Legiones Astartes in Adeptus Titanicus V2.0

(by Daniel Schulz)

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. Well-drilled 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. 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 force just like Legiones Astartes Support 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 Companies 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 force, 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 Companies.
* The Companies may be equipped with Company Asset Cards as described previously.
* One Centurion Command Squad must be designated as the as Legate's Command 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 re-establish coherency next time it moves.
* Until a Squad or Squadron coherency is re-established, 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 Spave Marine Banners 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 Infantrybases 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 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.
Apply a -1 modifier Hit (-2 at long range) to the Hit roll if the target of the attack is an Infantry base which didn't move this round.

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 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 with the Heavy or Super-heavy trait 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 with the Heavy or Super-heavy trtait in the Company is destroyed.

Critical Hit

When a Company suffers a Critical Hit, one Squad or Squadron loses two Infantry bases or Vehicles and one Squad or Squadron in the Company is destroyed. Companies with a Structure points track lose two Structure points instead and one Vehicle with the Heavy or Super-heavy trait in the Company is destroyed. If this reduction in Structure points reduces the Company to 0 Structure points, the Company will lose two Vehicles with the Heavy or Super-heavy trait 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 or whole Squad or Squadron is destroyed:

* The controlling player choses the Infantry base Vehicle, Squad or Squadron 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, Vehicle, Squad or Squadron, the attacking player can choose which Infantry base, Vehicle, 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.

Different Armour Values

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 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.

Officers

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 force gains +1 Stratagem point for each Legate present in the force.

Warrior Born: A Legate and his Squad are mighty warriors. 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 battle-leaders 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 force must be designated as belonging to the Praetor, rather than a Legate or Centurion.
* One Praetor Command Squad is added to one Company of the Battalion
* The controlling player must make it clear to their opponent which model represents the Praetor in command of the force.
* While the Praetor is part of the Company, add 3 to the result of any Command checks for it.

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

Warrior Elite: The Praetor and his Squad are the mightiest warriors in the force. A Praetor 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 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 Command 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 force, the player controlling the Legiones Astartes force 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 force 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 force. Note that Stratagems are not interchangeable – a Legiones Astartes force 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 force 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 force). 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.

Range		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.

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
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.

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.

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.
If an Aircraft Squadron is activated in the 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.
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.

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.

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: 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.

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.

Immobile: This Vehicle can't move. It has to be deployed in coherency but after deployment 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.

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 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.

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 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 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.

Rites of War

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 force may choose certain Rites of War 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 Rites of War.

Orbital Assault
Effects
* You may select one Orbital Assault Support Unit per Company in the Battalion.
Limitations

* All models of every Company in the Battalion have to be transported using the Orbital Assault Support Unit.
* Squads and Squadrons which aren't transported this way have to be transported in an Aircraft or enter the battlefield via the Teleport ability.

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
* Instead of the two mandatory Line Companies the Battalion may include two Assault Companies instead.
* 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
* Instead of the two mandatory Line Companies the Battalion may include two Veteran Companies instead.
Limitations

* If all Veteran Tactical Squads and 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.

Armoured Breakthrough
Effects
* *Armour of the Line:* Instead of the two mandatory Line Companies the Battalion has to include two Predator Strike Armour Companies. Both of their Command Asset slots may be equipped with a Sicaran Battle Tank Squadron.
* *Master of Armour:* The Command Tank of those Companies may be exchanged for a Sicaran Battle Tank at no cost and one may be the Praetor.
Limitations
* Only Predator Destructors are allowed in these two 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 force.
* *The First:* Instead of the two mandatory Line Companies the Battalion has to include two Veteran Companies instead.
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*: The Battalion may replace one or both mandatory Line

Companies with a Mechanicum Battle-automata Cohort each.
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:* Instead of the two mandatory Line Companies the Battalion may include two Sky Hunter Phalanx Companies instead.
* *Rapid Encirclement:* The player may select the Outflank Stratagem twice but they can only be used on a Sky Hunter Phalanx 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.

Drop Assault Vanguard
Effects
* *Death from Above:* Half of the Assault Squads in this Battalion gain the Teleport trait but have to be deployed in the first round using this trait.

* *Storm of Angels:* All Assault Squads in this Battalion gain the Hit&Run trait as if they whewe part of an Assault Company.
Limitations
* All Infantry Squads without the Jump Pack or Teleport trait have to be transported in an Aircraft.

Legion Recon Company
Effects
* *Recon Company:* Instead of one of the two mandatory Line Companies the Battalion has to include a Recon Companies instead and may replace the second mandatory Line Company for a Recon Company.
* *Rites of Observation:* 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.

Zone Mortalis Assault Force
Effects
* *Shock Force:* Instead of the two mandatory Line Companies the Battalion may include two Veteran Companies instead.
All Veteran Tactical Squads of these two 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 Vehicle Squadrons other than Dreadnought Talons (any type).

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.

Legiones Astartes Forces in Matched Play

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 force 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 force, 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 force, 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 force 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 force 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 scores 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 Objectve: 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

	T	ORDER

TRAITS	SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Reconnaissance Squads: Infiltrators	120 POINTS + WEAPONS				
	7-9: Direct Hit	**3+**	**3+**	**4"**	4+
	10-12: Devastating Hit				
	13+: Critical Hit				

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 become Shaken if it has lost half its starting models.
An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.

FURY OF THE LEGION: Any Tactical Squad which didn't move may double the number of dice if it attacks with BOLTERS or BOLT PISTOLS & CHAINSWORDS.

BOLTERS		BOLT PISTOLS & CHAINSWORDS		FLAMERS		ROTOR CANNONS		VOLKITE CALIVERS		PLASMAGUNS		MELTAGUNS		SNIPER RIFLE	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 1"	+2	Short 2"	-	Short 3"	+1	Short 3"	-	Short 3"	+1	Short 1"	-	Short 4"	+2
Long 6"	-	Long 3"	+1	Long -	-	Long 7"	-	Long 7"	-	Long 6"	-	Long 3"	-1	Long 8"	+1
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
3	2	3	2	5	2	5	2	5	2	3	4	2	8/4	1	4
Traits: Small Arms		Traits: Small Arms		Traits: Flame, Small Arms		Traits: Rapid, Small Arms		Traits: Deflagrate, Small Arms, Heavy		Traits: Overload		Traits: Melta		Traits: Heavy, Sniper, Small Arms	

POWER WEAPON: When a Company is activated in the Combat phase, each Squad with a Power Weapon 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 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 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 as Dedicated Transport to each Squad if it doesn't consist of more than 2 bases.

If you wish you can add a Storm Eagle as Dedicated Transport to each Reconnaissance Squad for 15 points each.

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

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

LEGION ASSAULT COMPANY

	T	ORDER

TRAITS	SCALE: 0 (MINIMUS) 200 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Assault Squads: Jump Pack	7-9: Direct Hit 10-12: Devastating Hit 13+: 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 become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	HIT & RUN: If this Company is the target of a Charge or Assault any Squad with the Jump Pack trait may perform a half move away from the attacking unit. Assault Squad bases of this Company may still move if in base contact with enemy Infantry bases.

BOLT PISTOLS & CHAINSWORDS

Range		Acc
Short	1"	+2
Long	3"	+1
Dice		Strength
3		2
Traits: Small Arms		

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.

POWER WEAPON: When a Company is activated in the Combat phase, each Squad with a Power Weapon 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 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 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 as Dedicated Transport in each Squad if it doesn't consist of more than 4 bases at a cost of 15 points.

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

LEGION ASSAULT SQUAD

- BOLT PISTOLS & CHAINSWORDS

Any Squad can also be fitted with the following:

- POWER WEAPON   5 points
- MELTA BOMBS   5 points

LEGION BREACHER SIEGE COMPANY

	T	ORDER

TRAITS	SCALE: 0 (MINIMUS) 200 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Breacher Siege Squads: Boarding Shields, Hardened Armour	7-9: Direct Hit 10-12: Devastating Hit 13+: 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 only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.

BOLTERS		VOLKITE CHARGER		FLAMER		MELTAGUN		GRAVITON GUN		LASCUTTER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 2"	+1	Short 2"	-	Short 1"	-	Short 2"	+1	Short 0"	-
Long 6"	-	Long 4"	-	Long -	-	Long 3"	-1	Long 5"	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
3	2	1	3	1	2	1	8/4	1	2	1	5
Traits: Small Arms		Traits: Deflagrate, Small Arms		Traits: Flame, Small Arms		Traits: Melta		Traits: Quake, Small Arms		Traits: Close Combat, Heavy	

POWER WEAPON: When a Company is activated in the Combat phase, each Squad with a Power Weapon upgrade can target an enemy unit in base contact. That unit 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)

COMPANY ASSETS
(Elites, Fast Attack, Heavy 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 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 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:

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

Legion Veteran Company Front Side

LEGION VETERAN COMPANY

	T	ORDER

		SCALE: 0 (MINIMUS) 200 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
		7-9: Direct Hit 10-12: Devastating Hit 13+: 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 only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	VETERANS: Veteran Tactical Squads may re-roll to Hit rolls of 1.

