<u>Legiones Astartes Support in</u> Adeptus Titanicus V3.1.2

When a maniple goes to war, it is sometimes supported by Companies of Space Marines, the genhanced warriors of the Legiones Astartes. When engaging enemy Titans Infantry and Vehicles swarm and surround these giants like venomous insects bringing them down with a thousand cuts. Although a Company is rarely able to bring down a Titan by itself (apart from a Super-heavy Company perhaps), a cunning general will use them to provide harassing fire and add area denial elements to their force.

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.

Company Assets Card Slots. 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 Category. If a slot is not marked then

there can be placed any card. Cards from the HQ, Troops and Upgrades Category may be only placed on unmarked slots. Instead of a Company Asset Card you may place a Dedicated Transport Card. Categories marked with an * on the card can't be selected again for this Company.

Dedicated Transports Card Slots. 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.

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 any options. When a Company is activated, all of its Squads/Squadrons within it act: individual Squads, Squadrons, Infantry bases or Vehicles cannot be activated.

Companies in the Strategy Phase

A Company can be issued orders in the same way as a Titan or Banner. It cannot be issued Damage Control or Shutdown orders.

Companies in the Movement Phase

In the Movement phase, the Squads and Squadrons that make up a Company are activated together and will move in turn, in an order chosen by the controlling player.

- When a Company is activated in the Movement Phase, each Infantry base and Vehicle can move up to the Company's Speed characteristic in inches.

- Infantry bases and Vehicles are considered to have a 360° arc, and 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 re-establish 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.

Companies in the Damage Control Phase Companies cannot be activated in the Damage Control phase.

Companies in the Combat Phase

If a Company is activated in the Combat Phase, it follows the Combat Sequence as if it were a Titan or Banner. Instead of attacking with each base or vehicle individually, make an attack with each different weapon in turn. For each weapon, multiply the Dice characteristic by the number of Infantry bases, Vehicles and Super-heavy 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".

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 and Vehicles have a 360° Front arc, so their weapons can fire in any direction. Super-heavy Vehicles 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.

Companies cannot make Smash Attacks.

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.

Apply a -1 modifier to the Hit roll if the target of the attack is an Infantry base which didn't

move this round.

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 or Squadron loses an Infantry base or Vehicle. Companies with a Structure points track lose 1 Structure point instead. 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 or Squadron loses two Infantry bases or Vehicles. If it has no models left to lose then another Squad or Squadron of the Company loses a model instead. Companies with a Structure points track lose 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 or Squadron loses two Infantry bases or Vehicles, then one Squad or Squadron in the Company is destroyed. Companies with a Structure points track lose two Structure points instead and one Vehicle in the Company is destroyed. 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.

When a model or whole Squad or Squadron is destroyed, the controlling player choses the model, Squad or Squadron to remove. A Company's Structure points marker is then immediately reset to the first hole of the track. If a Targeted Attack destroys a model, Squad or Squadron, the attacking player can choose which model, Squad or Squadron to remove instead of the controlling player.

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, 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.

If a Company consists of Infantry bases or Vehicles with different Armour values then Hits have to be applied to models 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 but can be used to cause a Direct Hit on a Legion tactical Squad. But if the Land Raider was subject of a Targeted Attack then the Armour roll result of 7 is wasted.

Shaken Companies

Each time a Squad, Squadron loses its last model or a Super-heavy Vehicle 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.

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.

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

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.

Heavy Beam: Draw a line from the weapon to its target. On a hit, every unit gets a hit for every model in the unit this line crosses. If the beam strikes a unit with Structure points or a Terrain Feature it stops and inflicts D3+1 hits on the blocking target.

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.

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): This Vehicle is an Aircraft. See Aircraft rules. 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.

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.

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

Extremely Bulky: Damage from weapons with the Anti-Tank trait affect Infantry bases of this Squad. Infantry bases of this Squad count as five bases for the Transport trait.

Geo-locator Beacon: Companies arriving via Teleport within 12" don't have to test if they become Shaken 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: A Company with Heavy Vehicles will always have a Structure points track. If a Company is reduced to 0 Structure points, Vehicles with the Heavy trait have to be removed before other Vehicles.

Hover: An Aircraft with this trait may keep on the table after it had performed its Approach Move and behave like a Skimmer.

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.

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

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

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

Skimmer: Vehicles in this Squadron may move over any Terrain (ignoring its effects) and unit

but may not stop on units or Impassable terrain.

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

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

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 the move 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.

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 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 has to immediately move directly away from the other Company with maximum speed and becomes Shaken. The other Company may then move 2" in any direction.

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COMPANY ASSETS

(All)

DEDICATED TRANSPORTS

(Rhino, Land Raider Proteus)

LEGION LINE COMPANY

A LEGION LINE COMPANY consists of seven Squads: One Centurion Command Squad of one base, and four Legion Tactical Squads of two bases each and two Legion Support Squads of 1 base each.

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

If you wish you can add a Rhino to each Squad if it doesn't consist of more than 2 bases.

If you wish you can add a Rhino for free or a Land Raider Proteus for 30 points to the Centurion Command Squad.

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

CENTURION COMMAND SQUAD and 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

RECONNAISSANCE SQUAD

- SNIPER RIFLE 5 points

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

Each Rhino is armed with the following weapon:

- COMBI BOLTER

Legion Assault Company Front Side

	LEGION	ASSAULT CON	MPANY	(Τ	ORDER
TRA Centurion and Assault Squ		SCALE: 0 (MINIMUS) 200 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED		COMMAND
Centunon and Assault 3qu	adus. Jump Fack	7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit	3+	3+	10"		4+
CENTURION: While the Centurion Command Squad 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 Direc if the Strength of the attack is at least 7.	1	HIT & RUN: If this Company is the Jump Pack trait may perforn			
	s activated in the Combat phase, ea	ich Squad with a Melta Bombs upgrade can each Squad with a Power Weapon upgrade	<u> </u>				.nti-Tank trait.
	OMPANY ASSET		-	DEDICATED TR (Rhino, Storm Eagle, Lar	ANSPOR	TS	

LEGION ASSAULT COMPANY

A LEGION ASSAULT COMPANY consists of seven Squads: One Centurion Command Squad with one base, and six Legion Assault Squads with two bases each.

If you wish, you can add up to three Legion Assault Squads with two bases each at a cost of 30 points per Squad.

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

If you wish, on any Company Asset card you can exchange any Rhino for a Storm Eagle in each Squad if it doesn't consist of more than 4 bases at a cost of 15 points.

If you wish you can add a Rhino for free or a Land Raider Proteus for 30 points to the Centurion Command Squad.

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

CENTURION COMMAND SQUAD and LEGION ASSAULT SQUAD

- BOLT PISTOLS & CHAINSWORDS

Any Squad can also be fitted with the following:

- POWER WEAPON - MELTA BOMBS 5 points5 points

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LEGION BREACHER SIEGE COMPANY

A LEGION LINE COMPANY consists of seven Squads: One Centurion Command Squad of one base, and six Legion Breacher Siege Squads of two bases each.

If you wish, you can add up to two Legion Breacher Siege Squads of two bases each at a cost of 30 points per Squad.

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

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 if it doesn't consist of more than 2 bases.

If you wish you can add a Rhino for free or a Land Raider Proteus for 30 points to the Centurion Command Squad.

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

CENTURION COMMAND SQUAD and LEGION BREACHER SIEGE SQUAD - BOLTERS

Each base in a Breacher Siege Squad can be armed with a weapon from the following list:

VOLKITE CHARGER 5 points
 FLAMER 5 points
 MELTAGUN 5 points
 GRAVITON GUN 5 points
 LASCUTTER 5 points

Any Squad can also be fitted with the following:

- POWER WEAPON 5 points- MELTA BOMBS 5 points

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		Small	l Arms	Ar	ms								Arn	ns						
POWER WE	APONS: Wh	en a Compa	ny is activat	ed in the Co	mbat phase	, each Base	with a	Power	Weapon	s upg	grade can ta	rget an en	emy	unit in base	contact. Th	at ur	nit suffers	a Strength	5 hit.	

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 with the Anti-Tank trait.

COMPANY ASSETS

(All)

DEDICATED TRANSPORTS

(Rhino, Land Raider Phobos, Land Raider Proteus, Spartan Assault Tank)

LEGION VETERAN COMPANY

A LEGION VETERAN COMPANY consists of seven Squads: One Centurion Command Squad of one base, and six Legion Veteran Tactical Squads of two bases each.

If you wish, you can add up to two Legion Veteran Tactical Squads of two bases each at a cost of 30 points per Squad.

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

If you wish you can exchange any Legion Veteran Squad for a Legion Terminator Squad of one base for free.

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

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

If you wish you can add a Rhino for free or a Land Raider Proteus for 30 points to the Centurion Command Squad.

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

CENTURION COMMAND SQUAD and 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:

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

Any Veteran Squad can also be fitted with the following:

- POWER WEAPON 5 points- MELTA BOMBS 5 points

		LE	GION	DE	STROYER	CO	MPAN	NY		T	ORDER
	TRAIT	ΓS		SCA	ALE: 0 (MINIMUS)						-
Centurion and De	estroyer So	quads: Ha	rdened	200	POINTS + WEAPONS		BALLISTIC SKIL	L WEAPON SKILL	SPEED		COMMAND
Armour, (optiona	l: Jump Pa	icks)									
					7-9: Direct Hit						
					10-12: Devastatin	-	3+	3+	4"		4+
					13+: Critical Hit						
CENTURION: While the Command Squad is part			fantry is not Difficult terrain		ONES ASTARTES: A Company as lost half its starting mode		ecome Shaken				
Company, add 2 to the r			nter buildings.		rmour roll of 1 can only inflic		Hit on Infantry				
Command checks for it.	•	,	J	if the	Strength of the attack is at l		,				
TWIN BOLT PISTOLS	RAD M		PHOSPHEX	BOMBS							
Range Acc	LAUN Range	CHER Acc	Range	Acc							
Short 1" +2	Short 6"	-	Short 1"	-							
Long 3" +1	Long 12"	-	Long -	-							
Dice Strength	Dice	Strength	Dice	Strength							
6 2 Traits: Small Arms	1 Traits: Sm	4	1 Traits: Sma	3							
Traits. Siliali Alliis	Haits. 311	Idii AlliiS	Limited (1),								
			in the Combat p	hase, each				emy unit in base contact. That ur			II.
METLA BOMBS: When a	Company is a	activated in tl	he Combat phas	e, each Squ	uad with a Melta Bombs upgi	rade can ta	arget an enemy u	nit in base contact. That unit su	ffers a Strength 8 hit	with the /	Anti-Tank trait.
	со		NY ASSI	ETS			I	DEDICATED TR (Rhino, Land Raid		TS	

LEGION DESTROYER COMPANY

A LEGION DESTROYER COMPANY consists of seven Squads: One Centurion Command Squad of one base, and six Legion Destroyer Squads of two bases each.

