWER SCYTH Range Acc Range Acc	HES cc										
	-2										
Long - Long -	-										
Dice Strength Dice Streng	gth										
5 3 5 4											
Traits: Flame, Traits: Close	е										
Small Arms Combat	TT. B. II										
MACTI A DONADC, When a Common	Traits: Bulky										
METLA BOMBS: When a Company is activated in the Combat phase, each Squad with a Melta Bombs upgrade can target an enemy unit in base contact. That unit suffers a											
Strength 8 hit; these attacks have	•	contact. mat an	ic saliers a								

Grave Warden Terminator Squad

HEAVY SUPPORT									30 POINTS per base			
	GRAV	Æ۱	TOR S	QU	AD							
SCALE	E: 0 (ΜI	NIMUS	5)	В	ALLISTI	C S	KILL	WEAPO	N Sł	KILL	SPEED
	,			•		3-	3+			+		4"
			8-1	l1:	Dire	ct Hit						erminator bases
			12-1	L4:	Dev	astatiı	ng	Hit			with o	ne the following
			15	5+:	Criti	ical Hi	t		weapor		GRENA	ADE LAUNCHERS
A GRAV	'E WAI	RDE	N TERMII	NAT	OR SQU	IAD con	sis	ts of	& POW			
			Warden						& HEAV	Y C	HEM F	LAMER
			n Armou			,		ict a	& DEAT	ΉС	LOUD	
			ninators	if th	e Stren	gth of th	ne					
attack is			-									
			SPORT: L				•					
Tank	Pnopo	s (or	ıly if one	bas	se) or Sp	artan A	SS	auit				
	AULT		POWER	WF	APONS	HFA	VY	CHEM	DEATH CLOUD			
	NADE		. •		0.10			MER	22,		-005	
LAUN	CHERS	S										
Rang	ge	Acc	Range		Acc	Rang	e	Acc	Rang	ge	Acc	
Short	3"	+1	Short	0"	+2	Short	2	-	Short	2"	-	
Long	5"	-	Long	-	-	Long	-	-	Long	-	-	
Dice	Dice	St	rength	Dice	5	Strength	Dice	Str	ength			
5	3		2		5	1		4	5		3	
Traits	: Smal	I	Trait	s: C	lose	Traits: I	Fla	me, Sm	nall Traits: Flame,			
Arms Combat Arms							ns	Sma	all A	rms		
						Traits	: B	ulky				

XV Legiones Astartes (Thousand Sons)

Legion special rules:

- * Covenant of Sorcerers: The Praetor has to be upgraded with Psychic Mastery of at least Level 1.
- * Prosperine Lore: All Psykers within the Thousand Sons have access to all psychic disciplines except Daemonology. All Commanders (Praetor, Legate, Centurions and Consuls) may be purchased Psychic Mastery Level 1 for 10 points each.
- * *Cult Arcana:* All Companies have to select one Cult Arcana. Compulsory Companies have to select the same Cult Acrana as the Praetor. Each Cult Acrana has a matching Psychic Discipline. If a Psyker uses a Psychic Discipline which matches the Cult Arcana he gets a +1 bonus on the roll.
- * Signs & Portents: If a Psyker is killed because of Perils of the Warp his Company has to pass a Command test or becomes Shaken. If all Commanders in a Company are killed all Command tests for this Company suffer a -1 penalty.

ARCANA	DISCIPLINE	EFFECT
Pavoni	Biomancy	Quickblood
Raptora	Telekinesis	Kine Shields
Corvidae	Divination	Precognitive Strike
Athanean	Telepathy	Mental Fortitude
Pyrae	Pyromancy	Ashen Blow

Quickblood

All Squads and Squadrons in the Company add +1" Speed if acting on Full Stride or Charge orders.

Kine Shields

All Squads and Squadrons in the Company add +1 to their Direct Hit and Critical Hit values.

Precognitive Strike

All Squads and Squadrons in the Company must re-roll failed to Hit rolls if they remain stationary.

Mental Fortitude

The Company never modifies its Command value negatively and only can become Shaken due to casualties suffered.

Ashen Blow

When this Company is activated in the Combat phase, each Squad can target an enemy unit in base contact. That unit suffers a Strength 2 hit; these attacks have the Small Arms trait.

Legion Specific Wargear:

Aether-fire Cannon

Any Plasma Cannon may be exchanged for an Aether-fire Cannon

Ra	nge	Accu	racy	Dice	Strength	Traits
S	L	S	L			
5"	9"	-	-	1	4	Overload, Deflagrate

Asphyx Shells

Legion Veteran Tactical Squads, Legion Terminator Squads and Legion Tactical Support Squads may gain Asphyx Shells for their Combi-Bolters and Bolters and Rotor Cannons for 5 points per Squad. This enables those weapons to re-roll Armour rolls which resulted in a Superficial Hit.

Thousand Sons Unique Battalion Tactics:

The Axis of Dissolution

Effects

- * The Alembic of Adamant: Companies in this Battalion can't become Shaken if they are within 3" of an Objective.
- * The Caustic of Grace: Companies in this Battalion will hit on a 5 and 6 while making Reaction Fire.
- * The Transition of Vitriol: Infantry Squads this Battalion may re-roll failed to Hit rolls and Armour rolls which resulted in Superficial Hits if they attack a Unit which is Shaken.

Limitations

- * Compulsory Companies in this Battalion have to contain the maximum number of Squads and those Squads have to be the maximum number of bases.
- * Companies in this Battalion can't include more Vehicles and Aircraft than Infantry Squads.

The Guard of the Crimson King

Effects

- * Astral Warfare: Command tests to activate a Psychic Discipline gain a +1 bonus on the roll.
- * Wreathed in Lightning, they Rend the Veil: All Legion Terminator Squads (and their variants) and the Primarch Magnus the Red gain the Teleport trait. A Squad which teleported on the battlefield has the Fear trait for the remainder of the round.
- * The Initiates of the Scarab: This Battalion must include at least one Legion Veteran Company. All Legion Veteran Tactical Squads in Legion Veteran Companies selected as mandatory Companies must be upgraded to Sekhmet Terminator Cabals.
- * The Bidding of the Crimson King: The Primarch Magnus the Red maybe part of this Battalion

Limitations

- * This Battalion has to include either Magnus the Red or a Praetor with Psychic Mastery Level 3.
- * This Battalion can't include more Vehicles than Infantry Squads.
- * This Battalion doesn't count when determining the number non-Thousand Sons Support Units.