BOLTERS		VOLKITE CHARGER		HEAVY FLAMER		MELTAGUN		PLASMA GUN		VOLKITE SERPENTAS & CHAIN SWORDS		SUSPENDED HEAVY BOLTER		SUSPENDED MISSILE LAUNCHER		
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	
Short 3"	+1	Short 2"	+1	Short 2"	-	Short 1"	-	Short 3"	+1	Short 1"	+1	Short 4"	+1	Short 6"	-	
Long 6"	-	Long 4"	-	Long -	-	Long 3"	-1	Long 6"	-	Long 3"	+2	Long 9"	-	Long 12"	-	
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
3	2	1	3	1	3	1	8/4	1	4	3	2	1	3	1	4	
Traits: Small Arms		Traits: Deflagrate, Small Arms		Traits: Flame, Small Arms		Traits: Melta		Traits: Overload		Traits: Deflagrate, Small Arms		Traits: Small Arms		Traits: Anti-Aircraft		

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.

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)

COMPANY ASSETS
(Elites, Fast Attack, Heavy Support)

LEGION VETERAN COMPANY

A LEGION VETERAN COMPANY consists of six Squads: Six Legion Veteran Tactical Squads of two bases 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 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 Squad.

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 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:

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   5 points
- MELTAGUN   5 points
- PLASMA GUN   5 points
- HEAVY FLAMER   5 points
- SUSPENDED HEAVY BOLTER   5 points
- SUSPENDED MISSILE LAUNCHER 5 points

Any Veteran Squad can also be fitted with the following:

- POWER WEAPON   5 points
- MELTA BOMBS   5 points

LEGION DESTROYER COMPANY

	T	ORDER

TRAITS	SCALE: 0 (MINIMUS) 200 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Destroyer Squads: Hardened Armour, (optional: Jump Packs)					
	7-9: Direct Hit 10-12: Devastating Hit 13+: 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 only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	

TWIN BOLT PISTOLS		RAD MISSILE LAUNCHER		PHOSPHEX BOMBS		
Range	Acc	Range	Acc	Range	Acc	
Short 1"	+2	Short 6"	-	Short 1"	-	
Long 3"	+1	Long 12"	-	Long -	-	
Dice	Strength	Dice	Strength	Dice	Strength	
6	2	1	4	1	3	
Traits: Small Arms		Traits: Small Arms		Traits: Small Arms, Limited (1), Phosphex		

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.

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)

COMPANY ASSETS
(Elites, Fast Attack, Heavy Support)

LEGION DESTROYER COMPANY

A LEGION DESTROYER COMPANY consists of six Squads: Six Legion Destroyer Squads of two bases each.

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

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 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 as Dedicated Transport to each Squad.

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

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

LEGION RECON COMPANY

	T	ORDER

TRAITS	SCALE: 0 (MINIMUS) 120 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Reconnaissance Squads: Infiltrators	7-9: Direct Hit 10-12: Devastating Hit 13+: 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 only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	FORWARD SCOUTS: Any attack against this Company suffers a -1 penalty to its to Hit roll during the 1st Turn if every Squad remains stationary.

BOLT PISTOLS & CHAINSWORDS			SNIPER RIFLE	
Range	Acc		Range	Acc
Short 1"	+2		Short 4"	+2
Long 3"	+1		Long 8"	+1
Dice	Strength		Dice	Strength
3	2		1	4
Traits: Small Arms			Traits: Heavy, Sniper, Small Arms	

POWER WEAPON: When a Company is activated in the Combat phase, each Squad with a Power Weapon upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.

COMPANY ASSETS
(HQ, Troops, Fast Attack)

COMPANY ASSETS
(Elites, Fast Attack)

LEGION RECON COMPANY

A LEGION LINE 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 10 points per base.

If you wish you can add one base to each Legion Reconnaissance Squad at a cost of 10 points each.

If you wish you can add a Rhino as Dedicated Transport to each Squad.

If you wish you can add a Storm Eagle as Dedicated Transport to each Squad for 15 points each.

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

RECONNAISSANCE SQUAD
- SNIPER RIFLE   5 points

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

LEGION SKY HUNTER PHALANX COMPANY

	T	ORDER

TRAITS	SCALE: 0 (MINIMUS) 105 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Sky Hunters: Infiltrators, Turbo-boost, Jetbikes Javelin Attack Speeder: Outrider, Skimmer	7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit	3+	3+	18"	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 become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	

HEAVY BOLTER		MULTI-MELTA		VOLKITE CULVERIN		PLASMA CANNON		HEAVY FLAMER		CYCLONE MISSILE LAUNCHER		TWIN LASCANNON		
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	
Short 4"	+1	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	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
1	3	1	8/4	1	3	1	4	1	3	2	4	2	6	
Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: Deflagrate, Small Arms		Traits: Overload		Traits: Flame, Small Arms		Traits: -		Traits: -		

POWER WEAPON: When a Company is activated in the Combat phase, each Squad with a Power Weapon 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 SKY HUNTER PHALANX COMPANY

A SKY HUNTER PHALANX 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:

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   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 LAND RAIDER BATTLE COMPANY

	⊤	ORDER

TRAITS	SCALE: 1 (MEDIANUS) 225 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Assault Vehicle (Phobos only) Independent Transport (2), (Proteus&Phobos), Independent Transport (1) (Achilles) Heavy (all Land Raiders)	9-12: Direct Hit 13-15: Devastating Hit 16+: Critical 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.	NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.	LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	STRUCTURE POINTS
			O O

	TWIN HEAVY BOLTER		TWIN LASCANNON		QUAD MORTAR		TWIN MULTI-MELTA		
	Range	Acc	Range	Acc	Range	Acc	Range	Acc	
	Short 4"	+1	Short 6"	-	Short 6"	-	Short 3"	-	
	Long 9"	-	Long 12"	-	Long 15"	+1	Long 6"	-1	
	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
	2	3	2	6	4	4	2	8/4	
	Traits: Small Arms		Traits: Anti-Tank		Traits: Barrage		Traits: Melta, 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

LEGION PREDATOR STRIKE COMPANY

T | ORDER

	SCALE: 1 (MEDIANUS) 70 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
	8-10: Direct Hit 11-13: Devastating Hit 14+: Critical 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 affected by Difficult terrain and may enter buildings. | LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models.
An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7. | |

PREDATOR CANNON		FLAMESTORM CANNON		EXECUTIONER PLASMA DESTROYER		HEAVY CONVERSION BEAMER		MAGNA-MELTA CANNON		HEAVY BOLTER		HEAVY FLAMER		LASCANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 6"	+1	Short 3"	-	Short 4"	+1	Short 6"	-	Short 2"	-	Short 4"	+1	Short 2"	-	Short 6"	-
Long 12"	-	Long -	-	Long 9"	-	Long* 12"	-	Long 5"	-1	Long 9"	-	Long -	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
2	4	2	5	3	4	1	6	2	8/4	1	3	1	3	1	6
Traits:		Traits: Flame, Small Arms		Traits: Overload		Traits: Heavy, *Blast (3")		Traits: Melta		Traits: Small Arms		Traits: Flame, Small Arms		Traits: Anti-Tank	

COMPANY ASSETS
(Elites, Fast Attack, Heavy Support)

COMPANY ASSET
(Elites, Fast Attack, Heavy Support)

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   10 points
- MAGNE-MELTA CANNON   10 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   5 points
- 2 x HEAVY BOLTER   5 points
- 2 x HEAVY FLAMER   5 points

LEGION ARTILLERY SUPPORT COMPANY

	Ͳ	ORDER

Number of Artillery Tanks	Template Size	SCALE: 1 (MEDIANUS) 135 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
1-2 3-7 8-9	- 3" 5"	8-10: Direct Hit 11-13: Devastating Hit 14+: Critical 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 affected by Difficult terrain and may enter buildings.	LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	ARTILLERY: If they don't move all Artillery Tanks of the same type may combine their attacks with the Barrage trait for a single attack of the same strength but with the Blast trait. The size of the template depends on the number of participating Artillery Tanks.