If you wish, you can add up to two Legion Destroyer Squads of two bases each cost of 30 points per Squad.

If you wish, you can add the Jump Packs trait to every Centurion Command Squad and Legion Destroyer Squad 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 free or a Land Raider Proteus for 30 points each to each Squad.

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

CENTURION COMMAND SQUAD and LEGION DESTROYER SQUAD

- TWIN BOLT PISTOLS

& RAD MISSILE LAUNCHER

Any Veteran Squad can also be fitted with the following:

- POWER WEAPON 5 points- MELTA BOMBS 5 points- PHOSPHEX BOMBS 5 points

			LEG	ION	SKII	ΜN	IEI	R S	TRIK	E CC	M	P/	YNA				Т	ORDER
		TRA	ITS			SCALE	•		•			BALI	LISTIC SKILL	WEAPON	SKILL	SPE	FD	COMMAND
Sky Hun	ters: Infil	trators, 1	Turbo-bo	ost, Jetbi	kes	105 PC			APONS							J. L		COMMINATE
Javelin A	Attack Spe	eeder: O	utrider, S	kimmer					rect Hit				_					_
									vastating I	Hit			3+	3+	•	18	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	4+
CENTURIO	AL AMB II - AB -	C1	NUMARIE I	· C- · L · · · · · · ·	1 - ff1l	LECIONE			itical Hit		. Chl.	ı						
	N: While the Squad is part			nfantry is no t terrain and					Company onl ing models.	y can become	e Snaken	1						
Company, a	add 2 to the and checks fo	result of	enter build		,	An Armou	ır roll d	of 1 can	only inflict a l tack is at leas	Direct Hit on t 7.	Infantry							
HEAVY	BOLTER	MULTI	-MELTA	VOLKITE	CULVERIN	PLASM	A CAN	INON	HEAVY I	LAMER		LAUN	MISSILE CHER	T\	VIN LAS	CANNON		
Range	Acc	Range	Acc	Range	Acc	Range	е	Acc	Range	Acc	Rang	_	Acc	Range	9	Acc		
Short 4"	_	Short 3"	-	Short 6"	-	Short	4"	-	Short 2"	-	Short	6"	-	Short	6"	-		
Long 9"	-	Long 6"	-1	Long 12	-	Long	9"	-	Long -	-	Long	12"	-	Long	12"	-		
Dice	Strength	Dice	Strength	Dice	Strength	Dice	s	trength	Dice	Strength	Dic	е	Strength	Dice		Strength		
1	3	1	8/4	1	3	1		4	1	3	2		4	2		6		
Traits: Sn	nall Arms		elta, Anti- ınk		eflagrate, Arms	Traits	: Overl	load	Traits: Fla Ari	-		Trait	is: -		Trait	:S: -		
POWER WE	APON: Whe					l each Squa	d with	a Powe			get an ei	nemy i	unit in base c	ontact. That	unit suf	fers a Strengtl	<u> </u> n 5 hit.	
		C	OMPA	ANY A	\SSET:	S										SSETS y Support)		

LEGION SKIMMER STRIKE COMPANY

A SKIMMER STRIKE COMPANY consists of seven Squadrons: One Centurion Command Squadron of one base, and four Sky Hunter Squadrons of one base each and two Legion Javelin Attack Speeder Squadrons of 1 Land Speeder each.

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

CENTURION COMMAND SQUADRON and LEGION SKY HUNTER SQUADRON

- 3 x HEAVY BOLTER 5 points - 2 x HEAVY BOLTER 10 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

- 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

LEGI	ION LAND R	AIDER	K BAT	ILE CC	JIVIPA	NY			T	ORDER
TRA Assault Vehicle (Phobos on	=	SCALE: 1 (M	EDIANUS) + WEAPONS	BALLISTIC SKI	LL WEAP	ON SKILL		SPEED		COMMAND
Transport (2), (Proteus&Ph Transport (1) (Achilles) Heavy (all Land Raiders)	* * * *	9-12: D 13-15: D	Pirect Hit Pevastating H Pritical Hit		!	5+		8"		4+
Command Tank is part of the D	IMBLE: Infantry is not affected by ifficult terrain and may enter uildings.	Shaken if it has I An Armour roll o	ost half its start of 1 can only infl	y only can become ing models. ict a Direct Hit on tack is at least 7.	STRUCTURE O O	POINTS			1	
	TWIN HEAVY BOLTER	TWIN LAS	CANNON	QUAD N	1ORTAR	TWIN	MULTI-N	1ELTA		
	Range Acc	Range	Acc	Range	Acc	Range		Acc		
	Short 4" +1 Long 9" - Dice Strength	Short 6" Long 12" Dice		Short 6" Long 15" Dice	- +1 Strength	Short Long Dice	3" 6"	- -1 Strength		
	2 3 Traits: Small Arms	2 Traits: Ar	6 nti-Tank	4 Traits: E	4 Barrage	2 Traits: N	│ ⁄Ielta, An	8/4 ti-Tank		
	MPANY ASSETS Fast Attack, Heavy Support)					MPANY Fast Attack, He				

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

- TWIN HEAVY BOLTER & 2 x TWIN LASCANNON 10 points

LAND RAIDER ACHILLES

- QUAD MORTAR

10 points

& 2 x TWIN MULTI-MELTA

		L	.EGI	ON I	PRE	DAT	OR S	STRI	KE C		1P	ANY				Τ	ORDER
		TRA	ITS			SCALE: 1	•	•			BALL	LISTIC SKILL	WEAPON	SKILL	SPEE	D	COMMAND
Predator	~ :					70 POINT										_	
							3-10: Di	rect Hit									
						13	l-13: De	evastating	Hit			3+	5+		12"	'	4+
							14+: Cr	itical Hit									
	TANK: Whil			nfantry is no					nly can become	e Shaker	1						
	Tank is part o			t terrain and	l may	if it has lost h											
. ,,	idd 2 to the i		enter build	dings.				,	Direct Hit on	Infantry							
PREDATOR	and checks fo	FLAME	CTODM	EVCECI	JTIONER	if the Strengt HEA			St 7. A-MELTA	- п	E	BOLTER	HEAVY F	TAMED	LASCA	NINIONI	
PREDATOR	CANNON		NON		SMA	CONVER		_	NON		CAVIC	BOLIER	ПЕАУТГ	LAIVIEN	LASCA	ININOIN	
		CAIT	NON		ROYER	BEAM		CAI	111011								
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Rang	ge	Acc	Range	Acc	Range	Acc	
Short 6"	+1	Short 3"	-	Short 4"	+1	Short 6	<i>"</i> -	Short 2	-	Short	4"	+1	Short 2"	-	Short 6"		
Long 12"	-	Long -	-	Long 9"	-	Long* 12	<i>"</i> -	Long 5	" -1	Long	9"	-	Long -	-	Long 12"	II.	
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength		Strength	Dic		Strength	Dice	Strength	Dice	Strength	
2	4	2	5	3	4	1	6	2	8/4	_ 1		3	1	3	1	6	
Trai	ts:		me, Small	Traits: 0	Overload	Traits: Heav	• •	Traits	: Melta	Tra	its: Sm	nall Arms	Traits: Flar Arr		Traits: A	nti-Tank	
		Al	ms			(3")						AII	115			
			OMPA		SSET vy Suppor								MPAN ast 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

L	EGION A	אווו	LEKI	1 3 L	PPC	KI	JUI	VII		T			T	ORDER
			SCALE: 1 (•			BALLI	ISTIC SKILL	WEAPON	SKILL	SPEED		COMMAND
			135 POIN											
				3-10: Di					_	_		4.511		_
					vastating F	Hit			3+	5+		12"		4+
COMMAND TANK: While the Command Tank is part of the Company, add 2 to the result of any Command checks for it.	NIMBLE: Infantry is not by Difficult terrain and enter buildings.	l may	LEGIONES AS if it has lost he An Armour ro if the Strengtl	TARTES: A alf its start Il of 1 can	ing models. only inflict a I	Direct Hit on								
	SIEGE GUN PHOSPHE		WHIRLW		HYPERIOS		HE	AVY BO	OLTER	COMBI	BOLTER			
CANNON	SIEGE	1	LAUNCI	i	LAUN			1			1 .			
Range Acc Range Short 15" - Short 5'	Acc Range ' - Short 5"	Acc -	Range Short 12°	Acc	Range Short 6"	Acc -	Rang Short	e 4"	Acc +1	Range Short 3"	Acc -			
ong 30" +1 Long 9"		+1	Long -	-	Long 12"	-	Long	4 9"	-	Long 6"	_			
Dice Strength Dice	Strength Dice	Strength	Dice	Strength	ū	Strength	Dice	-	Strength	Dice	Strength			
1 5 1	8 1	3	1	2	1	5	1		3	2	2			
U .	· ·	Barrage, ex, Small ms	Traits: Ba Flam	•	Traits: An	ti-Aircraft	Trait	ts: Sma	all Arms	Traits: Sn	nall Arms			
	OMPANY A te, Fast Attack, Heav		_							MPAN ast Attack,				

LEGION ARTILLERY SUPPORT COMPANY

A LEGION ARTILLERY SUPPORT COMPANY consists of three Squadrons: One Command Tank Squadron with one Command Artillery Tank and two Artillery Tanks and one Artillery Support Squadrons with three Artillery Tanks each.

If you wish, you can add one more Artillery Tank Squadron with three Artillery Tanks for 45 points.

All Artillery Tanks in the Company have to be of the same type.