Thousand Sons Unique Squads:

Note: If an Infantry Squad includes the Psyker trait it is called a Cabal. Other than the name Cabal they use the same rules as Infantry Squads.

Thousand Sons Praetors

Thousand Sons Praetors may purchase Psychic Mastery Level 1-3 for 10 points per Level.

Thousand Sons Veteran Tactical Squads & Legion Terminator Squads

These Squads may purchase Psychic Mastery Level 1 for 10 points per Squad.

Osiron Dreadnought (Thousand Sons Contemptor Dreadnought Variant)

Any Contemptor Dreadnougt Talon may be upgraded to an Osiron Dreadnought Talon for 10 points per Dreadnought. An Osiron Dreadnought has Psychic Mastery Level 1 from either the Telekinesis, Telepathy, Pyromancy or Divination disciplines.

Sekhmet Terminator Cabal

You may upgrade any Legion Terminator Squad to a Sekhmet Terminator Cabal for +10 points per base

ELITES		35 PO	INTS per base				
SEKHN	NET TERMINATO	R CABAL					
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED				
, ,	3+	3+	4"				
8-12:	Direct Hit	Sekhmet Terminator bases are					
13-14:	Devastating Hit	armed with the	following				
15+: (Critical Hit	weapons: - COMBI BOLTE	DC .				
		& FORCE WEAP					
A SEKHMET TERMINATOR CABAL	•						
CATAPHRACTII: An Armour roll of							
Direct Hit on Terminators if the St	•						
attack is at least 8.	arenger or the						
DEDICATED TRANSPORT: : Land R	Raider Proteus, Land						
Raider Phobos (only if one base)	or Spartan Assault						
Tank	1						
COMBI FORCE WEAPO	ONS						
BOLTERS Range Acc Range A	сс						
	+2						
Long 6" - Long -	72						
Dice Strength Dice Streng	oth						
6 2 2 5	P						
Traits: Small Traits: Close	e l						
Arms, Asphyx Combat, Sma	-						
Shells arms							
Traits: Stubborn, Bul	ky, Psyker (Level 2, Te	lekinesis or Pyron	nancy)				

Khenetai Occult Blade Cabal

ELITES			20	POINTS p	er base		
k	(HENE	ADE CABAL					
SCALE: 0 (MINIM	US)	BALLISTIC SKILL	WEAPON SKILL	SPEED			
7-9:	Direc	3+	2+	4"			
10-13:	Devas						
14+:	Critic	al Hit					
A KHENETAI OCCULT BL consists of one to two K DEDICATED TRANSPORT	henetai E	Blade bases.	Khenetai Blade bases are armed with the following weapons: - TWIN FORCE SWORDS				
Phobos or Land Raider F	,						
TWIN FORCE SV	VORDS						
Range	Acc						
Short 0"	+3						
Long -	-						
	trength						
5	4						
Traits: Close Co Small Arm	,						
Siliali Allii	13	Traits: Psyker (Leve	11)				

Ammitara Occult Intercession Cabal

FAST ATTACK		20 PO	INTS per base						
AMMITAR	A OCCULT INTERC	ESSION CABA	AL						
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	BALLISTIC SKILL WEAPON SKILL							
·	2+	3+	5"						
7-8:	Direct Hit	Intercessor bases are armed v							
9-12:	Devastating Hit	the following w	eapons:						
13+:	Critical Hit	- SINIPER RIPLES							
An AMMITARA OCCULT INTERC									
SQUAD consists of one to two I									
MIND KILLER: This is a psychic p during the Combat phase all at									
mal re-roll all to hit an Armour	•								
cover modifiers.	Tolis and may ignore								
DEDICATED TRANSPORT: Storm	n Eagle								
SNIPER RIFLES		•							
Range Acc									
Short 4" +2									
Long 8" +1									
Dice Strength									
1 5									
Traits: Sniper									
Traits: Infiltrato	ors, Outriders, Psyker (Le	evel1 Mind Killer o	nly)						

Castellax-Archea Battle-automata Maniple

HEAVY SUPPO	RT					25 PO	INTS per base
CAST	ELLAX-AR	CHE	A BAT	TL	E-AL	ITOMATA SO	UAD
SCALE: 0 (MIN	IIMUS)	В	BALLISTI	C Sk	(ILL	WEAPON SKILL	SPEED
,	•		3+	-		4+	4"
A CASTELLAX-ARCH SQUAD consists of		Dev Criti		nea base is armed ng weapons: ERN BOLT UNS			
bases. PSI-CONTROL MATI Company may mea powers from this So STRUCTURE PO OO	isure the rang quad.						
PATTERN BOLT CANNONS	TWIN BOLTG				CLAWS		
Range Acc Short 3" +1 S	- 0-	Acc	Range Short	e 0"	Acc	4	
	onort 3" ong 6"	_	Snort	0	+2		
Dice Strength	·	- ngth	Dice	St	l - trength	, [
3 3		2	3		3	\exists	
Traits: Asphyx 1	Fraits: Small A	Arms,	Trai	ı ts: (Close		
Shells	Aspyhx She	,	Combat				
	Tra	its: H	ulking, S	tub	born, \	Walker	

XVI Legiones Astartes (Sons of Horus)

Legion special rules:

- * Merciless Fighters: If the number of Sons of Horus Infantry bases (count bases with the bulky trait as two bases for both sides) in any Assault is greater than the number of enemy Infantry bases in base contact then each Sons of Horus Infantry base in base contact to an enemy Infantry base may attack again after both sides have attacked.
- * Death Dealers: Infantry bases armed with Bolters, Bolters with Banestrike Shells, BoltPistols&Chainswords, BoltPistols&Chainaxes, CombiBolters, Plasma guns, Plasma gun, Meltaguns, Meltagun, Volkite Charger, VolkiteSerpentas&Chainswords or Graviton Gun gain +1 on the to Hit roll if the target is within 3" or less. This can't be combined with Reaction Fire or the Fury of the Legion ability.