EARTHSHAKER CANNON		MEDUSA SIEGE GUN		PHOSPHEX MEDUSA SIEGE GUN		WHIRLWIND LAUNCHER		HYPERIOS MISSILE LAUNCHER		HEAVY BOLTER		COMBI BOLTER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 15"	-	Short 5"	-	Short 5"	-	Short 6"	-	Short 6"	-	Short 4"	+1	Short 3"	-
Long 30"	+1	Long 9"	+1	Long 9"	+1	Long 12"	-	Long 12"	-	Long 9"	-	Long 6"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	5	1	7	1	3	1	2	1	5	1	3	2	2
Traits: Barrage, Ordnance		Traits: Barrage, Ordnance		Traits: Barrage, Phosphex, Small Arms		Traits: Barrage, Flame		Traits: Anti-Aircraft		Traits: Small Arms		Traits: Small Arms	

COMPANY ASSETS

(Elites, Fast Attack, Heavy Support)

COMPANY ASSET

(Elites, Fast Attack, Heavy Support)

LEGION ARTILLERY SUPPORT COMPANY

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 Squadrons with three Artillery Tanks each.
If you wish, you can add one more Artillery Support 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
- EARTHSHAKER 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

| | | T | ORDER |

TRAITS	SCALE: 2 (BOMBASTUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Cerberus: Super-heavy Typhon: Super-heavy	25 POINTS + WEAPONS				
ROLLING BUNKER: An attack never gets a bonus on its Armour roll for attacks form the Side or Rear against a Cerberus or Typhon.	10-14: Direct Hit 15-16: Devastating Hit 17+: Critical Hit	3+	6+	4"	4+

COMMAND TANK: While the Command Tank is part of the Company, add 2 to the result of any Command checks for it.	LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models.	STRUCTURE POINTS
	An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	O O O O

	TWIN NEUTRON LASER BATTERY			DREADHAMMER SIEGE CANNON			LASCANNON			HEAVY BOLTER		
	Range		Acc	Range		Acc	Range		Acc	Range		Acc
Arc: Front	Short	6"	+1	Short	3"	-1	Short	6"	-	Short	4"	+1
	Long	12"	-	Long	6"/12"*	-	Long	12"	-	Long	9"	-
	Dice		Strength	Dice		Strength	Dice		Strength	Dice		Strength
	2D3		5	1		7	1		6	1		3
	Traits: Shieldbane (Consuming), Overload			Traits: Ordnance, Blast (3"), Heavy*			Traits: Anti-Tank			Traits: Small Arms		

Arc: Front (Dreadhammer Siege Cannon)

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

LEGION SUPER-HEAVY TANK COMPANY

T | ORDER

TRAITS	SCALE: 2 (BOMBASTUS) 50 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Fellblade: Super-heavy Falchion: Super-heavy Glaive: Super-heavy	10-14: Direct Hit 15-16: Devastating Hit 17+: Critical Hit	**3+**	**5+** (Falchion 6+")	**4"**	4+

COMMAND TANK: While the Command Tank is part of the Company, add 2 to the result of any Command checks for it.	LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models.	STRUCTURE POINTS
	An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	O O O O O

	TWIN VOLCANO CANNON		TWIN FELLBLADE ACCELERATOR CANNON		VOLKITE CARRONADE			DEMOLISHER SIEGE CANNON		QUAD LASCANNON			TWIN HEAVY BOLTER		
	Range	Acc	Range	Acc	Range	Acc		Range	Acc	Range	Acc		Range	Acc	
Arc: Front	Short 15"	+1	Short 9"	-	Short 6"	+1	Arc: Front	Short 3"	-1	Short 6"	-	Arc: Front	Short 4"	+1	
	Long 30"	-	Long 18"	-	Long 12"	-		Long 6"	-	Long 12"	-		Long 9"	-	
	Dice	Strength	Dice	Strength	Dice	Strength		Dice	Strength	Dice	Strength		Dice	Strength	
	2	10	2	6	1	5		1	7	4	6		2	3	
	Traits: Consuming		Traits: Ordnance, Blast (3")		Traits: Deflagrate, Heavy Beam, Voidbreaker(1)			Traits: Ordnance		Traits: Anti-Tank			Traits: Small 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 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:

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

LEGION HEAVY ASSAULT TRANSPORT COMPANY

T | ORDER

TRAITS	SCALE: 2 (BOMBASTUS) 100 POINTS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Assault Vehicle, Heavy Transport (Dreadnoughts, 2, 2), Independent Transport (8), Super-heavy	10-14: Direct Hit 15-16: Devastating Hit 17+: Critical Hit	**3+**	**5+**	**4"**	4+

		STRUCTURE POINTS
COMMAND TANK: While the Command Tank is part of the Company, add 2 to the result of any Command checks for it.	LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models.	O O O O O O O
	An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	
REINFORCED SHELL: If destroyed transported bases and Vehicles are unharmed.	COMMAND VOX RELAY (optional): As Geo-locator Beacon trait	VOID SHIELDS
		3+ O 4+ O 4+ O x O

Arc: Front	SIEGE MELTA ARRAY		HEAVY FLAMER		LASCANNON		SKYREAPER BATTERY	
	Range	Acc	Range	Acc	Range	Acc	Range	Acc
	Short 1"	-	Short 2"	-	Short 6"	-	Short 6"	-
	Long 3"	-1	Long -	-	Long 12"	-	Long 12"	-
	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
	2	8/4	1	3	1	4	5	4
	Traits: Melta		Traits: Flame, Small Arms		Traits: Anti-Tank		Traits: Anti-Aircraft	

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

LEGION PRIMARIS-LIGHTNING STRIKE SQUADRON

T	ORDER

TRAITS Primaris-Lightning: Aircraft (Fighter), Interceptor	SCALE: 1 (MEDIANUS) 10 POINTS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
	8-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit	3+	5+	n/a	4+

COMMAND AIRCRAFT: While the Command Aircraft is part of the Company, add 2 to the result of any Command checks for it.	AGILE: Roll a D6 for every attack which hits this Squadron. On a 5+ the Hit is negated.	

TWIN LASCANNON		TWIN AUTOCANNON		SUNFURY HEAVY MISSILES		KRAKEN PENETRATOR HEAVY MISSILES		PHOSPHEX BOMB CLUSTER		ELECTROMAGNETIC STORM CHARGE		
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	
Short 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	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
2	6	2	4	1	3	1	5	1	3	1	2	
Traits: Anti-Tank		Traits: -		Traits: Blast (3"), Limited (1), Small Arms		Traits: Limited (1)		Traits: Limited (1), Phospex, Small-Arms		Traits: Anti-Tank, Bomb, Concussive, Limited (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
- TWIN LASCANNON	5 points
- SUNFURY HEAVY MISSILES	5 points
- KRAKEN PENETRATOR HEAVY MISSILES	5 points
- PHOSPHEX BOMB CLUSTER	5 points
- ELECTROMAGNETIC STORM CHARGE	5 points

Legion Xiphon Interceptor Squadron Front Side

LEGION XIPHON INTERCEPTOR SQUADRON

| | T | ORDER |

TRAITS	SCALE: 1 (MEDIANUS) 20 POINTS		BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Xiphon Interceptor: Aircraft (Fighter), Interceptor	8-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit		**3+**	**5+**	**n/a**	4+

COMMAND AIRCRAFT: While the Command Aircraft is part of the Company, add 2 to the result of any Command checks for it.	AGILE: Roll a D6 for every attack which hits this Squadron. On a 5+ the Hit is negated.	

TWIN LASCANNON				XIPHON ROITARY MISSILE LAUNCHER		
Range	Acc			Range	Acc	
Short 6"	-			Short 6"	-	
Long 12"	-			Long 12"	-	
Dice	Strength			Dice	Strength	
2	6			1	5	
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

Legion Thunderhawk Squadron Front Side

LEGION THUNDERHAWK SQUADRON

T | ORDER

TRAITS

Thunderhawk Gunship: Aircraft (Bomber), Assault Vehicle, Heavy, Hover, Heavy Transport (Dreadnought 3/2, Outrider 3/2), Independent Transport (6)

Thunderhawk Transporter: Aircraft (Bomber), Heavy, Heavy Transport (2 x Rhino-Chassis or 1 x Land Raider-Chassis), Hover

SCALE: 2 (BOMBASTUS)
80 POINTS + WEAPONS

10-14: Direct Hit
15-16: Devastating Hit
17+: Critical Hit

BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
3+	5+	18"	4+

COMMAND AIRCRAFT: While the Command Aircraft is part of the Company, add 2 to the result of any Command checks for it.

LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models.
An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.

STRUCTURE POINTS

O O O O O O O

THUNDERHAWK CANNON		TWIN HEAVY BOLTER		HEAVY BOMB CLUSTER		HELLFIRE MISSILE CLUSTER		LASCANNON		TURBO-LASER DESTRUCTOR	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 12"	-	Short 4"	+1	Short 0"	+1	Short 12"	-	Short 6"	-	Short 12"	-
Long 24"	-	Long 9"	-	Long 0"	-	Long 24"	-	Long 12"	-	Long 32"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	5	2	3	3	4	3	5	1	6	1	8
Traits: Blast (3"), Ordnance		Traits: Small Arms, Sponson		Traits: Blast (3"), Limited (1), Bomb		Traits: Limited (1)		Traits: Anti-Tank		Traits: -	

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:

THUNDERHAWK GUNSHIP	20 points
- THUNDERHAWK HEAVY CANNON	
& 2 x LASCANNON	
& 4 x TWIN HEAVY BOLTER	
& HEAVY BOMB CLUSTER	

THUNDERHAWK TRANSPORTER	5 points
- 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

T | ORDER

TRAITS	SCALE: 2 (BOMBASTUS) 100 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Sokar Stormbird: Aircraft (Bomber), Assault Vehicle, Heavy, Hover, Heavy Transport (Dreadnought 5/2, Outrider 3/3, Rapier 10/1, Rhino 1/5, Sky Hunter 3/3), Independent Transport (10)	10-14: Direct Hit 15-16: Devastating Hit 17+: Critical Hit	3+	5+	18"	4+

COMMAND AIRCRAFT: While the Command Aircraft is part of the Company, add 2 to the result of any Command checks for it.	LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	**STRUCTURE POINTS**
		O O O O O O O O O
SHIELD PROJECTION: As long as a Sokar is in Hover mode and remains stationary its Void Shields may protect any unit within 3".		**VOID SHIELDS**
		3+ O 4+ O 4+ O x O

TWIN LASCANNON		TWIN HEAVY BOLTER		QUAD HEAVY BOLTER		DREADSTRIKE MISSILES			MACRO-BOMB CLUSTER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc		Range	Acc
Short 6"	-	Short 4"	+1	Short 4"	+1	Short 12"	-	Arc: Front	Short 0"	-
Long 14"	-	Long 9"	-	Long 9"	-	Long 24"	-		Long 0"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength		Dice	Strength
1	6	2	3	4	3	3	8		3	5
Traits: Anti-Tank, Sponson		Traits: Small Arms, Sponson		Traits: Small Arms, Sponson		Traits: Limited (1)			Traits: Limited (1), Blast (5"), Bomb	

Arc: Front (Dreadstrike Missiles)

Arc: Front (Macro-Bomb Cluster)

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 the following:
- MACRO BOMB CLUSTER   5 points

Any Sokar Stormbird can exchange any Twin Lascannon for one of the following:
- TWIN HEAVY BOLTER   free

LEGION ORBITAL ASSAULT SUPPORT

| | | T | ORDER |

TRAITS	SCALE: 2 (BOMBASTUS) 100 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Drop Pod: Attached Transport (2), Heavy Transport (Mortis-Dreadnought 1/2, Rapier 1/2), Immobile, Automated	7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit	5+	5+	18"	4+

TRAITS (full):

Drop Pod: Attached Transport (2), Heavy Transport (Mortis-Dreadnought 1/2, Rapier 1/2), Immobile, Automated

Dreadnought Drop Pod: Attached Transport (2), Heavy Transport (Dreadnought 1/2), Assault Vehicle, Immobile

Dreadclaw: Attached Transport (2), Heavy Transport (Contemptor-Dreadnought ½), Assault Vehicle, Hover, Aircraft (Bomber)

Kharybdis: Attached Transport (4), Heavy Transport (Dreadnought 1/4, Rapier 1/4), Assault Vehicle, Hover, Aircraft (Bomber)

Deathstorm Drop Pod: Immobile, Automated

SCALE: 2 (BOMBASTUS)
100 POINTS + WEAPONS

7-9: Direct Hit
10-12: Devastating Hit
13+: Critical Hit

BALLISTIC SKILL	5+
WEAPON SKILL	5+
SPEED	18"
COMMAND	4+

SUPPORT: This Unit can only be purchased as an upgrade for a Company consisting only of Infantry, Dreadnoughts, Rapiers and Aircraft. Infantry with the Bike trait and Vehicles may only be part of the Company if they are transported in Aircrafts. The attached Company may not consist of Aircraft only. Terminator Squads may gain the Teleport trait instead of using a Drop Pod.

ORBITAL DROP: At the beginning of the Movement Phase place one Deathstorm Drop Pod (or any other DropPod type if there are no Deathstorm Drop Pods) 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 Deathstorm Drop Pod in 3" coherency. Immediately attack with the Deathstorm Launcher System EVERY Unit (friend and foe) within range. Then place any other Drop Pod type in coherency. After this disembark the attached Company following the Transport trait.

COMBI BOLTER		HEAT BLAST		KHARYBDIS STORM LAUNCHER			DEATHSTROM LAUNCHER SYSTEM	
Range	Acc	Range	Acc	Range	Acc		Range	Acc
Short 3"	-	Short 0"	-	Short 3"	+1		Short 6"	-
Long 6"	-	Long 0"	-	Long 6"	-	Arc: Front	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength		Dice	Strength
1	2	1	3	2	3		1	4
Traits: Small Arms		Traits: Bomb		Traits: -			Traits: -	

HEAT BLAST: When this Squadron is deployed on the table each Drop Pod with this weapon can target an enemy unit within 3". That unit suffers a Strength 3 hit.

DEATH STORM LAUNCHER SYSTEM: When this Squadron is deployed on the table each Drop Pod with this weapon targets every unit (friend or foe) within 12". Every unit suffers a Strength 4 hit.

LEGION ORBITAL ASSAULT SQUADRON

A LEGION ORBITAL ASSAULT SQUADRON consists of as many Drop Pods and Dreadnought Drop Pods as are required to transport the whole Company it is attached to.
If you wish, you exchange half of the Drop Pods for Dreadclaw Drop Pods at a cost of 5 points each or Kharybdis Assault Claws at a cost of 10 points each.
If you wish you mad add up to three Deathstorm Drop Pods at a cost of 10 points each.

Each Drop Pod in the Orbital Assault Squadron must be of one of the types listed below and is armed accordingly to their type:

DROP POD   free
- COMBI BOLTER

DREADCLAW DROP POD   free
- HEAT BLAST

KHARYBDIS ASSAULT CLAW   10 points
- HEAT BLAST
& 5 x KHARYBDIS STORM LAUNCHER

DEATHSTORM DRFOP POD
- DEATHSTORM LAUNCHER SYSTEM   free

Company Asset Cards

HQ*		5 POINTS		
LEGION LIBRARIAN CONSUL				
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
		3+	**3+**	**n/a**
		A Librarian Consul is armed with the following weapon: - PSYCHIC POWERS		

PSYCHIC POWERS		
Range	Acc	
Short 6"	-	
Long 12"	-	
Dice	Strength	
1	4	
Traits: Rending		

Traits: Support Officer

HQ*		10 POINTS		
LEGION MASTER OF SIGNALS CONSUL				
SCALE: 0 (MINIMUS)		BALLISTIK 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 CHAMPION CONSUL				
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
		3+	**3+**	**n/a**
HONOUR OF THE LEGION: This Squad has to make targeted attacks against enemy Command Squads if possible.		A Champion Consul is armed with the following weapon: - POWER WEAPON		

POWER WEAPON		
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: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	**3+**	**3+**	**4"**
10-12:	Devastating Hit			
13+:	Critical Hit			

A LEGION FORGE LORD CONSUL COMMAND SQUAD consists of one Forge Lord base. DEDICATED TRANSPORT: Rhino BATTLESMITH: In the Strategy phase roll a D6. On a 6+ place a previously destroyed Vehicle in coherency to the Company or regain a lost Structure point. This can't create a new Squadron.	A Forge Lord Consul Squad is armed with the following weapons: - BOLTERS - CONVERSION BEAMER

BOLTERS		CONVERSION BEAMER	
Range	Acc	Range	Acc
Short 3"	+1	Short 6"	-
Long 6"	-	Long 12"	-
Dice	Strength	Dice	Strength
3	2	1	6
Traits: Small Arms		Traits: Heavy	

Traits: -

HQ*			10 POINTS
LEGION PRIMUS MEDICAE CONSUL			

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
NARTHECIUM: In the Reorganization phase roll a D6. On a 6+ place a previously destroyed Infantry base in coherency. This can't create a new Squad.	**3+**	**3+**	**4"**
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.			