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:

BASILISK

- EARTSHAKER CANNON 5 points & HEAVY BOLTER

MEDUSA

- MEDUSA SIEGE GUN 5 points

& HEAVY BOLTER

- PHOSPHEX MEDUSA SIEGE GUN 15 points

& HEAVY BOLTER

WHIRLWIND

- WHIRLWIND LAUNCHER 5 points

& COMBI BOLTER

- HYPERIOS MISSILE LAUNCHER 5 points

& COMBI BOLTER

Legion Heavy Tank Company Front Side

LEC	GIO	N	HEA	VY	TA	NI	K CC	MP	ΆΙ	NY								T	ORDER
			TRAITS	S			SCALE:	2 (BOME	BAST	JS)			Ī						•
Cerbe	rus: Su _l	per-ŀ	neavy				25 POI	NTS + WI	APO	NS				BALLI	STIC SKILL	WEAPON SKILL	SPEE	D	COMMAND
Typho	n: Supe	er-he	eavy																
			tack never g				r		10-	-14: Direct	Hit								
	ttacks for	m the	Side or Rear	against a	Cerberus (or			15-	-16: Devas	tating	Hit			3+	6+	4"		4+
Typhon.									1	.7+: Critica	al Hit								
			e the Comma		•			ASTARTES	A Cor	npany only ca	ın becom	ie Shaken if	it ha	s lost half	its starting	STRUCTURE PO	INTS		
Compan	y, add 2 to	o the r	esult of any	Comman	d checks to	rit.	models. An Armou is at least		an onl	y inflict a Dire	ct Hit on	Infantry if t	he S	trength of	the attack	0000			
			ON LASER				1ER SIEGE	LA	SCANI	NON		HEAV	у во	LTER					
		BATTE				ANNO		_		1 .		_	ı	l .					
	Rang	e 6"	Acc +1	_	Range	3"	Acc	Range	e 6"	Acc		Range	4"	Acc					
Arc:	Short Long	12"	+1	Arc:	Short Long	3 6"	-1	Short Long	12"	_		Short Long	4 9"	+1					
Front	Dice		Strength	Front	Dice		Strength	Dice		Strength		Dice	J	Streng					
										,				th					
	2D3		5		1		8	1		6		1		3					
			eldbane		Traits: C		nce, Blast	Trai	ts: Ant	i-Tank		Traits:	Smal	ll Arms					
ı	(Consu	ming),	, Overload			(3")													

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: 5 points - 2 x LASCANNON - 2 x HEAVYBOLTER 5 points

LEC	GIO	Ν	SUP	ER-	HE	AVY	/ TA	N	K CC	M	PAN	ΙY	′						Т	ORDER
Fellbla	ide: Su	per-ł	TRAITS	S			•		MBASTUS) VEAPONS				В	ALLISTIC SKIL	L	WEAPON	SKILL	SPEE	D	COMMAND
Falchi	on: Sup : Super	er-h	eavy						15-16:	Direct Devas Critica	stating Hi	t		3+		5+ (Falchio		4"		4+
			e the Comma esult of any			for it. mo	dels.							ost half its sta			O O O			
		CANN		ACCELEI	RATOR	BLADE CANNON		ı	RRONADE		C	ANN				ANNON				' BOLTER
Arc: Front	Rang Short Long Dice	15" 30"	Acc +1 - Strength	Range Short Long Dice	9" 18"	Acc - - Strength	Range Short Long Dice	6" 12"	Acc +1 - Strength	Arc: Front	Range Short Long Dice	3" 6"	Acc -1 - Strength	Short Long Dice	6" 12"	Acc - - Strength	Arc: Front	Short Long Dice	4" 9"	Acc +1 - Strength
	2 Trait	ts: Con	10 suming	2 Traits: Or	dnanc	6 e, Blast (3")	1 Traits: Do	eflagı Beaı	5 rate, Heavy		1 Traits	s: Or	8 dnance	4 Traits	s: Anti	6 i-Tank		2 Traits	s: Sma	3 II Arms

LEGION SUPER-HEAVY TANK C	OMPANY	
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		
50 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:	f
	FALCHION 20 points	
	- 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	

UPGF	RADE										Χ	POIN	NTS pe	r b	ase
			L	EC	SION :	TERM	IN	ATOF	? ?	SQUA	D				
SCAL	E: 0 (MI	NIMUS	5)	Е	BALLISTI	K S	KILL	٧	VEAPO	N SI	<ill< td=""><td>SPE</td><td>ED</td><td></td></ill<>	SPE	ED	
	`			•		3+	-			3-	+		4	"	
			8-1	0:	Dire	ct Hit							are arm	ed w	/ith
			11-1	.3:	Dev	astatir	ng	Hit		the follo		_	•		
			14	l+:	Crit	ical Hit				- COMB & POW					
													armed v	vith	one
CATAPI	HRACT	II: Aı	n Armoui	ro	l of 1 ca	n only i	nfl	ict a				•	eapons:		
Direct I	Hit on '	Tern	ninators i	ors if the Strength of the								UTOCA	NON		
attack i	is at lea	ast 8								- HEAVY					
									-	- PLASN					
CC	MBI		POWER	WE	APONS	R	EΑ	PER		HEAV)	/ FL	AMER	PLASMA	A BL	ASTER
BOI	LTERS					AUTO)C/	ANNON				i		i	
Rang	ge	Acc	Range		Acc	Rang	е	Acc		Rang	e	Acc	Range	1	Acc
Short	3"	+1	Short	0"	+2	Short	4	" +1		Short	2"	-	Short	2"	-
Long	6"	-	Long	-	- Long 9" - Long -" - Long 4" -						-				
Dice	Stren	gth	Dice	St	trength Dice Strength Dice Strength Dice Strengt						ength				
6	2		2		5	2		4		1		3	1		4
Traits	s: Smal	I	Trait	s: C	lose	Т	rai	ts: -		Traits	s: Fl	ame,	Traits:	Ove	rload
Arms Combat Small Arms															

ELITE 25 POINTS per base														
ELITE											25	POI	NTS pe	r base
			L	EG	SION	ΓERMI	N	ATOR	S	QUA	D			
SCAL	E: 0 (MII	NIMUS	5)	Е	BALLISTI	K SI	KILL	W	VEAPOI	N SI	<ill< td=""><td>SPE</td><td>ED</td></ill<>	SPE	ED
	`					3+	-			3-	+		4	"
			8-1	0:	Dire	ct Hit							are arme	ed with
	11-13: Devastating Hit											ng wea		
	Crit	ical Hit	t			COMB POW								
					_				armed v	vith one				
A LEGIO	ON TER	IATOR SC	QUA	AD consi	ne t	to				•	/eapons:			
two Te						- REAPER AUTOCANNON								
CATAP	HRACT	II: Ar	n Armoui	ro	ll of 1 ca	can only inflict a - HEAVY FLAMER								
Direct I	Hit on '	Term	ninators i	f th	e Stren	gth of th	ie		-	PLASIV	1A E	BLASTE	R	
attack	is at lea	ast 8												
	MBI		POWER	WE	APONS			PER		HEAV	/ FL	AMER	PLASMA	BLASTER
_	LTERS			ı				NON				i		
Ran	ge	Acc	Range		Acc	Rang	е	Acc		Rang	e	Acc	Range	Acc
Short	3"	+1	Short	0"	+2	Short	4"	′ +1		Short	2"	-	Short	2" -
Long	6"	-	Long	-	-	- Long 9" - Long -" - Long 4" -							4" -	
Dice	Stren	gth	Dice	St	rength	Dice	S	trength	ngth Dice Strength Dice St			Strength		
6	2		2		5	2		4		1		3	1	4
Traits	s: Smal	I	Trait	s: C	lose	ose Traits: - Traits: Flame, Tra				Traits:	raits: Overload			
Traits: Small Traits: Close Traits: Arms Combat										Sma	ıll A	rms		

ELITE								20	POINTS p	er base		
			LEGIO	N DES	TROY	ER	SQUA	D				
SCALE	: 0 (MI	NIM	US)				BALLIST SKILL		WEAPON SKILL	SPEED		
		7-9:	Direct		3+		3+	4"				
	1	0-12:	Devast									
		13+:	Critica									
A LEGIO	N DESTR	OYER S	QUAD cons		Destroyer bases are armed with the							
two Des	troyer ba	ises.					followin	_	•			
									Γ PISTOLS			
							& RAD MISSILE LAUNCHER					
	TWIN	BOLT	PISTOLS	RAD M	ISSILE	ĻAU	NCHER					
	Rang	ge	Acc	Ran	ge		Acc					
	Short	1"	+2	Short	6"		-					
	Long	3"	+3		-							
	Dice	9	Strength	Dic	e	St	trength					
	6		2	1			4					
	Trait	s: Sma	ıll Arms	Trai	its: Sma	all A	rms					
			Ti	raits: Har	dened	Arm	nour					

ELITE						20	POII	NTS p	er base
		L	EGION V	ETERAN TACT	ICAL SC	QUAI	D		
SCALE	: 0 (M	INIM	IUS)		BALLIST SKILL		WEA SK	PON ILL	SPEED
		7-9	: Direct	Hit	3+		3	+	4"
	1	0-12	: Devast	tating Hit					
		13+	: Critica	l Hit					
one to t	wo Veter NS: Veter	an Ta	ctical bases.	AD consists of s may re-roll to	Veteran with the - BOLTE & VOLKI CHAINS	e armed ons:			
		BOLTI	ERS			V			ENTAS &
			۱ ۵					AINSW	I
	Rang Short	ge 3"	Acc +1	1		Sho	Rang	e 1"	Acc +2
	Long	6"	-				Long 3'		+1
	Dice	е	Strength					Dice	
	3		2	1		3			2
	Trait	s: Sm	all Arms					s: Smal eflagra	l Arms, ate

ELITE											25	POINT	S each
	L	.EG	ION C	ON	TEMI	PTOR	DR	EAD	NOUGI	Н Т.	ALOI	N A	
SCAL	E: 0 (MII	NIMUS	5)	Е	BALLISTI	K Sk	(ILL	WEAPO	N SK	ILL	SPE	ED
	•					3+	-		3	+		4	"
			7-	-9:	Dire	ct Hit						dnought	
			10-1	2:	Dev	astatir	ng I	Hit				DREAD!	
			13	3+:	Crit	ical Hit	:		weapor		N anu	of the fo	llowing
									- TWIN		ANNO	N	
A LEGIO	ON COI	NTEN	MPTOR D	REA	DNOU	GHT TAI	.ON		- TWIN	HEA	VY BO	LTER	
consists of one to three Contemptor Dreadnoughts - MULTI-MELTA - TWIN AUTOCANNON													
	consists of one to time contemptor breadnoughts												
T\	WIN		TWIN	I HE	AVY	MUL	TI-N	ЛЕLTA	Т	WIN	1	DREAD	NOUGHT
LASC	NNON	١	ВС	LTE	R				AUTO	CAN	INON	CC-W	'EAPON
Ran	ge	Acc	Range	:	Acc	Rang	е	Acc	Rang	ge	Acc	Range	Acc
Short	6"	-	Short	4"	+2	Short	3"	-	Short	6"	1	Short	0" +2
Long	12"	-	Long	9"	-	Long	6"	-1	Long	12"	-	Long	
Dice Strength Dice Strength Dice Strength Dice Strength Dice Strength									Strength				
2	6		2		3	1		8/4	2		4	1 6	
	s: Anti-		Traits: S	mal	l Arms			∕lelta,	Tr	aits:	-		s: Close
Т	ank							rms				Со	mbat
	Traits: Walker, Talon												