Sons of Horus Unique Battalion Tactics:

The Long March

Effects

- * Relentless March: If the majority of Infantry Squads in a Company are in a specific area of the battlefield the Company gains the following abilities depending where on the battlefield they are:
- If they are in their own Deployment Zone then they may ignore the Heavy trait.
- If they are between their own and the enemy's Deployment Zone Command checks gain a +1 bonus for Full Stride Orders.
- If they are in the enemy's Deployment Zone, they gain +2" of Speed
- * The Warmaster's Portion: All Squads and Squadron in the Battalion may re-roll to Hit rolls of 1 during the first round.
- * One or both mandatory Companies in this Battalion may be Legion Veteran Companies. All Legion Veteran Tactical Squads in these Legion Veteran Companies must be upgraded to Legion Terminator Squads.

Limitations

- * This Battalion Tactic may be only used by Sons of Horus of the Traitor faction and not by using the Shattered Legions theme.
- * This Battalion doesn't count when determining the maximum number of non-Sons o Horus Support Units.

The Black Reaving

Effects

- * Encirclement: Any Infantry Company which enters play using the Outflank Stratagem may be issued the Full Stride order without the need of passing a Command test.
- *Cut them Down: Infantry Squads acting under Charge orders which are Assaulting an enemy Unit which already was assaulted this round gain +1 Dice on their weapons with the Close Combat trait if they have an enemy model in base contact.
- * Reaver Onslaught: Any mandatory Company in this Battalion may be a Legion Veteran Company. All Legion Veteran Tactical Squads in these Legion Veteran Companies must be upgraded to Reaver Attack Squads.

- * The Eye of the Warmaster: Justaerin Terminator Squads in this Battalion gain the Teleport trait. Limitations
- * One Company in this Battalion has to include a Master of Signals Consul.
- * The total of Company Asset cards from the Fast Attack category in this Battalion have to be more than those from the Heavy Support category.
- * This Battalion has to take three mandatory Companies instead of two.

Sons of Horus Unique Squads:

Anvillus Pattern Dreadclaw Drop Pods can be selected as Dedicates Transports for Justaerin Terminator Squads, Legion Terminator Squads, Legion Dreadnought Talons (only of 1 Dreadnought), Legion Seeker Squads, Reaver Attack Squads, Legion Command Squads and Legion Terminator Command Squads.

DEDICATED TRANSPORT 10 POINTS												
DEDIC	ATED TRAI	NSPORT			10	POINTS						
	ANVIL	LUS PAT	ERN DREAD	CLAW DROP POD								
SCALE	: 0 (MINIM	IUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED						
			SKILL	SKILL								
	8-10	Direct	5+	5+	18"							
	11-14	: Devast										
	15+	: Critica										
STRUC	TURE POINT	TS .		An Anvillus Pattern Dreadclaw Drop								
0.0				Pod is armed with the following weapon:								
				- HEAT BLAST								
	HEAT B	LAST		II.								
	Range	Acc										
	Short 0"	-										
	Long 0"	-										
	Dice	Strength										
	1	3										
	Traits: Bom				1 1:4/2							
Traits: I	Traits: Dedicated Transport (2), Heavy Transport (Contemptor-Dreadnought 1/2), Assault Vehicle, Hover, Aircraft (Bomber), Orbital Drop											
HEA		· ·	on is deployed on	,-	•	th this						
w	eapon can targ	get an enem	unit within 3". Tl	nat unit suffer	s a Strength 3	hit.						

Justaerin Terminator Command Squad

UPGRA	DE										30	POI	NTS pe	r base	e	
		JU	STAER	IN	TERN	/INAT	OF	R COI	M	MANI	D S	QUA	ر.			
SCALE:	0 (MII	NIMUS	5)	E	BALLISTIC SKILL				VEAPO	N Sk	(ILL	SPEED			
	•			,		3+				2-	+		4	4"		
			8-1	2:	Dire	ect Hit		J	Justaerin Terminator bases are							
			13-1	4:	Dev	Devastating Hit				armed with the following						
			15	; -:	Crit	itical Hit weapon						V TEDC				
				-			- COMBI BOLTERS & POWER WEAPONS									
A JUSTAEI	RIN .	TERN	MINATOF	R CC	MMAN	ID SOUA	D		1				armed v	with one	e	
consists o						-		s.		of the f	ollo	ving w	eapons:			
CATAPHR	ACT	II: Ar	n Armoui	r rol	l of 1 ca	an only i	nfli	ct a								
Direct Hit	on 1	Γerm	ninators i	f th	e Stren	ngth of the - HEAVY FLAMER										
attack is a	at lea	st 8				- MULTI-MELTA										
DEDICATE	ED T	RAN:	SPORT: L	and	Raider	ler Phobos (only if										
one base)), Dre	eado	law Drop	Po	d (only	only if one base)										
COM			POWER	WE	APONS			PER	HEAVY FLAMER MULTI-M				I-MELTA	4		
BOLTE								NNON				i		1		
Range		Acc	Range		Acc	Range		Acc		Rang	_	Acc	Range	Acc		
Short	3"	+1	Short	0"	+2	Short	4"	+1		Short	2"	-	Short	3" -		
Long	6"	-	Long	. 1	-	Long	9"	-		Long	-	-	Long	6" -		
Dice St	tren	gth	Dice	Sti	rength	Dice	S	trengtl	h	Dice	Str	ength	Dice	Streng	ţth	
6	2		2		5	2		4		1		3	1	8/4		
Traits: S	Smal	l	Trait	s: C	ose	Tı	ait	s: -		Traits	s: Fla	ame,	Traits	: Melta,	,	
Arm	าร		Co	mb	at					Sma	II A	rms	Ant	i-Tank		
					Tra	its: Stub	bo	rn, Bul	ky							

Justaerin Terminator Squad

Any Legion Terminator Squad may be upgraded to a Justaerin Terminator Squad for 5 points per base.