Traits: Support Officer

HQ*			5 POINTS
LEGION SIEGE BREAKER CONSUL			

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	**3+**	**n/a**

ART OF DESTRUCTION: Medusa Artillery Tank Squadrons in this Company are upgraded to Phosphex Medusa Siege Guns for free.	A Siege Breaker Consul is armed with the following weapon: - PHOSPHEX BOMBS

PHOSPHEX BOMBS	
Range	Acc
Short 1"	-
Long -	-
Dice	Strength
1	3
Traits: Small Arms, Limited (1), Phosphex	

Traits: Support Officer

HQ*			10 POINTS
LEGION CHAPLAIN CONSUL			
SCALE: 0 (MINIMUS)	BALLISTIK 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**
FEAR: Select a Squad in this Company. Any damage caused by this Squad using its Weapon Skill triggers a Shaken test.			
Traits: Support Officer			

HQ*			10 POINTS
LEGION VIGILATOR CONSUL			
SCALE: 0 (MINIMUS)	BALLISTIK 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 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
WARGEAR: May not be added to a Squad with the Bike, Jetbike or Bulky trait.	**3+**	**3+**	**n/a**
CHAIN FIRE OVERHEAT: If the Overload trait is used and a 1 is rolled remove this card.	A Moritat is armed with the following weapons: - TWIN PLASMA PISTOLS		

TWIN PLASMA PISTOLS	
Range	Acc
Short 1"	+2
Long 3"	+1
Dice	Strength
3	4
Traits: Overload	

Traits: Support Officer

HQ*		25 POINTS per base	
LEGION PRAEVIAN CONSUL CASTELLAX SQUAD			
SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	4+	**3+**	**4"**

8-10:	Direct Hit	A Praevian Consul Castellax Squad is armed with the following weapons:
11-14:	Devastating Hit	- MAULER PATTERN BOLT CANNONS
15+:	Critical Hit	& TWIN BOLTGUNS
		& SHOCK CHARGERS

A LEGION PRAEVIAN CONSUL CASTELLAX SQUAD consists of one Castellax base.

MAULER PATTERN BOLT CANNONS		TWIN BOLTGUNS		SHOCK CHARGERS	
Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 3"	+1	Short 0"	+2
Long 6"	-	Long 6"	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength
5	3	6	2	3	3
Traits: -		Traits: Small Arms		Traits: Close Combat	

Traits: Extremely Bulky

HQ*		25 POINTS per base	
LEGION PRAEVIAN CONSUL VORAX SQUAD			
SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	4+	**3+**	**4"**

7-9:	Direct Hit	A Praevian Consul Castellax Squad is armed with the following weapons:
10-12:	Devastating Hit	- LIGHTNING GUNS
13+:	Critical Hit	& TWIN ROTOR CANNONS
		& BATTLE-AUTOMATA POWER BLADES

A LEGION PRAEVIAN CONSUL VORAX SQUAD consists of one Castellax base.

LIGHTNING GUNS		TWIN ROTOR CANNONS		BATTLE-AUTOMATA POWER BLADES	
Range	Acc	Range	Acc	Range	Acc
Short 2"	+1	Short 3"	+1	Short 0"	+2
Long 5"	-	Long 7"	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength
3	4	10	2	3	3
Traits: Rending		Traits: Small Arms, Rapid		Traits: Close Combat, Rending	

Traits: Extremely Bulky

HQ*				10 POINTS

LEGION DELEGATUS COMMAND SQUAD

SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	**3+**	**3+**	**4"**
10-12:	Devastating Hit			
13+:	Critical Hit			

A LEGION DELEGATUS CONSUL COMMAND SQUAD consists of one Consul base. DEDICATED TRANSPORT: Rhino, Land Raider Proteus RITE OF COMMAND: A Company with a Delegatus may select two additional Veteran Tactical Squad Company Asset cards.	A Delegatus Consul Command Squad is armed with the following weapons: - BOLT PISTOLS & CHAINSWORDS

BOLT PISTOLS & CHAINSWORDS		
Range	Acc	
Short 1"	+2	
Long 3"	+1	
Dice	Strength	
3	2	
Traits: Small Arms		

Traits: Infiltrators

HQ*				20 POINTS

LEGION HERALD COMMAND SQUAD

SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	**3+**	**3+**	**4"**
10-12:	Devastating Hit			
13+:	Critical Hit			

A LEGION HERALD CONSUL COMMAND SQUAD consists of one Consul base. DEDICATED TRANSPORT: Rhino, Land Raider Proteus WARGEAR: May not be a Squad with the Jump pack, Bike, Jetbike or Bulky trait. BANNER: Select one of the following Banners: - Banner of the Aquila (Loyalists): Add +1 Weapon Skill to any Squad within 3" - Banner of the Eye (Traitors): Add +1" to the Speed of any Squad within 3". Squads within 3" may re-roll to Hit rolls of 1 during an Assault if they use their Weapon Skill. FALLEN HONOUR: If this Squad is destroyed the enemy gains +1 Victory point.	A Herald Consul Command Squad is armed with the following weapons: - BOLT PISTOLS & CHAINSWORDS

BOLT PISTOLS & CHAINSWORDS		
Range	Acc	
Short 1"	+2	
Long 3"	+1	
Dice	Strength	
3	2	
Traits: Small Arms		

Traits: Infiltrators

HQ*			10 POINTS
LEGION DAMOCLES COMMAND RHINO			
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	6+	6+	12"

		The Damocles Rhino is armed with the following weapons: - COMBI BOLTER
7-9:	Direct Hit	
10-12:	Devastating Hit	
13+:	Critical Hit	

The Damocles Command Rhino may only transport a Centurion Command Squad

COMBI BOLTER		
	Range	Range
Short	3"	-
Long	6"	-
Dice	Dice	
1	2	
Traits: Small Arms		

Traits: Dedicated Transport (1), Confined, Geo-locator Beacon

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UPGRADE			X POINTS per base
LEGION TERMINATOR SQUAD			
SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	3+	4"

		Terminator bases are armed with the following weapons: - COMBI BOLTERS & POWER WEAPONS Each base may be armed with one of the following weapons: - REAPER AUTOCANNON - HEAVY FLAMER - PLASMA BLASTER
8-11:	Direct Hit	
12-13:	Devastating Hit	
14+:	Critical Hit	

CATAPHRACTII: An Armour roll of 1 can only inflict a Direct Hit on Terminators if the Strength of the attack is at least 8.
DEDICATED TRANSPORT: Land Raider Phobos, Dreadclaw Drop Pod (only if one base) or Spartan Assault Tank

COMBI BOLTERS		POWER WEAPONS		REAPER AUTOCANNON		HEAVY FLAMER		PLASMA BLASTER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 0"	+2	Short 4"	+1	Short 2"	-	Short 2"	-
Long 6"	-	Long -	-	Long 9"	-	Long -"	-	Long 4"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
6	2	2	5	2	4	1	3	1	4
Traits: Small Arms		Traits: Close Combat		Traits: -		Traits: Flame, Small Arms		Traits: Overload	

Traits: Bulky

ELITES		25 POINTS per base	
LEGION TERMINATOR SQUAD			

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	3+	4"

8-11:	Direct Hit	Terminator bases are armed with the following weapons:
12-13:	Devastating Hit	- COMBI BOLTERS & POWER WEAPONS
14+:	Critical Hit	Each base may be armed with one of the following weapons:

A LEGION TERMINATOR SQUAD consists of one to two Terminator bases.
CATAPHRACTII: An Armour roll of 1 can only inflict a Direct Hit on Terminators if the Strength of the attack is at least 8.
DEDICATED TRANSPORT: Land Raider Phobos, Dreadclaw Drop Pod (only if one base) or Spartan Assault Tank

Terminator bases are armed with the following weapons:
- COMBI BOLTERS
& POWER WEAPONS
Each base may be armed with one of the following weapons:
- REAPER AUTOCANNON
- HEAVY FLAMER
- PLASMA BLASTER

COMBI BOLTERS		POWER WEAPONS		REAPER AUTOCANNON		HEAVY FLAMER		PLASMA BLASTER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 0"	+2	Short 4"	+1	Short 2"	-	Short 2"	-
Long 6"	-	Long -	-	Long 9"	-	Long -"	-	Long 4"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
6	2	2	5	2	4	1	3	1	4
Traits: Small Arms		Traits: Close Combat		Traits: -		Traits: Flame, Small Arms		Traits: Overload	
Traits: Bulky									