ELITE												25	POINTS	s ea	ach
	I	EG	ION C	٥N	ITEMI	PTOR	DF	READ	NC	DUGH	1 T	ALOI	N B		
SCAL	E: 0 (ΜI	NIMUS	5)	В	ALLISTI	K SI	KILL	W	/EAPOI	N Sł	(ILL	SPE	ED	
	,			•		3+	+			3-	+		4	"	
			7	-9:	Dire	ct Hit							dnoughts		
			10-1	2:	Dev	astatiı	ng	Hit	-				DREADN		
			13	3+:	Criti	ical Hi	t			.C-WEA veapon		N and	of the fo	llow	ing
										•		ATTFRI	N ASSAU	т	
A LEGIO	ON COI	NTE	MPTOR E	RE	ADNOU	GHT TA	LON	J		ANNO					
consist	s of on	e to	three Co	nte	mptor I	Oreadno	oug	hts	-	PLASIV	1A (CANNO	N		
	- VOLKITE CULVERIN - HEAVY CONVERSION BEAMER														
									-	HEAVY	CC	NVERS	SION BEA	ME	3
PI A	ASMA		KHERES	ΕΡΔ	TTFRN	VOLKIT	F C	UIVFR	INI	Н	EAV	Υ	DREAD	NOI	IGHT
	NON		ASSAUL			VOLIKIT		OLVEN		CON		-	CC-W		
										BE	ΑM	ER			
Ran	ge	Acc	Range	•	Acc	Rang	e	Acc		Rang	e	Acc	Range	1	Acc
Short	4"	-	Short	3"	+1	Short	6"	-	9	Short	6"	-	Short	0"	+2
Long	9"	-	Long	6"	-	Long	12"	-	L	Long* 1	12"	-	Long	-	-
Dice	Stren	gth	Dice	St	rength	Dice	S	trength	ı	Dice	Str	ength	Dice	Str	ength
1	4		1		3	1		3		1		6	1		6
Traits:	Overlo	ad	Traits	Re	nding			flagrate	е,	Traits			Traits		
	Small Arms *Blast (3") Combat														
					Tr	aits: Wa	ilke	r, Taloi	n						

SCALE: 0 (MINIMUS) BALLISTIK SKILL BAL	ELITE							20	POII	NTS per base		
3+ 6+ 4" 6-8: 9-11: Devastating Hit 12+: Critical Hit Critical Hit Devastating Hit 12+: Critical Hit Solution of the following weapons: - QUAD HEAVY BOLTER - LASER DESTROYER ARRAY - QUAD MORTAR - GRAVITON CANNON QUAD HEAVY BOLTER ARRAY - GRAVITON CANNON QUAD HEAVY BOLTER ARRAY - GRAVITON CANNON BOLTER ARRAY ARRAY - Short 6" - Short 4" + 1 Short 4" - Long 9" - Long 15" + 1 Long 9" - Long 9" - Long 15" + 1 Long 9" - Dice Strength Dice Strength Dice Strength Dice Strength Dice Strength Arms Traits: Small Arms GRAVITON CANNON CANNON Range Acc Range Acc Short 4" - Long 9" - Dice Strength Arms Traits: Small Arms, Blast (3")	LEGI	ION F	RAP	IER W	/E	APON	IS BAT	TEF	RΥ			
G-8: Direct Hit Devastating Hit Critical Hit T2+: Critical Hit T2+	SCALE: 0 (MINIMUS	5)	В	ALLISTI	K S	KILL	WEAPO	N Sk	(ILL	SPEED		
9-11: Devastating Hit Critical	,	<i>'</i>		3+	+		6	+		4"		
A LEGION TRAPER WEAPONS BATTERY consists of one to three Rapier bases. QUAD HEAVY BOLTER ARRAY Range Acc Range Acc Range Acc Short 4" +1 Short 4" - Short 6" - Short 4" - Long 9" - Long 15" +1 Long 9" - Long 15" 1 2 Traits: Small Arms Traits: Ordnance Traits: Barrage Traits: Quake, Small Arms, Blast (3")	6-	·8: I	Dire	ct Hit			•					
A LEGION TRAPER WEAPONS BATTERY consists of one to three Rapier bases. QUAD HEAVY BOLTER ARRAY Range Acc Range Acc Range Acc Short 4" +1 Short Long 9" - Long Dice Strength Dice Strength Dice Strength Dice Arms Critical Hit - LASER DESTROYER ARRAY - QUAD MORTAR - GRAVITON CANNON Range Acc Short 4" - Short 6" - Short 4" - Long 9" - Long 15" +1 Long 9" - Long 9" - Long Traits: Barrage Traits: Quake, Small Arms - LASER DESTROYER ARRAY - QUAD MORTAR - GRAVITON CANNON Range Acc Short 4" - Long 9" - Long 9" - Long 15" +1 Long 9" - Long 9" - Long 15" +1 Long 10 -	9-1	1: [Dev	astatir	ng	Hit			_	•		
A LEGION TRAPER WEAPONS BATTERY consists of one to three Rapier bases. QUAD HEAVY BOLTER ARRAY Range Acc Range Acc Range Acc Range Acc Short 4" +1 Short 4" - Short 6" - Short 4" - Long 9" - Long 9" - Long 15" +1 Long 9" - Dice Strength Dice Strength Dice Strength Dice Strength Arms Traits: Small Arms - QUAD MORTAR - GRAVITON CANNON RARAY ARRAY - GRAVITON CANNON CANNON Range Acc Range Acc Range Acc Range Acc Range Acc Short 4" - Long 9" - Long 15" +1 Long 9" - Long 9" - Long 15" +1 Long 9" - Long 15" +1 Long 9" - Long 15" - Long 15" +1 Long 15" - Lon	12	:+: (Criti	ical Hit	t							
One to three Rapier bases. QUAD HEAVY BOLTER ARRAY Range Acc Range Acc Range Acc Range Acc Long 9" - Long 9" - Long 15" +1 Long 9" - Dice Strength Dice Strength Dice Strength Arms Traits: Ordnance Traits: Barrage QUAD MORTAR GRAVITON CANNON Range Acc Range Acc												
QUAD HEAVY BOLTER ARRAY Range Acc Range Acc Range Acc Short A" +1 Short Long 9" - Long Dice Strength Dice Strength Dice Strength Arms Arms CANNON Range Acc Range Acc Range Acc Short A" - Short Bolte Acc Short A" - Long Bolte Acc Short A" - Short Bolte Acc Short A" - Long Bolte Acc Short A" - Long Bolte Acc Short Bolte Bolt	A LEGION TRAPER WEAPOI	NS BAT	TER	Y consis	ts	of	- GRAV	ITON	CAN	NON		
BOLTER Range ARRAY Range Acc Range Acc Range Acc Range Acc Range Acc Short 4" +1 Short 4" - Short 6" - Short 4" - Long 9" - Long 15" +1 Long 9" - Long 9" - Dice Strength Dice Strength Dice Strength Dice Strength Dice Strength Traits: Small Arms Traits: Ordnance Traits: Barrage Traits: Quake, Small Arms, Blast (3")	one to three Rapier bases.											
BOLTER Range ARRAY Range Acc Range Acc Range Acc Range Acc Range Acc Short 4" +1 Short 4" - Short 6" - Short 4" - Long 9" - Long 15" +1 Long 9" - Long 9" - Dice Strength Dice Strength Dice Strength Dice Strength Dice Strength Traits: Small Arms Traits: Ordnance Traits: Barrage Traits: Quake, Small Arms, Blast (3")												
Range Acc Range Acc Range Acc Range Acc Short 4" +1 Short 4" - Short 6" - Short 4" - Long 9" - Long 15" +1 Long 9" - Long 9" - Dice Strength Dice Strength Dice Strength Dice Strength Dice Strength Dice Strength Traits: Strength Dice Strength Traits: Quake, Small Arms, Blast (3")	QUAD HEAVY LASER D	ESTRO	YER	QUAE) N	/IORTAR	GRA	AVIT	ON			
Short 4" +1 Short 4" - Short 6" - Short 4" - Long 9" - Long 15" +1 Long 9" - Dice Strength Dice Strength Dice Strength 4 3 2 6 4 4 1 2 Traits: Small Arms Traits: Ordnance Traits: Barrage Traits: Quake, Small Arms, Blast (3")	BOLTER AF	RRAY					CA	NNO	NC			
Long 9" - Long 9" - Long 15" +1 Long 9" - Dice Strength Dice Strength Dice Strength 4 3 2 6 4 4 1 2 Traits: Small Arms Traits: Ordnance Traits: Barrage Small Arms, Blast (3")			СС	Rang			Rang	ge	Acc			
Dice Strength Dice Strength Dice Strength Dice Strength 4 3 2 6 4 4 1 2 Traits: Small Arms Traits: Ordnance Arms Traits: Barrage Small Arms, Blast (3")	0.10.0	-			-			•	-			
4 3 2 6 4 4 1 2 Traits: Small Arms Traits: Ordnance Traits: Barrage Traits: Quake, Small Arms, Blast (3")						ı		, 1	-			
Traits: Small Traits: Ordnance Traits: Barrage Traits: Quake, Small Arms, Blast (3")			gth		5		_	Str				
Arms Small Arms, Blast (3")	' ' -			· ·		•	-		_			
(3")	Transor Simon	Ordnar	nnce Traits: Barrage				- 1					
	AIIIIS						u 					
Traits: Extremely Bulky			/									

ELITE											25	POINT:	Se	ach
			LEGIC	N	MOR	TIS DF	RE	ADNO	DUGH	TAL	.ON			
SCAL	E: 0 (ΜI	NIMUS	5)		BALLISTI	K S	KILL	WEAP	ON SI	KILL	SPE	ED	
	•					3+	+		(1)	3+		4	"	
			7-	-9:	Dire	ect Hit						ghts are a	arm	ed
			10-1	12 :	Dev	astatir	ng	Hit			f the fo	llowing		
			13	3+:	Crit	ical Hit	t		weapo		LACAN	NON		
												BOLTER		
A LEGIO	ON MC	RTIS	DREADI	NOL	JGHT T	ALON co	nsi	sts			-MELT			
of one to three Mortis Dreadnoughts -2 x TWIN AUTOCA											CANNON			
- 2 x TWIN MISSILE LAUNCHER														
T	WIN		TWIN	N HE	AVY	MUL	TI-I	MELTA		TWII	V	TWIN	MIS	SILE
LASC	ONNA	١	ВС	LTE	R				AUT	OCAI	NON	LAUI	NCH	ER
Ran	ge	Acc	Range		Acc	Rang	e	Acc	Rar	ige	Acc	Range		Асс
Short	6"	-	Short	4"	+1	Short	3′	-	Short	6"	+1	Short	6"	-
Long	12"	-	Long	9"	-	Long	6'	" -1	Long	12"	-	Long	12"	-
Dice	gth	Dice	St	rength	Dice	S	trength	n Dice	Stı	ength	Dice	Str	ength	
1	6		2		3 1 8/4			2 4			2		4	
Trait	s: Anti-		Traits: S	ma	II Arms	Traits: I	Иe	lta, Sm	all 1	raits	:-	Traits	Не	avy,
Т	ank					<u> </u>	Arr					Anti-	Airc	aft
		Traits: Walker, Talon												