ELITES							30	POI	NTS pe	r base
JUST	AERII	N TERN	ΛII	OTAI	R	SQU	ΑD)		
SCALE: 0 (MINIMUS)		BALLISTI	C Sk	(ILL	W	/EAPOI	N Sk	(ILL	SPE	ED
		3+	-			2-	ŀ		4	"
8-12:	Dire	ect Hit			Ju	ustaeri	n Te	ermina	tor base	s are
13-14:	Dev	/astatir	ng I	Hit				the fo	ollowing	
15+:		ical Hit	_			veapon		T EDO		
						COMB POWI				
A JUSTAERIN TERMINATOR SO	DUAD c	onsists o	f or	ne to	_				armed v	with one
two Justaerin Terminator base		01131313 0	. 0.	10 10				,	veapons:	
CATAPHRACTII: An Armour ro	l of 1 c	an only i	nfli	ct a	-	REAPE	RΑ	UTOCA	NON	
Direct Hit on Terminators if th	e Strer	igth of th	ne			HEAVY				
attack is at least 8.					-	MULTI	-M	ELTA		
DEDICATED TRANSPORT: Land			•	, ,						
one base), Dreadclaw Drop Po	<u> </u>	1								
COMBI POWER WE	APONS			REAPER OCANNON		HEAV	/ FL	AMER	MULT	I-MELTA
BOLTERS	۸					D	_	۱ ۸	D	۱ ۸
Range Acc Range	Acc	Range		Acc	4	Rang		Acc	Range	Acc
Short 3" +1 Short 0"	+2	Short	4"	+1		Short	2"	-	Short	3″ -
Long 6" - Long -	-	Long	9"			Long	-	-	Long	6" -
	rength	Dice	St	trength	1	Dice	Str	ength		Strength
6 2 2	5	2		4		1		3	1	8/4
Traits: Small Traits: C		Ti	rait	s: -		Traits		,		: Melta,
Arms Comb		1				Sma	II A	rms	Anti	i-Tank
	Tra	aits: Stub	boı	rn, Bulk	Υ					

Reaver Attack Squad

Any Legion Veteran Tactical Squad may be upgraded to a Reaver Attack Squad for 5 points per base. Squads upgraded in this manner may be expanded to three bases for 20 points. Reaver Attack Squads may be given the Jump Packs trait which also increases their Speed to 10" for 10 points per Squad.

FAST	ΛTΤ	۱ (k	,							20	DOIN	NTS pe	r h	250
1 431	A11/	7C1	`	_)	-D A	- A				rOll	412 be	י ט	ase
					CK SC									
SCAL	E: 0 (MI	NIMUS	5)	В	BALLISTI	C S	KILL	WEAF	ON S	KILL	SPE	ED	
						3+	+			3+		4" (10	" w	/ith
						Jump Pac						cks)		
			7	-9:	Dire	ct Hit			Reav	er bas	es are	armed w	ith 1	the
			10-1	13:	Dev	astatir	ηg	Hit		_	veapor			
			14	1+:		ical Hit	_				WITH E	BANESTR	IKE	
			_	• • •	0.10	icai i iii	•		SHELLS & BOLT PISTOLS & CHAINAXES					
Λ DE Λ\	/ED AT	ΓΛ <i>C</i> L	SQUAD	cor	sciete of	ono to t	-hr	00	& BU	LIPI	O I ULS 6	X CHAINA	4XES	•
Reaver			SQUAD	COI	151515 01	one to	LIII	ee	Fach	hase	may he	armed v	with	one
			to Hit ro	ll of	6 may b	ne alway	ıs a	1	Each base may be armed with one of the following weapons. Each					
			n Infanti			, c aa	, , ,				_	l has to b		
_			SPORT: F	•		if up to	two	0	identically The cost is per Squad:					ad:
bases a	nd wit	hou	t Jump P	ack	s trait),						5 pc	oints		
Pod (or	าly if น _ุ	o to	two base	es)		- MELTAGUN				5 points				
									- PLASMA GUN			5 points		
	RS WIT		BOLT I							PLASI	VA (SUN		
	STRIKI		CHA	INA	XES									
_	IELLS	۸۵۵	Dange		٨٥٥	Dona	_	٨٥٥	Do	n~0	Acc	Range	ı	Acc
Ran Short	ge 2"	Acc	Range Short	: 1"	Acc +2	Rang Short	2"	Acc	Shor	nge t 1'		Short	3"	+1
	_	_		_		Long	2	-					-	+1
	Long 5" - Long 3" 1							- '+	Long		l	Long	6"	-
Dice	Stren	Dice	rength	Dice	3	trength	_	Dice Strength			Str	ength		
3	3	3	3	1		2	1	.	8/4	1	Ĭ	4		
	s: Smal	I	Trait ArmsClo			Traits: F			Small Traits: Melta, Traits: Overloa Anti-Tank				rioad	
A	rms						Arn			_	diik			
				ıdlı	.S. milltr	ators, J	um	p Packs	ιορτιο	IIdl)				

XVII Legiones Astartes (Word Bearers)

Legion special rules:

- * *True Believers:* Roll 2D10 for a Command test to see if a Word Bearers Company becomes Shaken and chose the highest result.
- * Cut them Down: After a won Assault all Squads and Squadrons have to perform a Sweeping Advance if able to or Consolidate towards the next enemy unit. They can't remain stationary.
- * Charismatic Leadership: Any Word Bearers Battalion has to include at least one Company with a Chaplain Consul.

Legion Specific Wargear:

Burning Lore

Any Word Bearers Praetor, Diabolist, Centurion or Chaplain may be equipped with Psychic Mastery Level 1 for 5 points. This gives them access to the Biomancy or Telepathy Discipline.

Word Bearers Unique Battalion Tactics:

The Dark Brethren

Effects

- * Arch-Traitors: All Commanders (Praetors, Legates, Centurions and Consuls) may re-roll all Attack dice during an Assault with a weapon with the Close Combat Trait if they are fighting other Space Marines.
- * Signs & Portents: At the start of the game select one mandatory Company in the Battalion. On a roll of 1-3 all enemy Units may re-roll failed to Hit rolls against this Company. On a roll of 4-6 this Company may re-roll all failed to Hit rolls.
- * From Beyond: The Battalion may enable the use of Units from the Daemons of the Ruinstorm list as Support Units.
- * Hell follows with Them: Enemy Psykers have to roll a D6 every time they use their Psychic Powers. On a roll of 1 remove the Infantry base containing the Psyker as casualty.

Limitations

- * At least one Company in this Battalion has to take a Diabolist Consul.
- * Only one Company in this Battalion may take Company Asset cards from the Heavy Support category. Only a single non-Infantry Company may be included in this Battalion.
- * This Battalion doesn't count when determining the number Legion Support Units if those aren't Word Bearers.

Last of the Serrated Sun

Effects

- * Company of Monsters: One or both mandatory Companies in this Battalion may be Legion Veteran Companies. All Legion Veteran Squads in these Companies must be upgraded to Gal Vorbak Dark Brethren Squads. All Gal Vorbak Dark Brethren Squads in this Battalion must take a Legion Drop Pod or Dreadclaw Drop Pod as Dedicated Transport.
- * *Drop Elite:* Any Squad in this Battalion which have access to a Rhino as Dedicated Transport may instead take a Legion Drop Pod as Dedicated Transport.