ELITES	20 POINTS per base
LEGION DESTROYER SQUAD	

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9: Direct Hit / 10-12: Devastating Hit / 13+: Critical Hit	3+	3+	4"

7-9:	Direct Hit
10-12:	Devastating Hit
13+:	Critical Hit

A LEGION DESTROYER SQUAD consists of one to two Destroyer bases.
DEDICATED TRANSPORT: Rhino, Land Raider Proteus

Destroyer bases are armed with the following weapons:
- TWIN BOLT PISTOLS
& RAD MISSILE LAUNCHER

TWIN BOLT PISTOLS		RAD MISSILE LAUNCHER	
Range	Acc	Range	Acc
Short 1"	+2	Short 6"	-
Long 3"	+3	Long 12"	-
Dice	Strength	Dice	Strength
6	2	1	4
Traits: Small Arms		Traits: Small Arms	
Traits: Hardened Armour			

ELITES		20 POINTS per base		
LEGION VETERAN TACTICAL SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit		**3+**	**3+**	**4"**

A LEGION VETERAN TACTICAL SQUAD consists of one to two Veteran Tactical bases.
VETERANS: Veteran Tactical Squads may re-roll to Hit rolls of 1.
DEDICATED TRANSPORT: Rhino

Veteran Tactical bases are armed with the following weapons:
- BOLTERS
& VOLKITE SERPENTAS &
CHAINSWORDS

BOLTERS			VOLKITE SERPENTAS & CHAINSWORDS	
Range	Acc		Range	Acc
Short 3"	+1		Short 1"	+2
Long 6"	-		Long 3"	+1
Dice	Strength		Dice	Strength
3	2		3	2
Traits: Small Arms			Traits: Small Arms, Deflagrate	

ELITES		25 POINTS each		
LEGION CONTEMPTOR DREADNOUGH TALON A				
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
		3+	**3+**	**4"**
7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit		Contemptor Dreadnoughts are armed with one a DREADNOUGHT CC-WEAPON and of the following weapons: - TWIN LACANNON - TWIN HEAVY BOLTER - MULTI-MELTA - TWIN AUTOCANNON		

A LEGION CONTEMPTOR DREADNOUGHT TALON consists of one to three Contemptor Dreadnoughts

TWIN LASCANNON		TWIN HEAVY BOLTER		MULTI-MELTA		TWIN AUTOCANNON		DREADNOUGHT CC-WEAPON	
Range	Acc	Range	Acc	Range	Acc	Range	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
2	6	2	3	1	8/4	2	4	1	6
Traits: Anti-Tank		Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: -		Traits: Close Combat	
Traits: Walker, Talon									

ELITES — 25 POINTS each

LEGION CONTEMPTOR DREADNOUGH TALON B

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	3+	4"

7-9:	Direct Hit
10-12:	Devastating Hit
13+:	Critical Hit

A LEGION CONTEMPTOR DREADNOUGHT TALON consists of one to three Contemptor Dreadnoughts

Contemptor Dreadnoughts are armed with one a DREADNOUGHT CC-WEAPON and of the following weapons:
- KHERES PATTERN ASSAULT CANNON
- PLASMA CANNON
- VOLKITE CULVERIN
- HEAVY CONVERSION BEAMER

PLASMA CANNON		KHERES PATTERN ASSAULT CANNON		VOLKITE CULVERIN		HEAVY CONVERSION BEAMER		DREADNOUGHT CC-WEAPON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	-	Short 3"	+1	Short 6"	-	Short 6"	-	Short 0"	+2
Long 9"	-	Long 6"	-	Long 12"	-	Long* 12"	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	4	1	3	1	3	1	6	1	6
Traits: Overload		Traits: Rending		Traits: Deflagrate, Small Arms		Traits: Heavy, *Blast (3")		Traits: Close Combat	

Traits: Walker, Talon

ELITES — 20 POINTS per base

LEGION RAPIER WEAPONS BATTERY

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	6+	4"

6-8:	Direct Hit
9-11:	Devastating Hit
12+:	Critical Hit

A LEGION TRAPER WEAPONS BATTERY consists of one to three Rapier bases.

Rapier bases are armed with one of the following weapons:
- QUAD HEAVY BOLTER
- LASER DESTROYER ARRAY
- QUAD MORTAR
- GRAVITON CANNON

QUAD HEAVY BOLTER		LASER DESTROYER ARRAY		QUAD MORTAR		GRAVITON CANNON			
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		
4	3	2	6	4	4	1	2		
Traits: Small Arms		Traits: Ordnance		Traits: Barrage		Traits: Quake, Small Arms, Blast (3")			

Traits: Extremely Bulky

ELITES		25 POINTS each		
LEGION MORTIS DREADNOUGH TALON				

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	**3+**	**4"**

7-9:	Direct Hit	Mortis Dreadnoughts are armed with one of the following weapons:
10-12:	Devastating Hit	- 2 x TWIN LACANNON
13+:	Critical Hit	- 2 x TWIN HEAVY BOLTER
		- 2 x MULTI-MELTA
A LEGION MORTIS DREADNOUGHT TALON consists of one to three Mortis Dreadnoughts		- 2 x TWIN AUTOCANNON
		- 2 x TWIN MISSILE LAUNCHER

TWIN LASCANNON		TWIN HEAVY BOLTER		MULTI-MELTA		TWIN AUTOCANNON		TWIN MISSILE LAUNCHER	
Range	Acc	Range	Acc	Range	Acc	Range	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	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	6	2	3	1	8/4	2	4	2	4
Traits: Anti-Tank		Traits: Small Arms		Traits: Melta, Small Arms		Traits: -		Traits: Heavy, Anti-Aircraft	
Traits: Walker, Talon									

ELITES		25 POINTS each		
LEGION CONTEMPTOR-MORTIS DREADNOUGH TALON				

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	**3+**	**4"**

7-9:	Direct Hit	Contemptor-Mortis Dreadnoughts are armed with one of the following weapons:
10-12:	Devastating Hit	- 2 x TWIN LACANNON
13+:	Critical Hit	- 2 x TWIN HEAVY BOLTER
		- 2 x MULTI-MELTA
A LEGION CONTEMPTOR-MORTIS DREADNOUGHT TALON consists of one to three Contemptor-Mortis Dreadnoughts		- 2 x TWIN AUTOCANNON
		- 2 x KHERES PATTERN ASSAULT CANNON

TWIN LASCANNON		TWIN HEAVY BOLTER		MULTI-MELTA		TWIN AUTOCANNON		KHERES PATTERN ASSAULT CANNON	
Range	Acc	Range	Acc	Range	Acc	Range	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-Tank		Traits: Small Arms		Traits: Melta, Small Arms		Traits: -		Traits: Rending	
Traits: Walker, Talon									

TROOPS			10 POINTS per base

LEGION TACTICAL SQUAD

SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	**3+**	**3+**	**4"**
10-12:	Devastating Hit			
13+:	Critical Hit			

A LEGION TACTICAL SQUAD consists of two to four Tactical bases.

FURY OF THE LEGION: Any Tactical Squad which didn't move may double the number of dice if it attacks with BOLTERS or BOLT PISTOLS & CHAINSWORDS.

DEDICATED TRANSPORT: Rhino (only if two bases)

Tactical bases are armed with one of the following weapons:
- BOLTERS
- BOLT PISTOLS & CHAINSWORDS

BOLTERS		BOLT PISTOLS & CHAIN SWORDS	
Range	Acc	Range	Acc
Short 3"	+1	Short 1"	+2
Long 6"	-	Long 3"	+1
Dice	Strength	Dice	Strength
3	2	3	2
Traits: Small Arms		Traits: Small Arms	

TROOPS			15 POINTS per base

LEGION ASSAULT SQUAD

SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	**3+**	**3+**	**10"**
10-12:	Devastating Hit			
13+:	Critical Hit			

A LEGION ASSAULT SQUAD consists of two to four Assault bases.