ELITE								25 I	POINTS	Seach		
LEGION	N CONTEN	ирто	R-MC	R	TIS DI	READN	ΟU	GH 1	ΓALON			
SCALE: 0 (MI	NIMUS)	Е	BALLISTII	K S	KILL	WEAPO	N SK	ILL	SPE	ED		
`	,		3+	-		3-	+		4	"		
	7-9:	Dire	ct Hit				•		tis Dread	noughts		
	10-12:	Dev	astatir	ng	Hit				ne of the			
	13+:		ical Hit	_		followin	_	•				
	13	Cite	icai i iii	•		- 2 x TV						
					_				BOLTER			
A LEGION CONTE						- 2 x MI						
TALON consists of one to three Contemptor-Mortis Dreadnoughts - 2 x TWIN AUTOCANNON - 2 x KHERES PATTERN ASSAULT												
Dreadnoughts	Dreadnoughts - 2 x KHERES PATTERN ASSAULT CANNON											
TWIN	TWIN HE	۸۱/V	MIII	TLI	MELTA		WIN	1	KHEDEC	PATTERN		
LASCANNON	BOLTE		IVIOL	11-1	IVILLIA	AUTO	•••••			AULT		
LASCAMON	BOLIL					7010	CAIN	11011		INON		
Range Acc	Range	Acc	Range	е	Acc	Rang	ge	Acc	Range	Acc		
Short 6" -	Short 4"	+1	Short	3"	' -	Short	6"	+1	Short	3" +1		
Long 12" -	Long 9"	-	Long	6	" -1	Long	12"	-	Long	6" -		
Dice Strength Dice Strength Dice Strength Dice Strength Dice Strength												
1 6	2	3	1		8/4	2		4	1	3		
Traits: Anti-	Traits: Sma	l Arms	Traits: I	Мe	lta, Sm	all Tr	aits:	-	Traits:	Rending		
Tank				Arn	ns							
	Traits: Walker, Talon											

TROOPS							10	POINTS p	er base
		LEGI	ON TAC	AL S	QUAD				
SCALE: 0	(MININ	1US)				BALLISTI SKILL	IK	WEAPON SKILL	SPEED
	7-9	: Direct	Hit		3+		3+	4"	
	10-12	: Devast							
	13+	: Critica							
Tactical bas FURY OF TH didn't move	es. HE LEGION: e may doub n BOLTERS	Any Tactical le the numb or BOLT PIST	Squad wh	ich	ır	of the fo	llov RS	es are armed ving weapons	:
CHAINSWO	BOLT	 I	1	SWO	RDS				
	Range	Acc	Range		Acc				
	hort 3"	+1	Short	1"		+2			
L	ong 6"	- Ctronath	Long	3"	C+.	+1			
	Dice 3	Strength 2	Dice 3		Strength 2				
	Traits: Sm		nall A	-					

TROO	PS			15 POINTS per base						
LEGION ASSAULT SQUAD										
SCALE	: 0 (MIN	IΜι	JS)	BALLISTIK SKILL	WEAPON SKILL	SPEED				
	7	' -9:	Direct	Hit	3+	3+	10"			
	10-	12:	Devast	tating Hit						
	1	3+:	Critica	l Hit						
A LEGIO	N ASSAULT bases.	SQU	AD consists	Assault bases are armed with the following weapons: - BOLT PISTOLS & CHAIN SWORDS						
	BOLT PIST	OLS ORE								
	Range		Acc							
	_	."	+2							
	6	3"	+3							
	Dice		Strength							
	3 2									
	Traits: 5	Smal	l Arms							
Traits: Jump Packs										

TROOPS		20 POINTS per base									
LEGION BREACHER SIEGE SQUAD											
SCALE: 0 (MIN	IMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED							
7	-9: Di	rect	: Hit	3+	3+	4"					
10-	L2: De	evas	tating Hit								
1:	3+: Cr	itica	al Hit								
A LEGION BREAKER four Breaker Siege		Breacher Siege bases are armed with the following weapons: - BOLTERS									
BOL	ΓERS										
Range	Acc										
Short 3"	+1										
Long 6"	-										
Dice	Streng	gth									
3	2	Ī									
Traits: Sr	nall Arms										
Traits: Hardened Armour, Boarding Shields											

TROOPS						15 POINTS per base									
LEGION TACTICAL SUPPORT SQUAD															
SCALE: 0 (MINIMUS)					В	BALLISTIK SKILL			WEAPC	WEAPON SKILL			SPEED		
, , , ,						3+			3	3+			4"		
7-9: Di						irect Hit			Tactical Support bases are armed with one of the following						
10-12: De						evastating Hit									
13+: Cr						ical Hi		weapons: - FLAMERS							
				- ROTOR CANNONS											
A LEGIO	A LEGION TACTICAL SUPPORT SQUAD consists of one									- VOLKITE CALIVERS					
to two	Tactica	al Su	pport ba	ses.											
									- PLASMA GUNS						
										- MELTAGUNS					
FLA	ROTOR	NONS	VOLKI	CALIVER	S PLAS	PLASMA GUNS MELTAGUNS									
Rang	Range Acc		Range		Acc	Rang	e	Acc	Ran	Range		Range Acc		Acc	
Short	2"	-	Short	3"	+1	Short	3"	-	Short	3"	+1	Short	1"	-	
Long	-	-	Long	7"	-	Long	7"	-	Long	6"	-	Long	3"	-1	
Dice	Stren	gth	Dice	Strengt		Dice	Strengt		Dice	Dice Streng		Dice	Strength		
5	2		5	5 2		5	2		3		4	2	2 8/4		
Traits	Traits: Flame,		Traits: R	Rapid, Small		Traits: Deflagrate		e, Traits	Traits: Overload		Traits: Melta				
Small Arms		Arms			Small Arms, Heavy			'y							

г

TROOPS			15 PO	INTS per base			
L	EGION	RECONNAISSAN	ICE SQUAD				
SCALE: 0 (MINIM	US)	BALLISTIK SKILL	WEAPON SKILL	SPEED			
,	,	3+	3+	4"			
	Reconnaissance bases are arme						
10	0-12:	Devastating Hit	with the followi	• '			
	13+:	Critical Hit	- SINIPER RIFLES				
A LEGION RECONNAISSA	ANCE SC	UAD consists of one					
to two Reconnaissance	bases.						
SNIPER RIFLES							
Range Acc							
Short 4" +2							
Long 8" +1							
Dice Strength							
1 5							
Traits: Sniper							
		Traits: Infiltrators					

DEDICATED TRANSPORT				ΧP	OIN	ITS					
LEGION RI	IINO ARMOUR	ΕC	CARRIER								
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	۷	WEAPON SKILL	SPE	ED						
,	6+		6+	12	<u>"</u>						
7-9:	Direct Hit		The Rhino is a		the						
10-12:	Devastating Hit	t	following wea - COMBI BOLT	•							
13+:	Critical Hit		- COIVIBI BOLI	EN							
				COMBI	BOL.	TER					
				Range	R	ange					
				Short	3"	-					
				Long	6"	-					
				Dice	D	ice					
				1		2					
				Traits: Sr	nall <i>i</i>	Arms					
Traits: De	Traits: Dedicated Transport (2), Confined										

DEDICATED TRANSPORT						Χ	PC	11(ITS
LEGION	LAND RAIDER	PF	ROTE	JS					
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL SPE					PEE	D	
, ,	3+		5-	+			8"		
9-12:	Direct Hit					er Prote		S	
13-15:	Devastating Hit					e follow	ing		
16+:	Critical Hit		weap			BOLTER			
			& 2 x	TW	IN LA	SCANNO	N		
STRUCTURE POINTS			TWIN	HEA	VY		ΓWΙ	Ν	
			BOL		i	LAS		1	
0.0			Range		Acc	Rang	ge	1,	Acc
		Sh	ort	4"	+1	Short	(6"	-
		Lo	ng	9"	-	Long	1	2"	-
			Dice	Str	ength	Dice	S	Stre	ength
			2		3	2			6
		Tr	aits: Sr	nall	Arms	Traits	An	ti-	Tank
Traits: Dedicated Transport (2), Heavy									

DEDICATED TRANSPORT						Х	PC	NIC	ITS
LEGION	N LAND RAIDER	Pł	НОВС	OS					
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	٧	VEAPO	N Sk	(ILL	SF	PEE	D	
, ,	3+		5-	+			8"	'	
9-12: 13-15: 16+:	Direct Hit Devastating Hit Critical Hit		arme weap - TWI	d wi ons N H	ith the : EAVY	er Phobo e followi BOLTER SCANNO	ing	-	
STRUCTURE POINTS			TWIN BOL			LASC	W CAN		ON
00			Range	j	Acc	Rang	e		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 \	Traits: Assault Vehicle, Dedicated Transport (2), Heavy								

DEDICATED TRANSPORT						Χ	PC	NIC	NTS
LEGION	SPARTAN ASSA	UI	LT TA	NK	(
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL				SPEED			
, , ,	3+		5-	+			8"	,	
9-12: 13-15: 16+:	Direct Hit Devastating Hit Critical Hit		follov - TWI	ving N H	wear EAVY	armed voons: BOLTER			ne
STRUCTURE POINTS OOO			TWIN BOL Range	TEF		LASC Rang	CAI	AD NN:	ON Acc
000		Sh	ort	4"	+1	Short		6"	-
		Lo	ng	9"	-	Long	1	2"	-
			Dice	Str	ength	Dice		Str	ength
			2		3	4			6
		Tr	aits: Sn	nall	Arms	Traits:	Αı	nti-	Tank
Traits: Assault Vehicle, Dedicated Transport (5), Heavy									

DEDICA	4ΤЕ	D TR	ANSI	90	RT							X POINTS		
		LE	GION	1 S.	TORN	√ EAG	ìLE	ASSA	AULT G	iUN	SHIF	0		
SCALE:	1 (MED	IANL	JS)		BALLIST	IK SI	KILL	WEAPC)N Sk	(ILL	SPEED		
						3	+		5	+		18"		
			7-	-9:	Dir	ect Hit	:			The Storm Eagle is armed with				
			10-1	2:	De	vastati	ing	Hit			n of the following list:			
			13	3+:	Cri	tical H	it		- TWIN			02.2		
						- MISSI								
											_	can also be fitted		
									with th	ne fol	lowin	ıg:		
									- 2 x T\	NIN I	LASCA	ANNON 10 points		
TWIN	HEA\	/Y	TWI	ΝN	1ULTI-	M	IISSII	LE	T\	WIN				
BOL ⁻	TERS		N	ΛEĽ	TA	LAU	JNC	HER	LASC	ANN	ON			
Range		Acc	Rang	e	Acc	Ran	ge	Acc	Rang	e	Acc			
Short	4"	+1	Short	3"	-	Short	6"	-	Short	6"	-			
Long	9"	-	Long	6"	-1	Long	12"	-	Long	12"	-			
Dice	Stre	ength	Dice	Sti	rength	Dice	Str	ength	Dice	Str	ength			
2		3	2		8/4	1		4	2		6			
Traits: Sn	nall A	Arms	Trai	ts: N	Melta	T	raits	: -	Traits:	Anti-	Tank			
	1	Traits:	Aircra	ft (F	ighter	-Bombe	r), H	over, l	Dedicate	d Tra	nspoi	rt (4)		