* Burning Sun: All enemy Companies within 6" of a Company of this Battalion arriving via Drop Pod or Dreadclaw Drop Pod must test if they become Shaken.

Limitations

- * All Infantry Squads must be transported in a Legion Drop Pod, Dreadclaw Drop Pod, Aircraft or arrive via the Teleport trait. Squads with the Jump Packs trait can't use the Teleport trait.
- * This Battalion doesn't count when determining the number non-Word Bearers Support Units

Word Bearers Unique Squads:

The Diabolist

HQ*		20	POINTS
DIABOLIST CON	ISUL		
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED
DARK CHANNELING: Roll a D6 and gain the following effects for all Tactical, Veteran Tactical, Breacher Siege, Terminator and Assault Squads in the Company. 1-3: Re-roll to Hit rolls of 1 during an Assault for Squads in base contact. A Company with one of the mentioned Squads automatically recovers from being Shaken and ignores the Fear trait. 4-5: All weapons which attack a unit in base contact gain +1 Strength. 6: All the mentioned Squads gain the Daemon trait. WARGEAR: May not be added to a Squad with the Bike, Jetbike or Bulky (except Jump Packs) trait.	n/a	n/a	n/a
Traits: Support Officer,	Daemon		

Mhara Gal Tainted Dreadnought

ELITE	S											30	POINT:	s e	ach
		М	HARA	G٨	L TA	NTED	DI	READ	N	IOUG	ΗТ	ALO	N		
SCAL	E: 0 (MI	NIMU:	S)		BALLISTI	C SI	KILL	٧	VEAPO	N SK	ILL	SPE	ED	
	•			•		5+	-			2	+		4	"	
			9-:	11:	Dire	ect Hit			Mhara Gal Dreadnoughts are						
			12-	14:	Dev	astatir	ng	Hit					TAINTED)	
			1!	5+:	Crit	tical Hit POWER CLAW and following weapon									
						- TAINTED POWE									
А МНА	RA GA	L TA	INTED D	REA	DNOUG	SHT TAL	NC		1 -	- WARP	FIRE	PLAS	MA CANI	NON	I
consist	s of on	e to	three M	lhara	a Gal D	readnou	ght	is	1	- MUL					
						by this T		n	1	- TWIN					
			•	•		s Shaker			-	- TWIN	LAS	CANNO	ON		
						the Flan	•	1							
			ers a -1 t			· Strengt tv	ט וו	y -1.							
			DINTS		e periai	cy.									
	C. O.		311113												
00															
	WIN			RPF		MUL	TI-I	MELTA			WIN	-	TAINTE		
	ANNO		PLASN							AUTO				.AW I	
Ran	ge 6"	Acc	. 0	4"	Acc	Rang	e 3"	Acc		Rang Short	ge 6"	Acc	Range	0"	Acc
Short	12"		Short	4" 9"	+2	Short	3" 6"				-		Short	0	+2
Long Dice		l	Long Dice		- rength	Long Dice		ı		Long Dice		- ength	Long Dice	- -+2	- onath
2	Stren 6		Dice 1	31	5	1	3	trengtl 8/4	-	2	Sti	4	Dice 1	Str	ength 6
_	s: Anti		_	 aits:	-	_	 N/10	-,	+i_	_	 raitc	•	Traits	. CI	-
	ank	-	''	ails.						ombat					
<u> </u>	urin.		<u> </u>		Traits:	Walker,			en	non			201	1100	
								,		-					

Gal Vorbak Dark Brethren

You may exchange any Legion Veteran Tactical Squad for a Gal Vorbak Dark Brethren Squad for +5 points per base.

<u> </u>											
ELITES	;	·		20 POINTS per base							
	GAL VORBAK DARK BRETHREN SQUAD										
SCALE	: 0 (MININ	IUS)	BALLISTIC	WEAPON	SPEED						
			SKILL	SKILL							
	8-9	: Direct	Hit	3+	2+	4"					
	10-13	: Devast	tating Hit								
	14+	: Critica	l Hit								
A GAL VO	ORBAK DARK E	RETHREN SO	QUAD consists of	Dark Brethren bases are armed							
one to tv	wo Dark Breth	ren bases.		with the following weapons:							
				- BOLT PISTOLS & POWER SWORDS							
	BOLT PISTOL	S & CHAIN									
	SWO	RDS									
	Range	Acc									
	Short 1"	+2									
	Long 3"	+3									
	Dice	Strength									
	5	2									
	Traits: Sma	all Arms,									
	Rending,	, Close									
	Coml	oat									
		Traits: Bul	ky, Teleport, Stubb	orn, Daemon							

The Ashen Circle

You may exchange any Legion Destroyer Squad for an Ashen Circle Squad.

FAST A	ATTACK		15 POINTS per base				
		ASH	HEN CIRCLE S	QUAD			
SCALE	: 0 (MINIM	US)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
	7-9:	Direct	Hit	3+	2+	10"	
	10-13	Devast	tating Hit				
	14+:	Critica	l Hit				
Incendia BURNIN with the in base o with the	Teleport trait is contact. That up Small Arms trait is Squander. HAND FLAMI RAKE Range Short 1" Long Dice 5 Traits: Small	his Squad e t can target nit suffers a iit. nd can't be j ERS & AXE S Acc - Strength 2 II Arms,	nters the board an enemy unit Strength 2 hit	the followin	pases are arm		
	Flame, Close		uma Daeke Herrin	and Armour			
		i raits: Ju	ump Packs, Hardei	nea Armour			

XVIII Legiones Astartes (Salamanders)

<u>Legion special rules:</u>

- * Strength of Will: Add +2 to any Command test to see if a Salamanders Company becomes Shaken.
- * *Promethean Gift:* All weapons with the Flame trait gain +1 Strength. All enemy weapons with the Flame trait suffer -1 Strength against Salamanders Units.
- * *Nocturne Born:* Salamanders Squads reduce their Speed by -1" during Charge orders in the Combat phase and for the move after a won Assault.

Legion Specific Restriction:

Disdain for the Dark Age

Legiones Astartes detachments of the Salamanders can't include any Legion Moritat Consuls. Legion Destroyer Companies or Legion Destroyer Squads may only be used if all Destroyer Squads are exchanged for Pyroclast Squads. No weapon with the Phosphex trait may be used.