Assault bases are armed with the following weapons:
- BOLT PISTOLS & CHAIN SWORDS

BOLT PISTOLS & CHAIN SWORDS	
Range	Acc
Short 1"	+2
Long 3"	+3
Dice	Strength
3	2
Traits: Small Arms	

Traits: Jump Packs

TROOPS	20 POINTS per base

LEGION BREACHER SIEGE SQUAD

SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	**3+**	**3+**	**4"**
10-12:	Devastating Hit			
13+:	Critical Hit			

A LEGION BREAKER SIEGE SQUAD consists of two to four Breaker Siege bases. DEDICATED TRANSPORT: Land Raider Phobos or Proteus (only if two bases)	Breacher Siege bases are armed with the following weapons: - BOLTERS

BOLTERS	
Range	Acc
Short 3"	+1
Long 6"	-
Dice	Strength
3	2
Traits: Small Arms	

Traits: Hardened Armour, Boarding Shields

TROOPS	15 POINTS per base

LEGION TACTICAL SUPPORT SQUAD

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	**3+**	**4"**

7-9:	Direct Hit	Tactical Support bases are armed with one of the following weapons: - FLAMERS - ROTOR CANNONS - VOLKITE CALIVERS - PLASMA GUNS - MELTAGUNS
10-12:	Devastating Hit	
13+:	Critical Hit	

A LEGION TACTICAL SUPPORT SQUAD consists of one to two Tactical Support bases. DEDICATED TRANSPORT: Rhino	

FLAMERS		ROTOR CANNONS		VOLKITE CALIVERS		PLASMA GUNS		MELTAGUNS	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 2"	-	Short 3"	+1	Short 3"	-	Short 3"	+1	Short 1"	-
Long -	-	Long 7"	-	Long 7"	-	Long 6"	-	Long 3"	-1
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
5	2	5	2	5	2	3	4	2	8/4
Traits: Flame, Small Arms		Traits: Rapid, Small Arms		Traits: Deflagrate, Small Arms, Heavy		Traits: Overload		Traits: Melta	

TROOPS	15 POINTS per base

LEGION RECONNAISSANCE SQUAD

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	**3+**	**4"**

7-9:	Direct Hit	Reconnaissance bases are armed with the following weapons: - SNIPER RIFLES
10-12:	Devastating Hit	
13+:	Critical Hit	

A LEGION RECONNAISSANCE SQUAD consists of one to two Reconnaissance bases. DEDICATED TRANSPORT: Rhino or Storm Eagle	

SNIPER RIFLES	
Range	Acc
Short 4"	+2
Long 8"	+1
Dice	Strength
1	5
Traits: Sniper	

Traits: Infiltrators

DEDICATED TRANSPORT — X POINTS

LEGION RHINO ARMOURED CARRIER

SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	6+	6+	12"

7-9:	Direct Hit	The Rhino is armed with the following weapons:
10-12:	Devastating Hit	- COMBI BOLTER
13+:	Critical Hit	

		COMBI BOLTER	
		Range	Range
		Short 3"	-
		Long 6"	-
		Dice	Dice
		1	2
		Traits: Small Arms	

Traits: Dedicated Transport (2), Confined

DEDICATED TRANSPORT — X POINTS

LEGION LAND RAIDER PROTEUS

SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	5+	8"

9-12:	Direct Hit	The Land Raider Proteus is armed with the following weapons:
13-15:	Devastating Hit	- TWIN HEAVY BOLTER
16+:	Critical Hit	& 2 x TWIN LASCANNON

STRUCTURE POINTS

O O

TWIN HEAVY BOLTER		TWIN LASCANNON	
Range	Acc	Range	Acc
Short 4"	+1	Short 6"	-
Long 9"	-	Long 12"	-
Dice	Strength	Dice	Strength
2	3	2	6
Traits: Small Arms		Traits: Anti-Tank	

Traits: Dedicated Transport (2), Heavy

DEDICATED TRANSPORT — X POINTS

LEGION LAND RAIDER PHOBOS

SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	5+	8"

9-12:	Direct Hit	The Land Raider Phobos is armed with the following weapons:
13-15:	Devastating Hit	- TWIN HEAVY BOLTER
16+:	Critical Hit	& 2 x TWIN LASCANNON

STRUCTURE POINTS

O O

TWIN HEAVY BOLTER		TWIN LASCANNON	
Range	Acc	Range	Acc
Short 4"	+1	Short 6"	-
Long 9"	-	Long 12"	-
Dice	Strength	Dice	Strength
2	3	2	6
Traits: Small Arms		Traits: Anti-Tank	

Traits: Assault Vehicle, Dedicated Transport (2), Heavy

DEDICATED TRANSPORT		X POINTS

LEGION SPARTAN ASSAULT TANK

SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	5+	8"

9-12:	Direct Hit	The Spartan is armed with the following weapons:
13-15:	Devastating Hit	- TWIN HEAVY BOLTER
16+:	Critical Hit	& 2 x QUAD LASCANNON

STRUCTURE POINTS

O O O

		TWIN HEAVY BOLTER		QUAD LASCANNON	
		Range	Acc	Range	Acc
		Short 4"	+1	Short 6"	-
		Long 9"	-	Long 12"	-
		Dice	Strength	Dice	Strength
		2	3	4	6
		Traits: Small Arms		Traits: Anti-Tank	

Traits: Assault Vehicle, Dedicated Transport (5), Heavy

DEDICATED TRANSPORT		X POINTS

LEGION STORM EAGLE ASSAULT GUNSHIP

SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	5+	18"

7-9:	Direct Hit	The Storm Eagle is armed with one weapon of the following list:
10-12:	Devastating Hit	- TWIN HEAVY BOLTER
13+:	Critical Hit	- TWIN MULTI-MELTA
		- MISSILE LAUNCHER
		Any Storm Eagle can also be fitted with the following:
		- 2 x TWIN LASCANNON 10 points

TWIN HEAVY BOLTERS		TWIN MULTI-MELTA		MISSILE LAUNCHER		TWIN LASCANNON		
Range	Acc	Range	Acc	Range	Acc	Range	Acc	
Short 4"	+1	Short 3"	-	Short 6"	-	Short 6"	-	
Long 9"	-	Long 6"	-1	Long 12"	-	Long 12"	-	
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
2	3	2	8/4	1	4	2	6	
Traits: Small Arms		Traits: Melta		Traits: -		Traits: Anti-Tank		

Traits: Aircraft (Fighter-Bomber), Hover, Dedicated Transport (4)

FAST ATTACK		15 POINTS per base

LEGION SEEKER SQUAD

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	3+	4"

7-9:	Direct Hit	Seeker bases are armed with the following weapons:
10-12:	Devastating Hit	- SPECIAL BOLTERS
13+:	Critical Hit	

A LEGION SEEKER SQUAD consists of one to two Seeker bases.
MARKED FOR DEATH: Select an enemy unit. Attacks against this unit by Seeker Squads may re roll failed to Hit rolls of 1.
DEDICATED TRANSPORT: Rhino or Land Raider Proteus

SPECIAL BOLTERS	
Range	Acc
Short 3"	+1
Long 6"	-
Dice	Strength
3	3
Traits: Small Arms	

FAST ATTACK		15 POINTS per base	

LEGION OUTRIDER SQUAD

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	4+	12"

7-9:	Direct Hit	Seeker bases are armed with one of the following weapons
10-12:	Devastating Hit	
13+:	Critical Hit	

A LEGION OUTRIDER SQUAD consists of one to three Outrider bases.	- COMBI BOLTERS	Free
	- TWIN FLAMERS	5 points
	- TWIN MELTAGUN	5 points
	- TWIN PLASMA GUN	5 points

COMBI BOLTERS		TWIN FLAMER		TWIN MELTAGUN		TWIN PLASMA GUN		
Range	Acc	Range	Acc	Range	Acc	Range	Acc	
Short 3"	+1	Short 2"	-	Short 1"	-	Short 3"	+1	
Long 6"	-	Long	-	Long 3"	-1	Long 6"	-	
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
4	2	2	2	2	8/4	2	4	
Traits: Small Arms		Traits: Flame, Small Arms		Traits: Melta		Traits: Overload		

Traits: Infiltrators, Turbo-boost, Bike

FAST ATTACK		15 POINTS each	

LEGION ATTACK BIKE SQUADRON

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	5+	12"

7-9:	Direct Hit	Attack Bikes are armed with one of the following weapons
10-12:	Devastating Hit	
13+:	Critical Hit	

A LEGION ATTACK BIKE SQUADRON consists of one to three Attack Bikes	- HEAVY BOLTER	Free
	- HEAVY FLAMERS	5 points
	- MULTI-MELTA	5 points
	- AUTOCANNON	5 points

HEAVY BOLTER		HEAVY FLAMER		MULTI-MELTA		AUTOCANNON		
Range	Acc	Range	Acc	Range	Acc	Range	Acc	
Short 4"	+1	Short 2"	-	Short 3"	-	Short 6"	+1	
Long 9"	-	Long	-	Long 6"	-1	Long 12"	-	
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
1	3	1	3	2	8/4	1	4	
Traits: Small Arms		Traits: Flame, Small Arms		Traits: Melta, Anti-Tank		Traits:		

Traits: Turbo-boost

FAST ATTACK	15 POINTS per base

LEGION JETBIKE SKY HUNTER SQUADRON

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	4+	12"

7-9:	Direct Hit
10-12:	Devastating Hit
13+:	Critical Hit

Sky Hunter bases are armed with one of the following weapons

A LEGION JETBIKE SKY HUNTER SQUADRON consists of one to three Sky Hunter bases.