FAST	ATT	٩CK	,			15 PO	INTS per base
			L	EGIO	N SEEKER SC	QUAD	
SCAL	E: 0 (MII	VIMUS)	BA	ALLISTIK SKILL	WEAPON SKILL	SPEED
			•		3+	3+	4"
			7-9:	Dire	ct Hit		e armed with the
			10-12:	Deva	stating Hit	following weapo	
			13+:	Critic	cal Hit	- SPECIAL BOLT	-N3
Seeker MARKE against to Hit r	bases. D FOR this u	DEA	SQUAD consis TH: Select an y Seeker Squa	enemy	unit. Attacks		
Rang	ge	Acc					
Short	3"	+1					
Long	6"	-					
Dice Strength							
3 3							
	s: Smal rms	I					
	11113						

FAST A	TT	Ά	CK										15 F	POIN	TS each
					LE	GIO	N OU	TR	ID	ER S	QUAD				
SCALE:	0	(N	MINI	MUS	5)		BALLIS	ΓIK :	SK	ILL	WEAPO	N Sŀ	(ILL	SI	PEED
							3	3+			4+				L2"
				7-	9:	Dir	ect Hi	t							with one
	10-12:									lit	of the fo	ollo	wing w	eapon	S
			13	3 +:	Cri	tical H	lit								
A LEGION	A LEGION OUTRIDER SQUAD cons									ree	- COMB	I BC	OLTERS		Free
Outrider	Outrider bases.										- TWIN				5 points
											- TWIN MELTAGUN				5 points
											- TWIN	PLA	SMA G	UN	5 points
COMBLE	3OL	TE	RS	TWI	l FL	AMER		TW	'IN		TWIN	PLA	SMA G	iUN	
							ME	LTA	٩G	UN					
Range		P	Асс	Rang	e	Acc	cc Range Acc			Acc	Range	è	Α	СС	
Short	3	"	+1	Short	2"	-	Short	1	1"	-	Short	3"	+	1	
Long	6	"	-	Long		-	- Long		3"	-1	Long	6"	-		
Dice Strength Dice Strer							Dice	S	Stre	ength	Dice		Streng	gth	
4		2	2	2		2	2		8	3/4	2 4				
Traits: Sn	nall	A	rms	Trait	s: F	lame,	Tra	ts:	M	elta	Trait	ts: C	Overloa	d	
				Sm	all /	٩rms									
Traits: Infiltrators, Turbo-boost, Bike															

FAST A	TTA	ACK									15	POII	NTS each	
			LEC	SIO	N AT	TACK	ВІ	KE SC	QUADE	RON	l			
SCALE:	0 (MIN	MUS	5)	Е	BALLISTI	K Sł	(ILL	WEAPO	ON Sk	(ILL		SPEED	
						3-	ŀ		5	+			12"	
			7-	9:	Dire	ect Hit			Attack Bikes are armed with one of the following weapons					
			10-1	2:	Dev	astatiı	ng	Hit	of the	tollo	wing	weapo	ons	
			13	:	Crit	ical Hi	t							
A LEGION to three				UAD	RON c	onsists (of o	ne	- HEAV - HEAV - MULT - AUTO	Υ FL/ ΓΙ-Μί	AMEI ELTA	RS	Free 5 points 5 points 5 points	
HEAVY	BOL1	ER	HEAV	Y FL	AMER	MULT	I-M	ELTA	AL	JTOC	ANN	ON		
Range		Acc	Rang	e	Acc	Rang	e	Acc	Rang	e		Acc		
Short	4"	+1	Short	2"	-	Short	3"	-	Short	6"		+1		
Long	9"	-	Long	-	-	Long	6"	-1	Long	12"		-		
Dice	Stre	ength	Dice	Str	ength	Dice	Str	ength	Dice		Stre	ngth		
1		3	1		3	3 2 8/4				1 4				
Traits: Sn	nall <i>A</i>	Arms			me, Traits: Melta,					Tra	its:			
			Sm	all A		Ant								
	Traits: Turbo-boost													

FAST ATTA	ACK									15	POIN	ITS each		
	LE	GIO	N JE	TBIK	E SKY	Нι	JNTE	R SQU	AD	RON	1			
SCALE: 0 (I	MINI	MUS	5)	Е	BALLISTI	K SI	KILL	WEAPO	N Sk	(ILL	S	PEED		
,			,		3-	F		4-	12"					
		7-	-9:	Dire	ect Hit			Sky Hunter bases are armed with						
		10-1	2:	Dev	astati	ng	Hit	one of t	he f	follow	ving we	apons		
		13	3+:	Crit	ical Hi	t								
								_						
A LEGION JETE				-	DRON c	onsi	ists	- 3 x HE				5 points		
of one to three	e Sky I	Hunter	bas	es.				- 2 x HE				10 points		
								& MUL						
								- 2 x HE				10 points		
								& VOLKITE CULVERIN						
								- 2 x HE				10 points		
						& PLAS	MA	CANI	NON					
HEAVY BOLT	ER	MUL	TI-N	1ELTA	VC	TE	PLASMA CANNON							
					CUI	VE	RIN							
Range	Acc	Rang	e	Acc	Rang	e	Acc	Range	9		Acc			
Short 4"	+1	Short	3"	-	Short	6"	-	Short	4"		-			
Long 9"	-	Long	6"	-1	Long	12"	-	Long	9"		-			
Dice Stre	ength	Dice	Str	ength	th Dice		rength	Dice		Stre	ngth			
1	1 3 1 8/4						8/4 1 3				1 4			
Traits: Small A	Arms	Trait	ts: N	1elta,	elta, Traits:				ts: C	verlo	oad			
		An	ıti-Ta	ank Deflagrate, Small										
					4	rm:	S							
		1	rait	s: Infil	trators,	Tur	bo-boo	ost, Jetbik	e					

FAST	AT	TAC	K*								15	POINTS each			
			1-3 LI	EG	ION :	STORN	1 E	AGLE	ASSA	JLT	GU	NSHIPS			
SCAL	E: 1	(M	EDIANU	JS)		BALLIST	IK SI	KILL	WEAPO	N Sł	(ILL	SPEED			
		`		,		3.	+		5	+		18"			
			7	-9:	Dii	rect Hit			The Storm Eagle is armed with						
			10-1	L2:	De	vastati	ng	Hit	one weapon of the following list: - TWIN HEAVY BOLTER						
			13	3+:	Cri	itical Hi	t		- TWIN						
									AUNC						
									Any Sto	orm	Eagle	can also be fitted			
									with th			~			
									- 2 x TV	VIN	LASCA	ANNON 10 points			
TWIN	HFΔ	\/Y	TWIN	МП	I TI-	MI	SSIL	F	TV	VIN					
	LTERS		ME			LAUI	LASCA		ON						
Rang	e	Acc	Range	Ì	Acc	Range	e	Acc	Range	e	Acc				
Shor	4"	+1	Short	3"	-	Short	6"	-	Short	6"	-				
t															
Long	9"		Long	6"		Long	12"	I	Long	12"	-				
Dice	Stre	ength	1	Str	ength	Dice	Sti	rength	Dice	Str	ength	1			
2	I	3	2	ı	8/4	1		4	2		6				
Traits		all	Traits: M		, Anti-	Anti- Traits: -			Traits: Anti-Tank						
Aı	rms	T		nk	Ciales -	n Dans't t	\ '	laa.:	A 4 4 0 0 10 11	T		+ (4)			
	Traits: Aircraft (Fighter-Bomber), Hover, Attached Transport (4)														

FAST ATTACK									15 I	POIN	TS each		
LEGI	ON J	٩VE	ELIN A	ATTA	СК	SPEE	DER SC	QU	ADRO	ON			
SCALE: 0 (MIN	IMUS	5)	E	BALLISTI	IK SI	KILL	WEAPO	N Sł	(ILL	SF	PEED		
,		•		3-	+		4-	+		1	L 2"		
	7-	9:	Dire	ect Hit						•	is armed		
	10-1	2:	Dev	astati	ng	Hit	with on		the fo	llowing	3		
	13	:	Crit	ical Hi	t		weapor	15:					
A LEGION JAVELIN A	TTACK	SPE	EDER S	QUADE	RON		- HEAV	/ BC	LTER		5 points		
consists of one to th	ree Jav	/elin	Attacl	c Speed	er		- MULT				5 points		
							- HEAV	/ FL	AMER		5 points		
							A (aa):	^.					
							A Javeli			mad			
							Speeder is also armed with one of the						
							followir			ıs.			
							- CYCLO	_			5 points		
							LAUNCI	HER					
							- TWIN	LAS	CANNO	NC	10 points		
HEAVY BOLTER	MUL	TI-N	1ELTA	HEAV)	Y FL	AMER	CYCLON				TWIN		
							LAUN	NCH	ER	LAS	CANNON		
Range Acc	Rang	e l	Acc	Rang	e	Acc	Range	د	Acc	Range	Acc		
Short 4" +1	Short		_	Short	6"	_	Short	6"	_	Short	6" -		
Long 9" -	Long	6"	-1	Long	12"			12"	-	Long	12" -		
Dice Strength	Dice	Str	ength	Dice	Str	rength	Dice	Str	ength	Dice	Strength		
1 3	1	:	8/4	1 3		3	2		4	2	6		
Traits: Small Arms	Trait	s: N	elta, Traits: Flame,			Tra	its:	-	Traits	: Anti-Tank			
	An	ti-Ta	ank	Sma	II A	rms							
	Traits: Skimmer, Outrider												