Legion Specific Wargear:

Dragonscale Storm Shield

Any Terminator Squad (any type) may exchange their Combi Bolters for Dragonscale Storm Shields. This gives them the Boarding Shields trait.

Purging Flame

Any Heavy Bolter may be exchanged for a Heavy Flamer. Any Twin Heavy Bolter may be exchanged for a Twin Heavy Flamer (same as Heavy Flamer but with double the dice).

Salamanders Unique Battalion Tactics:

The Covenant of Fire

Effects

- * Obsidian Forged: Weapons of the Melta, Volkite, Plasma and Flamer-type (including Melta Bombs) weapons have -1 Strength against Salamanders Vehicles Squadrons in this Battalion.
- * Veneration of Wrath: Meltaguns and Multi-meltas in this Battalion may re-roll all failed to Hit rolls. Support Units enabled by this Battalion which are Legion Destroyer Companies may be part of this Battalion if all Destroyer Squads are exchanged for Pyroclast Squads.
- * Implacable: All Squads and Squadrons in this Battalion ignore Difficult Terrain.

Limitations

- * The Teleport trait can't be used in this Battalion.
- * The number of Line, Assault and Breacher Siege Companies has to be equal or greater than other Company types in this Battalion.
- * With the exception of the Legion Champion only one other Consul may be taken in this Battalion.

The Awakening Fire

Effects

* Devils from the Dark: Infantry Squads in this Battalion have the Fear trait.

- * Unto the Fires: In games with a random amount of turns the Salamanders player always can chose to play all full six turns instead to roll at the end of the turn if the game continues.
- * Fury of the Salamander: Librarians in this Battalion may exchange their Pyromancy Level 1 psychic power Flame Breath for Fury of the Salamanders

Fury of the Salamander

Activate during the Combat phase. If successful you may immediately attack with the following profile:

	Ra	nge	Accuracy		Dice	Strength	Traits
	S	L	S L				
Ī	3"	5"	-	-	1	3	Elemental Horros

Elemental Horrors: If the target unit suffers any casualties it has to pass a Command test or becomes Shaken. The test is modified by -1 for every casualty.

Limitations

- * At least one Company has to include a Legion Chaplain Consul.
- * The Battalion may only include on Squad/Squadron of the following traits: Jump Packs, Jetbike, Skimmer, Aircraft.
- * The detachment may not include the Primarch Vulkan.
- * This Battalion doesn't count when determining the number non-Salamanders Support Units

Salamanders Unique Squads:

Firedrake Terminator Command Squad

UPGRADE		30 POINTS per base			
FIREDRAKE 1	TERMINATOR COI	MMAND SQU	AD		
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED		
, ,	3+	2+	4"		
8-12:	Direct Hit	Firedrake bases			
13-14:	Devastating Hit	the following w	•		
15+:	Critical Hit	& POWER WEAR			
		& HEAVY FLAME			
A FIREDRAKE TERMINATOR COI	MMAND SQUAD				
consists of one to two Firedrake	e bases.				
CATAPHRACTII: An Armour roll	•				
Direct Hit on Terminators if the	Strength of the				
attack is at least 8.					
DEDICATED TRANSPORT: Land I	· ·				
Raider Phobos (only if one base Tank	e) or Spartan Assault				
COMBI POWER WEA	ADONS.	HEAVY FLAME	R		
BOLTERS	11 0113	TILAVITLANIE	N.		
Range Acc Range	Acc	Range Acc	С		
Short 3" +1 Short 0"	+2	Short 2" -			
Long 6" - Long -	-	Long			
Dice Strength Dice Stre	ength	Dice Strengt	h		
6 2 2	5	1 3			
Traits: Small Traits: Clo	ose	Traits: Flame,			
Arms Comba		Small Arms			
	Traits: Bulky				

Firedrake Terminator Squad

You may upgrade any Legion Terminator Squad for a Firedrake Terminator Squad for +5 points per base.

ELITES		30 PO	INTS per base		
FIREDRA	AKE TERMINATO	OR SQUAD			
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED		
, ,	3+	2+	4"		
8-12:	Direct Hit		are armed with		
13-14:	Devastating Hit	the following w	•		
15+:	Critical Hit	- COMBI BOLTEI & POWER WEAR	-		
		& HEAVY FLAM			
A FIREDRAKE TERMINATOR SQUATWO Firedrake bases. CATAPHRACTII: An Armour roll of Direct Hit on Terminators if the Stattack is at least 8. DEDICATED TRANSPORT: Land Ra Raider Phobos (only if one base) of Tank					
COMBI POWER WEAP	ONS	HEAVY FLAME	R		
BOLTERS					
8080	сс	Range Ac	С		
5.10.0	+2	Short 2" -			
Long 6" - Long -	-	Long			
Dice Strength Dice Stren	gth	Dice Strengt	<u>:h</u>		
6 2 2 5	_	1 3			
Traits: Small Traits: Close Arms Combat	е	Traits: Flame, Small Arms	'		
Aiiii3 Collibat	Traits: Bulky	Siliali Alliis			

Pyroclast Squad

Legion Destroyer Squads have to be exchanged for Pyroclast Squads for free.

HEAV	Y SUPPORT	_	15 POINTS per base			
		PY	ROCLAST SQL	JAD		
SCALE	E: 0 (MININ	1US)	BALLISTIC SKILL	WEAPON SKILL	SPEED	
	7-10	Direct H	lit	3+	3+	4"
	11-13	Devasta	iting Hit			
	14+	Critical I	Hit			
Pyroclas MANTLI Flamer, Direct H DEDICA	CLAST SQUAD of the bases E OF ASH: Hits Melta, Volkite lit on a result of TED TRANSPOR	against this So and Plasma v f 8-10.	Pyroclast bases are armed with the following weapons: - PYROCLAST FLAME PROJECTORS			
	PYROCLAS PROJEC Range Short 2" Long - Dice 5 Traits: Flar	Acc - Strength* 6/3				
		Traits: *Pro	methean Gist alre	ady included		

XIX Legiones Astartes (Raven Guard)

Legion special rules:

- * By Wing & Talon: All Infantry Squads (but no Legion Terminator Squads) in a Raven Guard detachment gain +1" Speed if they act on Full Stride orders. They also gain the Infiltrators trait.
- * Flesh Over Steel: A Raven Guard detachment can't include more Vehicle Companies than Infantry Companies.

Raven Guard Unique Battalion Tactics:

Decaptation Strike

Effects

- * For Whom the Bell Tolls: All Raven Guard Infantry Squads in this Battalion may re-roll the to Hit roll for Targeted Attacks if they target an enemy Commander.
- * Predatory Strike: The Raven Guard player may re-roll for Initiative for the first round.
- * Fury from Above: Legion Tactical Squads, Legion Veteran Tactical Squads, Legion Tactical Support Squads, Legion Seeker Squads and Legion Heavy Support Squads in this Battalion may select Legion Drop Pods as Dedicated Transport. Legion Deathstorm Drop Pods in this Battalion may be selected as Elites category instead of Heavy Support.

Limitations

- * Only one Company in this Battalion may select Company Asset cards form the Heavy Support category.
- * Only one Company in this Battalion may select a Consul.
- * This Battalion doesn't count when determining the number non-Raven Guard Legion Support Units

Liberation Force

Effects

- * Freedom Fighters: Once per game every unit may re-roll any to Hit rolls during Charge orders if using their Weapon Skill.
- * Slayer of Tyrants: In Missions where killed enemy Commanders gain Victory points the Raven Guard player scores +1 Victory point for every killed Commander.
- * Lead by Example: Support Units from the Imperialis Milita and Warp Cult army list can't become Shaken if they are within 3" of a Raven Guard Company.

Limitations

- * This Battalion Tactic can't be used with the Shattered Legion Theme.
- * This Battalion Tactic may only be used by Loyalists.

Raven Guard Unique Squads:

Mor Deythan Strike Squad

ELITES						10 PO	INTS per base			
		MOF	R DI	EYTHAN STRIK	E SQUAD					
SCALE: 0	(MII	NIMUS)		BALLISTIC SKILL	W	VEAPON SKILL	SPEED			
	•	•		2+		3+	4"			
		7-9:	Di	irect Hit		Mor Deythan bases are armed				
		10-12:	De	evastating Hit		with the followi	ng weapons:			
		13+:	Cr	ritical Hit	-	SNIPER RIFLES				
A MOR DET	HYAN	STRIKE SQUA	D co	onsists of one to						
two Mor De	,									
FATAL STRI			any a	attacks by this						
		U	מנום	d suffer a -1 to Hit						
penalty	ittacks	agamst tins 3	quai	a saner a -1 to riit						
	TRAN	SPORT: Rhino	or [Darkwing Storm						
Eagle				J						
SNIPER RIF	FLES									
Range	Acc									
Short	4" +2									
Long	8" +1									
Dice Str	ength									
1	5									
Traits: Hea	avy,									
Sniper, Sn	nall									
Arms										
			Trai	its: Infiltrators, Out	ride	ers				

Dark Fury Assault Squad

You may exchange any Legion Veteran Tactical Squad for a Dark Fury Assault Squad for free.

FAST ATTACK		15 POINTS per base				
	DARK I	FURY ASSAUL	T SQUAD			
SCALE: 0 (MINIMU	IS)	BALLISTIC SKILL	WEAPON SKILL	SPEED		
7-9:	Direct	Hit	3+	3+	10"	
10-12:	Devast	tating Hit				
13+:	Critica	l Hit				
A DARK FURY ASSAULT SO two Dark Furies bases. SUDDEN STRIKE: This Squ Assault. FATEFUL DESCENT: This S modifier for the round th trait.	iad attack Squads get	s first during an	Dark Furies the followin - RAVEN TAI	· .	ned with	
RAVEN TAL	ONS					
Range	Acc					
Short 0"	+2					
Long -	- Strength					
3	3					
Traits: Small	Arms,					
Close Combat,	Rending					
		Traits: Jump Pack	(S			

Darkwing Pattern Storm Eagle Gunship

FAST	ATTACI	(*							25	POINTS each	
			I F	AGLE A	SLE ASSAULT GUNSHIP SQUADRON						
		EDIANUS)	Τ,	BALLIST				WEAPON SKILL SPEED			
SCALL	(IVII	DIANUS	-	3-	_			5+		18"	
GUNSHI	KWING PAIP SQUAD	rect Hit evastati itical Hi	ng t		The Da armed weapo - TWIN & ECLI LAUNG	arkwi I with ons: I HEA IPSE I	of the	orm Eagle is e following			
Darkwing Storm Eagles STEALTH: Attacks against this Squadron suffers a -1 to Hit penalty. STRUCTURE POINTS OOO											
TWINI	HEAVY			ECI	LIPS	E	TWIN				
BOLT	TERS			VENG			LASC	ANN	ON		
	1.			LAUI		i			1.		
Range				Range		Acc	Rang	_	Acc		
Shor	4" +1			Short	6'	-	Short	6"	-		
t Long	9" -			Long	12	, _	Long	12"	-		
Dice	Strength			Dice	St	rength	_	Str	ength		
2	3			1 2		2	1	6			
Traits:		Traits	uake	Traits:							
Arı											
Tr	aits: Airc	raft (Fighter-Bo	mb	er), Assaı	ılt \	/ehicle	Hover,	Attac	hed T	ransport (3)	

XX Legiones Astartes (Alpha Legion)

Legion special rules:

- * Mutable Tactics: At the start of the game, when Warlord Traits are selected, select a trait or ability from the following list which ALL Alpha Legion Infantry Companies may use:
- Infiltrators trait
- Outriders trait
- If becoming the target of a charge the Company gains an automatic Charge order and charges the attacker. This may generate additional Dice depending on distance moved.
- re-roll Armour rolls of 1 against non-Infantry Squads.
- gain +1" Speed.
- * Martial Hubris: At the end of the game if the Alpha Legion suffers more Units destroyed than the opponent, then the opponent gains +1 Victory point.

Alpha Legion Unique Battalion Tactics:

The Coils of the Hydra

Effects

- * Subterfuge: The Alpha Legion player may re-roll for Initiative for the first round.
- * Signal Corruption: Enemy units who start the game off board have to roll a D6. On a 1-3 they have to arrive the next round, on a 4-6 they arrive as planned.
- * The Reward of Treason: This Battalion may include one Legion specific Squad/Squadron which counts as a Company Asset card of the Elites category. This Squad/Squadron uses the Alpha Legion special rules.