HEAVY SUPPO	RT		10 POINTS each									
	LEGI	ON H	EAVY S	UP	POR	T SQUA	D	A				
SCALE: 0 (MINI	IMUS)		BALLISTI	K SI	KILL	WEAPOI	N Sk	(ILL	SF	PEED		
,	,		3-	F		4-	+		1	.2"		
	7-9	9: Di	irect Hit							re armed		
	10-12	2: D	evastati	ng	Hit	with one of the following weapons. Each base has to be						
	13+	+· Cı	ritical Hi	t								
4 1 5 0 1 0 1 1 1 5 4 1 0 7 0 1							ed with the same weapon:					
A LEGION HEAVY SU		SQUAD	consists c	of Or	ne to	- HEAVY				10 points		
two Heavy Support	bases					- HEAVY				10 points		
				- AUTOCANNONS						10 points		
			- FLAK MISSILE 1 LAUNCHERS					10 points				
						- MULTI		-		10:		
LIEAVA/ BOLTERC	NALII TI	N 451 T 4	S HEAVY	F1 /	NACDC.				10 points			
HEAVY BOLTERS	MULTI	-IVIEL I F	S HEAVY	FL/	AIVIEKS	AUTOC	AININ	ION2	FLAK MISSILE			
									LAU	INCHERS		
Range Acc	Range	Acc	Rang	e	Acc	Range	•	Acc	Range	Acc		
Short 4" +1	Short 3	3" -	Short	2"	-	Short	6"	+1	Short	6" -		
Long 9" -	Long 6	6" -1	Long	-	-	Long	12"	-	Long	12" -		
Dice Strength	Dice Strength Dice Streng		h Dice	Sti	rength	Dice	Str	ength	Dice	Strength		
5 3	8/4	5		3	5 4			5 4				
Traits: Small Arms	: Melta	, Traits	ame,	Trai	its:	-	Traits: Anti-					
	Anti	i-Tank	Sma	rms	Aircraft				ircraft			

HEAVY	' SU	PPO	RT			10 POINTS each								
			LEG	101	N HE	AVY S	UF	PPOR	T SQUA	AD B				
SCALE:	0 (MIN	IMUS	5)	Е	BALLISTI	K S	KILL	WEAPO	N SKILL	!	SPEED		
				-		3-	+		4	+		12"		
			7-	9:	Dire	ect Hit						are armed		
			10-1	2:	Dev	astati	ng	Hit		ne of the		-		
			13	3+:	Crit	ical Hi	t			eapons. Each base has to be med with the same weapon:				
A LEGION	I HEA	AVY SU	JPPOR1	SQL	JAD co	nsists c	of o	ne to	- PLASI	MA CANN	IONS	10 points		
two Heavy Support bases									_	ITE CULV	ERINS	10 points		
									- LASCA	ANNONS		10 points		
										1				
	SMA		-	OLKI.	-	L	.AS	CANNO	NS					
CANI	NON:			LVER				1 .						
Range		Acc	Rang		Acc	Rang			Acc					
Short	4"	-	Short	6"		Short	6'		-					
Long	9"	-	Long	12"	-	Long	12	"	-					
Dice Strength Dice Streng						Dice		Strer	ngth					
5 4 5 3						5		6	6					
Traits: Overload Traits:						Tr	aits	s: Anti-T	ank					
Deflagrate, Sm														
Arms														

HEAVY SUPPO	RT		15 POINTS each										
LEGION PREI	DATOF	R DES	TRUCT	ЭR	STRI	KE ARN	/IOUR	S	QUADRON				
SCALE: 0 (MIN	IMUS))	BALLIST	IK SI	KILL	WEAPO	N SKILL		SPEED				
,	•		3.	+		4	+		12"				
	8-10	D: Di	rect Hit			A Predato	or Destr	uct	or is armed with				
	11-13	3: De	evastati	ng		following			ANNONE				
	14-	+: Hi	t			- PREDATOR AUTOCANNON 5 points Any Predator Destructor can also be							
		Cr	itical Hi	t		•			e following:				
A LEGION PREDATO	R DESTR	RUCTOR	STRIKE			- 2 x HEA	VY BOLT	ΓER	10 points				
ARMOUR SQUADRO)N consi	sts of or	ne to thre	е		- 2 x LASC	CANNO	1	10 points				
Predator Destructor	rs .					- 2 x HEA	VY FLAN	/IER	10 points				
PREDATOR	HEAVY	/ BOLTE	R HEAV	Y FL	AMER	LASC	ANNON						
AUTOCANNON				i			•						
Range Acc	Range	Acc	Rang	ge	Acc	Range	e A	СС					
Short 6" +1	Short 4	4" +1	Short	2"	-	Short	6" -						
Long 12" -	Long 9	9" -	Long	-	-	Long	12" -						
Dice Strength	Dice Strength Dice Stren			Str	rength	Dice	Streng	gth					
2 4	3	1 3			1 6								
Traits: -	s: Small	Traits			me, Traits: Anti-Tank								
	A	ırms	Sma	II A	rms	ms							

HEAVY	SU	PPO	RT									15 F	POINTS	each
LEG	IOI	N PR	EDAT	OR	INF	RNU:	S S	TRIK	E	ARMO	ΟU	R SQ	UADRO	N
SCALE:	0 (MIN	IMUS	5)	E	BALLIST	IK SI	KILL	٧	NEAPO	N SI	(ILL	SPE	ED
	•			•		3-	+			4	+		12	."
	8	-10:	Dire	ect F	lit							armed	l with one	e of the
	11	-13:	Dev	asta	ting	Hit			_	eapons		ON 5		
	:	14+:	Crit	ical	Hit					ORM CA MELTA (
													so be fitt	ed with
							on	e of tl	he 1	followir	ng:			
	A LEGION PREDATOR INFERNUS STRIKE ARMOUR - 2 x HEAVY BOLTER 10 points													
A LEGION PREDATOR INFERNUS STRIKE ARMOUR SQUADRON consists of one to three Predator									_		–) points
Infernus	JN C	onsist	or on	e to t	nree i	redato) points) points	
iiileiiius									- 2	XIILAV	/ 1 1	LAIVILI	, 10	points
FLANAS	CTO	20.4	1110		151 TA	115 43 6	v D.	N. TED	1	1.4664		ON.	LIENA	FLANAED
FLAME: CAN				NA-IV NNC	1ELTA	HEAV	Y BC	JLIEK		LASCA	AININ	ON	HEAVY	FLAMER
Range		Acc	Rang		Acc	Rang	e	Acc		Range	9	Acc	Range	Acc
Short	3"	-	Short	2"	-	Short	2"	-	Sh	nort	6"	-	Short	2" -
Long	-	-	Long	5"	-1	Long	-	-	Lo	ng	12"	-	Long	
Dice	Stre	ength	Dice	Stre	ength	Dice	Stı	rength	ı	Dice	Str	ength	Dice	Strength
2 5 2 8/4				/4	1		3	1		1 6		1	3	
Traits:			Trai	ts: M	elta	Trait	Traits: Small Traits: Anti-Tank Traits: Flame,				,			
Small	Small Arms Arms Small Arms													

SCALE: 0 (MINIMUS) BALLISTIK SKILL WEAPON SKILL SPEED	HEAVY S	ORT								15	POINT	Se	ach		
8-10: 11-13: 14+: Devastating Hit Critical Hit A Predator Infernus is armed with one of the following weapons: - EXEVUTIONER PLASMA CANNON 5 points - HEAVY CONVERSION BEAMER 5 points Any Predator Infernus can also be fitted with one of the following: A LEGION PREDATOR EXECUTIONER STRIKE ARMOUR SQUADRON consists of one to three - 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points	LEGIO	N F	PRE	DATO	R E	XECL	JTION	ER	STR	IKE AR	MC	UR S	QUAD	RC	N
8-10: Direct Hit Devastating Hit Critical Hit Critical Hit Hit One of the following weapons: 14+: Critical Hit Critical Hit Critical Hit Hit One of the following weapons: - EXEVUTIONER PLASMA CANNON 5 points - HEAVY CONVERSION BEAMER 5 points Any Predator Infernus can also be fitted with one of the following: - 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points	SCALE: (0 (1	MII	NIMUS	5)	E	BALLISTI	K S	KILL	WEAP	IS NC	KILL	SPE	ED	
the following weapons: - EXEVUTIONER PLASMA CANNON 5 points - HEAVY CONVERSION BEAMER 5 points - AND Predator Infernus can also be fitted with one of the following: A LEGION PREDATOR EXECUTIONER STRIKE - 2 x HEAVY BOLTER - 10 points - 2 x LASCANNON - 10 points		•			•		3+	+		4	1+		12	2"	
11-13: 14+: Critical Hit Critic			8-1	.0: D	irec	t Hit			A Pre	dator Infe	ernus	is arm	ed with	one	of
A LEGION PREDATOR EXECUTIONER STRIKE ARMOUR SQUADRON consists of one to three - HEAVY CONVERSION BEAMER 5 points Any Predator Infernus can also be fitted with one of the following: - 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points		1	1-1	.3: D	eva	statin	g Hit							_	
Any Predator Infernus can also be fitted with one of the following: A LEGION PREDATOR EXECUTIONER STRIKE ARMOUR SQUADRON consists of one to three Any Predator Infernus can also be fitted with one of the following: - 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points			14	+: Cı	ritic	al Hit	J								
with one of the following: A LEGION PREDATOR EXECUTIONER STRIKE ARMOUR SQUADRON consists of one to three - 2 x HEAVY BOLTER 10 points 10 points															
ARMOUR SQUADRON consists of one to three -2 x LASCANNON 10 points									•				4.50 50		-
ARMOUR SQUADRON consists of one to three -2 x LASCANNON 10 points															
· ·													_		
Predator Internus - 2 X HEAVY FLAMER 10 points							to thre	е						•	
	Predator in	Predator Infernus								- 2 X HEA	AVYF	LAIVIE	(1	u pc	oints
			_							1			I		
EXECUTIONER HEAVY HEAVY BOLTER LASCANNON HEAVY FLAMER PLASMA CONVERSION			R				HEAVY	/ B(OLTER	LASC	CANN	ION	HEAVY	FLA	MER
CANNON BEAMER															
Range Acc Range Acc Range Acc Range Acc		1	СС				Rang	e	Acc	Rang	ge	Acc	Range	1	Acc
Short 4" +1 Short 6" - Short 2" - Short 6" - Short 2" -	Short	4"	+1	Short	6"	-	Short	2"	, -	Short	6"	-	Short	2"	-
Long 9" - Long* 12 - Long Long 12" - Long	Long	9"	-	Long*	12	-	Long	-	-	Long	12"	-	Long	-	-
					.										
Dice Strengt Dice Strength Dice Strength Dice Strength Dice Strength	Dice S		•	Dice	Str	ength	Dice	St	rength	Dice	Sti	rength	Dice	Str	ength
3 4 1 6 1 3 1 6 1 3	3	h 1 6				6	1		3	1	-	6	1		3
Traits: Overload Traits: Heavy, Traits: Small Traits: Anti-Tank Traits: Flame,						-	_	ا د ۰	-	· - ·			- -		•
Blast* (3") Arms Small Arms	· · · · · · · · · · · · · · · · · · ·									Traits.	AIILI	TUIIK	l l		,