Limitations

- * This Battalion has to select three mandatory Companies.
- * Infantry Squads which don't have a Dedicated Transport, the Teleport, Infiltrators or Drop Pod trait can't be selected for this Battalion.
- * With the exception of the Vigilator Consul only one other Company may select a Consul.
- * This Battalion doesn't count when determining the number non-Alpha Legion Legion Support Units

Headhunter Leviathal

Effects

- * Headhunter Elite: This Battalion has to take Legion Recon Companies as mandatory Companies. All Legion Recon Squads in this Companies have to be upgraded to Headhunter Squads.
- * Sudden Strike: The Alpha Legion player may re-roll for Initiative for the first round.
- * False Flags: During the first round make a Command test for every enemy unit who wants to attack an Alpha Legion Company of this Battalion. If the test is failed it can't attack at all this round.

Limitations

- * The Alpha Legion must kill the enemy's Princeps Seniores, Seneshal or Praetor. If they don't then the enemy gains D3 Victory points.
- * Any Vehicle Company of this Battalion has to arrive in the second game turn during the Movement phase.

* An Alpha Legion detachment with this Battalion can't select any non-Alpha Legion units. Alpha Legion Unique Squads:

Saboteur Consul

HQ*	5 POINTS									
SABOTEUR CONSUL										
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED							
WARGEAR: May not be added to a Squad with the Bike, Jetbike or Bulky trait.	n/a	n/a	n/a							
SABOTAGE: Once per game select an enemy unit. That unit suffers D6 Strength 4 hits.	A Saboteur is armed with the following weapons: - MELTA BOMBS									
Traits: Support Off	cer									
METLA BOMBS: When a Company is activated in th	e Combat pha	se, each Squa	nd with a							
Melta Bombs upgrade can target an enemy unit in base contact. That unit suffers a Strength 8 hit; these attacks have the Anti-Tank trait.										

Headhunter Kill Team

FAST ATTACK		20 PO	INTS per base					
HEADH	IUNTER KILL TEAI		'					
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED					
	2+	3+	4"					
7-9:	Direct Hit	Headhunter bases are armed						
10-13:	Devastating Hit	the following w - COMBI-BOLTE	•					
14+:	Critical Hit	BANESTRIKE SH						
A HEADHUNTER KILL TEAM SQUA	AD consists of one to		-					
two Headhunter bases.	anamu unit Attacks							
MARKED FOR DEATH: Select an e against this unit by Seeker Squad	•							
to Hit rolls of 1.	as may re rom ranea							
DEDICATED TRANSPORT: Rhino o	or Dreadclaw Drop							
Pod								
COMBI-								
BOLTERS WITH								
BANESTRIKE								
SHELLS								
Range Acc								
Short 2" +1								
Long 5" -								
Dice Strength								
6 3								
Traits: Small								
Arms								
	Traits: Infiltrators							

Lernaean Terminator Squad

You may upgrade any Legion Terminator Squad to Lernaean Terminator Squads for +5 points per base.

ELITES											30	POI	NTS pe	r base
			LEI	RN	AEAN	I TERN	ΛI	NATO	R	SQU	ΑD)		
SCALE:	0 (MII	NIMUS	5)	Е	BALLISTIC SKILL			٧	WEAPON SKILL			SPE	ED
	•			•		3+				2+			4"	
8-11: Di					Dire	rect Hit L				_ernaea	n T	ermina	ator base	s are
12-14: D					Dev	astatiı	ng	Hit				the fo	llowing	
	15+: C						_	-		weapon				
A I FRNAF	-AN -	TERN					_	ne to		VOLKI VOLKI			ERS	
A LERNAEAN TERMINATOR SQUAD consists of one to two LernaeanTerminator bases.									_				armed v	uith one
CATAPHRACTII: An Armour roll of 1 can only inflict a								ict a				,		vitii one
Direct Hit on Terminators if the Strength of the									of the following weapons: - CONVERSION BEAMER					
attack is a	at lea	st 8				_			- HEAVY FLAMER					
DEDICATE	ED TI	RAN	SPORT: L	and	l Raider	Proteus	s, L	and		- PLASMA BLASTER				
Raider Ph	obos	s, Dr	eadclaw	Dro	p Pod (only if o	ne	:						
base) or S	Spart	an A	ssault Ta	ank.										
VOLK	ITE		POW	ER A	AXES	CON	IVE	RSION		HEAV	/ FL	AMER	PLASMA	BLASTER
CHARG	SERS					BI	EΑſ	MER						
Range		Acc	Range	Ш,	Acc	Rang	e	Acc		Rang	e	Acc	Range	Acc
Short	2"	+1	Short	0"	+2	Short	6	-		Short	2"	-	Short	2" -
Long	4"	-	Long	-	-	Long	12	" -		Long	-	-	Long	4" -
Dice S	tren	gth	Dice	St	rength	Dice	5	Strength	ı	Dice	Str	ength	Dice	Strength
3	3		2		4	1		6		1		3	1	4
Trait	ts:		Trait	s: C	lose	Trai	ts:	Heavy		Traits: Flame,			Traits: 0	Overload
Deflagrate, Combat				at	<u> </u>			Small Arms						
Small Arms														
					Tra	its: Bull	kγ,	Stubbo	rn					

Appendix:

Interaction with official models

Warbinger Nemesis Quad Autocannons

A Warbinger Nemesis Titan is equipped with two Quad Autocannons. They can only attack Aircraft which don't use the Hover trait.

Quad Autocannon

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
6"	12"	+1	-	4	4	Anti Aircraft

Questoris Knight and Armiger Knight Heavy Stubber

Questoris Knights and Armiger Knights which aren't upgraded with a Melta gain a Heavy Stubber instead. A Heavy Stubber has the following rules:

HEAVY STUBBER: When a Banner is activated in the Combat phase, each Knight with a Heavy Stubber can target an enemy unit within 3". That unit suffers a Strength 2 hit; these attacks have the Small Arms trait.

Questoris Knight Ironstorm Missile Pod

Alternative to Stormspear Rocket Pod. +15 points

Ironstorm Missile Pod

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
6"	36"	-	-	6	4	Barrage, Rapid

Questoris Knight Twin Icarus Autocannon

Alternative to Stormspear Rocket Pod. +5 points

Twin Icarus Autocannon

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
6"	12"	+1	-	2	4	Anti Aircraft

Acastus Knight Helios Defence Missiles

Alternative to Ironstorm Missile Pod. -10 points

Helios Defence Missiles

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
8"	15"	-	-	1	4	Anti Aircraft

Ardex Defence System

In addition, the targeted unit suffers a Strength 3 hit; this attack has the Small Arms trait.