HEAVY SUPPORT		30 POINTS per vehicle							
LEGION LAND RAI	DER PROTEUS I	BATTLE	SQL	JAI	DRON				
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPO	N SKIL	L	SP	EED			
, ,	3+	5	+		8	3"			
9-12:	Direct Hit				Proteus i				
13-15:	Devastating Hit				ing wea	pon	s:		
16+:	Critical Hit	- TWIN HEAVY BOLTER & 2 x TWIN LASCANNON							
A LEGION LAND RAIDER PROTEUS		TWIN HEAVY TWIN							
SQUADRON consists of one to three	ВО	LASC	INA	ION					
Proteus									
STRUCTURE POINTS			1.			i			
00		Range		CC	Rang		Acc		
		Short	· 1	-1	Short	6			
		Long	9"	-	Long	12	" -		
		Dice	Stren	gth	Dice	St	rength		
		2	3		2		6		
		Traits: Small Arms Traits: Anti-Tank							
Traits:	Attached Transport (ort (2), Heavy							

HEAVY SUPPORT		3	1 P	ו אוכ	S per	ver	ncle
LEGION LAND RA	IDER PHOBOS E	BATTLE	SC	QUAE	DRON		
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPO	N SI	KILL	SP	EED	
,	3+	5	+		8	3"	
9-12:	Direct Hit	A Lar	nd R	aider	Proteus	is ar	med
13-15:	Devastating Hit				ing wea	pon	s:
16+:	Critical Hit				BOLTER SCANNO	N.I	
A LECION LAND DAIDED DUODOS	DATTIE COLLADDONI						
A LEGION LAND RAIDER PHOBOS		TWIN				WIN	
consists of one to three Land Raid	er Proteus	BOI	LTEF	₹	LASC	ANN	ION
STRUCTURE POINTS							
0.0		Range	9	Acc	Rang	e	Acc
		Short	4"	+1	Short	6'	, -
		Long	9"	-	Long	12′	' -
		Dice	Str	ength	Dice	St	rength
		2		3	2		6
		Traits: Sr	nall	Arms	Traits:	Anti	-Tank
Traits: Assault	Vehicle, Attached Tra	nsport (2	?), H	eavy	•		

HEAVY	SUPPO	RT*				20	POINTS each
	LEGI	ON B	ASILIS	K ARTI	LLERY T	ANK SQUADR	RON
SCALE:	0 (MINI	MUS	5)	BALLIST	IK SKILL	WEAPON SKILL	SPEED
				3	+	6+	10"
	8-10:	Dire	ct Hit			is armed with the	e following
	11-13:	Dev	astatin	g Hit	weapons	HAKER CANNON	
	14+:	Crit	ical Hit		& HEAVY		
	BASILISK A			-			
Basilisks	ON consists	of one	e to three	е			
Dasilisks							
EARTHS	HAKER	HEAV	Y BOLTE	R			
CANN	NON						
Range	Acc	Rang	e Acc				
Short	15" -	Short	4" +1				
Long	30" +1	Long	9" -				
Dice	Strength	Dice	Strengt	h			
1	5	1	3				
Traits: B	_		ts: Small				
Ordna	ance	,	Arms				

HEAVY SUPF	ORT*						20	POINTS each			
LE	GION N	ΛEC	DUSA	ARTI	LLI	ERY TANI	K SQUADF	RON			
SCALE: 0 (M	NIMUS	S)		BALLI	STII	K SKILL	WEAPON SKILL	SPEED			
					3+	-	6+	10"			
8-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit A Medusa is armed with the following weapons - MEDUSA SIEGE GUN & HEAVY BOLTER All Medusas may upgrade to											
A LEGION MEDU SQUADRON cons Medusas	,, , , , , , , , , , , , , , , ,		.,	All Medusas may upgrade to shoot Phosphex shells for 10 points each							
MEDUSA SIEGE	HEA\	/Y B(OLTER			X MEDUSA					
GUN		. 1	•	_	- 1	E GUN					
Range Ac			Acc +1	Range Short		Acc					
Long 9" + Dice Streng	1 Long	9"	- ength	Long Dice							
1 8	1		3	1 3							
Traits: Barrage, Ordnance	1	its: S Arm	imall s	Traits: Arn							

HEAVY	SUPPO	RT*						20	POINTS each					
	LEGIO	N WH	HIRLW	/IN	ID AR	ΤI	LLERY TA	NK SQUAI	DRON					
SCALE:	0 (MIN	IMUS	5)		BALLIS	STI	K SKILL	WEAPON SKILL	SPEED					
			_		;	3⊦	ŀ	6+	10"					
	8-10:	Dire	ct Hit						the following					
	11-13:	Dev	astati	ng	Hit		reapons acco VHIRLWIND	ording to its t	ype:					
	14+:	Crit	ical Hi	t		-	VHIKLWIND WHIRLWIND	ΙΔΙΙΝCHER						
							COMBI BOL							
						a 30.1131 2021 2.11								
							VHIRLWIND							
						- HYPERIOS MISSILE LAUNCHER & COMBI BOLTER								
						o	COMBI BOL	.ILN						
A LEGION	WHIRLWI	ND AR	TILLERY	TAI	NK									
SQUADRO	ON consists	of one	e to thre	ee										
Whirlwin	ds or Whirl	wind F	lyperios	5										
1	LWIND	СОМ	BI BOLT	ER			OS MISSILE							
LAUN	ICHER		1		LA	١Ų	NCHER							
Range	Acc	Rang		С	Range		Acc							
Short		Short	- 1		Short									
Long	. -	Long	6" -		Long 3	12	" -							
Dice	Strength	Dice	Streng	th	Dice		Strength							
1	2	1	2		1	1 5								
Traits: E	Traits: Barrage, Traits: Small Trait						Traits: Anti-Aircraft							
Fla	me		Arms											

HEAVY	SUPPORT		20 POINTS each								
	LEGION V	'INDI	CATOR SIEGE TA	NK SQUADR	ON						
SCALE:	1 (MEDIANU	S)	BALLISTIK SKILL	WEAPON SKILL	SPEED						
	·	•	3+	5+	10"						
	9-1:	2: [Direct Hit	Each Vindicator	is armed with the						
	13-1	5: [Devastating Hit	revastating Hit following weapon: - DEMOLISHER SIEGE C							
	16-	+: (Critical Hit	- DEMIOLISHER S	SIEGE CANNON						
	/indicators				_						
	ISHER SIEGE NNON										
Range	Acc										
Short	3" -1										
Long	6" -										
Dice	Strength										
1	8										
Traits:	Ordnance										

HEAVY SUPPORT*		40 POINTS each									
1-3 LEGIOI	N SPARTAN ASS	AULT :	ΓΑΝ	IKS							
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPO)N SI	KILL	SF	PEEI)				
, ,	3+	5	+			8"					
9-12: 13-15: 16+:	Direct Hit Devastating Hit Critical Hit	follo - TW	wing	wear EAVY	armed voons: BOLTER		the				
STRUCTURE POINTS		TWIN HEAVY QUAI BOLTER LASCANI Range Acc Range									
000		Short Long Dice	4" 9"	+1	Short Long	12	5" - 2" - strength				
		2 Traits: S		3	4		6 ti-Tank				
Traits: Assault Vehicle, Attached Transport (5), Heavy											

			20	POINTS each			
LEGION SICARAN VENATOR TANK DESTROYER SQUADRON							
BALL	BALLISTIK SKILL		WEAPON SKILL	SPEED			
	3+		6+	12"			
lit	A Sicara		an Venator is armed with the				
ting Hit		following weapons:					
Hit							
	Q IIL/			•			
		•					
A LEGION SICARAN VENATOR TANK		- 2 x HEAVY BOLTER 10 point					
DESTROYER SQUADRON consists of one to three Sicaran Venators		2 x LASC	CANNON	10 points			
LTER L	ASCA	NNON					
A 6 6	D						
		~					
	٠,	Į į					
	<u>_</u> _						
-	1 - 1						
	iits. Ai	iiu-ialik					
	ANK ts of one t ACC R +1 Shc - Lorength D 3	BALLISTIK 3+ Hit ANIK ANIK LOCATER LASCA ACC Range +1 Short Long 12 ength Dice 9 3 1 mall Traits: A	BALLISTIK SKILL 3+ Hit A Sicaran following - NEUTRC & HEAVY Any Sicar following - 2 x HEAV - 2 x LASC OLTER LASCANNON Acc Range Acc + 1 Short 6" - Long 12" - Long	ANK As of one to Carry Carry Carry Carry			

HEAVY SUPPO	RT*			20 POINTS each					
LEGION SICARAN BATTLE TANK SQUADRON									
SCALE: 0 (MINIMUS)		E	BALLISTIK SKILL		ILL	WEAPON SKILL	SPEED		
	•		3+		3+			4+	12"
8-11:	Direct F	lit		A S	icaran	is armed with the	e following		
12-14:	Devasta	ating	Hit	weapons: - TWIN ACCELERATOR AUTO CANNON					
15+:	Critical	Hit		** A HEAVY BOLTER 5 points Any Sicaran can also be fitted with one of the following:					
A LEGION SICARAN BATTLE TANK SQUADRON consists of one to three Sicarans				- 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points					
TWIN ACCELERATIR AUTOCANNON	HEAVY BO	LTER	ER LASC		ION				
Range Acc	Range	Acc	Range Ad		Асс				
Short 6" -	Short 4"	+1	Short	6"	-				
Long 12" -	Long 9"	-	Long	12"	-				
Dice Strength		ength	Dice	Stre	ength				
6 4	- !	3	1		6				
Traits: Rending	Traits: Si Arms		III Traits:		-Tank				

HEAVY SUPPORT*			15 POINTS each					
LEGION WHIRLWIND SCORPIUS SQUADRON								
SCALE: 0 (MINIMUS)		BALLIST	TIK SKILL	WEAPON SKILL	SPEED			
		3	S+	6+	12"			
8-10	Direct H	it		Vhirlwind Scorpius is armed with the				
11-13	Devasta	ting Hit	following weapons: - SCORPIUS MULTI-LAUNCHER					
14+	Critical I	Hit		& COMBI BOLTER 5 poin:				
					·			
A LEGION WHIRLY	A LEGION WHIRLWIND SCORPIUS							
SQUADRON consists of one to three								
Whirlwind Scorpius								
SCORPIUS MULTI-	сомві во	LTER						
LAUNCHER								
Range Acc	Range	Acc						
Short 6" -	Short 3"	-						
Long 12" +1	Long 6"	-						
Dice Strengt	Dice Stre	ngth						
2 5	1	2						
Traits: Barrage,	Traits: Sn	nall						
Heavy	Arms							