- 3 x HEAVY BOLTER — 5 points
- 2 x HEAVY BOLTER & MULTI-MELTA — 10 points
- 2 x HEAVY BOLTER & VOLKITE CULVERIN — 10 points
- 2 x HEAVY BOLTER & PLASMA CANNON — 10 points

HEAVY BOLTER		MULTI-MELTA		VOLKITE CULVERIN		PLASMA CANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 3"	-	Short 6"	-	Short 4"	-
Long 9"	-	Long 6"	-1	Long 12"	-	Long 9"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	3	1	8/4	1	3	1	4
Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: Deflagrate, Small Arms		Traits: Overload	

Traits: Infiltrators, Turbo-boost, Jetbike

FAST ATTACK*	15 POINTS each

1-3 LEGION STORM EAGLE ASSAULT GUNSHIPS

SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	5+	18"

7-9:	Direct Hit
10-12:	Devastating Hit
13+:	Critical Hit

The Storm Eagle is armed with one weapon of the following list:
- TWIN HEAVY BOLTER
- TWIN MULTI-MELTA
- MISSILE LAUNCHER
Any Storm Eagle can also be fitted with the following:
- 2 x TWIN LASCANNON 10 points

TWIN HEAVY BOLTERS		TWIN MULTI-MELTA		MISSILE LAUNCHER		TWIN LASCANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 3"	-	Short 6"	-	Short 6"	-
Long 9"	-	Long 6"	-1	Long 12"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
2	3	2	8/4	1	4	2	6
Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: -		Traits: Anti-Tank	

Traits: Aircraft (Fighter-Bomber), Hover, Attached Transport (4)

FAST ATTACK		15 POINTS each	

LEGION JAVELIN ATTACK SPEEDER SQUADRON

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	4+	12"

7-9:	Direct Hit	A Javelin Attack Speeder is armed with one of the following weapons:
10-12:	Devastating Hit	
13+:	Critical Hit	

A LEGION JAVELIN ATTACK SPEEDER SQUADRON consists of one to three Javelin Attack Speeder

- HEAVY BOLTER   5 points
- MULTI-MELTA   5 points
- HEAVY FLAMER   5 points

A Javelin Attack Speeder is also armed with one of the following weapons:
- CYCLONE MISSILE LAUNCHER   5 points
- TWIN LASCANNON   10 points

HEAVY BOLTER		MULTI-MELTA		HEAVY FLAMER		CYCLONE MISSILE LAUNCHER		TWIN LASCANNON	
Range	Acc	Range	Acc	Range	Acc	Range	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	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	3	1	8/4	1	3	2	4	2	6
Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: Flame, Small Arms		Traits: -		Traits: Anti-Tank	

Traits: Skimmer, Outrider

HEAVY SUPPORT		35 POINTS per base	

LEGION JETBIKE SKY SLAYER SQUADRON

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	4+	12"

7-9:	Direct Hit	Sky Slayer bases are armed with one of the following weapons
10-12:	Devastating Hit	
13+:	Critical Hit	

A LEGION JETBIKE SKY SLYAER SQUADRON consists of one to two Sky Slayer bases.

- 3 x MULTI-MELTA
- 3 x VOLKITE CULVERIN
- 3 x PLASMA CANNON

	MULTI-MELTA		VOLKITE CULVERIN		PLASMA CANNON		
	Range	Acc	Range	Acc	Range	Acc	
	Short 3"	-	Short 6"	-	Short 4"	-	
	Long 6"	-1	Long 12"	-	Long 9"	-	
	Dice	Strength	Dice	Strength	Dice	Strength	
	1	8/4	1	3	1	4	
	Traits: Melta, Anti-Tank		Traits: Deflagrate, Small Arms		Traits: Overload		

Traits: Infiltrators, Turbo-boost, Jetbike

HEAVY SUPPORT			10 POINTS per base	
LEGION HEAVY SUPPORT SQUAD A				
SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL		SPEED
	3+	**4+**		**4"**

		A Heavy Support bases are armed with one of the following weapons. Each base has to be armed with the same weapon:
7-9:	Direct Hit	
10-12:	Devastating Hit	
13+:	Critical Hit	

A LEGION HEAVY SUPPORT SQUAD consists of one to two Heavy Support bases
DEDICATED TRANSPORT: Rhino

- HEAVY BOLTERS   10 points
- HEAVY FLAMERS   10 points
- AUTOCANNONS   10 points
- FLAK MISSILE LAUNCHERS   10 points
- MULTI-MELTAS   10 points

HEAVY BOLTERS		MULTI-MELTAS		HEAVY FLAMERS		AUTOCANNONS		FLAK MISSILE LAUNCHERS	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 3"	-	Short 2"	-	Short 6"	+1	Short 6"	-
Long 9"	-	Long 6"	-1	Long -	-	Long 12"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
5	3	5	8/4	5	3	5	4	5	4
Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: Flame, Small Arms		Traits: -		Traits: Anti-Aircraft	

HEAVY SUPPORT			10 POINTS per base	
LEGION HEAVY SUPPORT SQUAD B				
SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL		SPEED
	3+	**4+**		**4"**

		A Heavy Support bases are armed with one of the following weapons. Each base has to be armed with the same weapon:
7-9:	Direct Hit	
10-12:	Devastating Hit	
13+:	Critical Hit	

A LEGION HEAVY SUPPORT SQUAD consists of one to two Heavy Support bases
DEDICATED TRANSPORT: Rhino

- PLASMA CANNONS   10 points
- VOLKITE CULVERINS   10 points
- LASCANNONS   10 points

PLASMA CANNONS		VOLKITE CULVERINS		LASCANNONS	
Range	Acc	Range	Acc	Range	Acc
Short 4"	-	Short 6"	-	Short 6"	-
Long 9"	-	Long 12"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength
5	4	5	3	5	6
Traits: Overload		Traits: Deflagrate, Small Arms		Traits: Anti-Tank	

HEAVY SUPPORT		15 POINTS each

LEGION PREDATOR DESTRUCTOR STRIKE ARMOUR SQUADRON

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	4+	12"

8-10:	Direct Hit	A Predator Destructor is armed with following weapons:
11-13:	Devastating Hit	- PREDATOR AUTOCANNON 5 points
14+:	Critical Hit	Any Predator Destructor can also be fitted with one of the following:

A LEGION PREDATOR DESTRUCTOR STRIKE ARMOUR SQUADRON consists of one to three Predator Destructors	- 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points - 2 x HEAVY FLAMER 10 points

PREDATOR AUTOCANNON		HEAVY BOLTER		HEAVY FLAMER		LASCANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 6"	+1	Short 4"	+1	Short 2"	-	Short 6"	-
Long 12"	-	Long 9"	-	Long -	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
2	4	1	3	1	3	1	6
Traits: -		Traits: Small Arms		Traits: Flame, Small Arms		Traits: Anti-Tank	

HEAVY SUPPORT		15 POINTS each

LEGION PREDATOR INFERNUS STRIKE ARMOUR SQUADRON

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	4+	12"

8-10:	Direct Hit	A Predator Infernus is armed with one of the following weapons:
11-13:	Devastating Hit	- FLAMESTORM CANNON 5 points
14+:	Critical Hit	- MAGNA-MELTA CANNON 5 points
		Any Predator Infernus can also be fitted with one of the following:

A LEGION PREDATOR INFERNUS STRIKE ARMOUR SQUADRON consists of one to three Predator Infernus	- 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points - 2 x HEAVY FLAMER 10 points

FLAMESTORM CANNON		MAGNA-MELTA CANNON		HEAVY BOLTER		LASCANNON		HEAVY FLAMER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	-	Short 2"	-	Short 2"	-	Short 6"	-	Short 2"	-
Long -	-	Long 5"	-1	Long -	-	Long 12"	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
2	5	2	8/4	1	3	1	6	1	3
Traits: Flame, Small Arms		Traits: Melta		Traits: Small Arms		Traits: Anti-Tank		Traits: Flame, Small Arms	

HEAVY SUPPORT	15 POINTS each

LEGION PREDATOR EXECUTIONER STRIKE ARMOUR SQUADRON

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	4+	12"

8-10:	Direct Hit	A Predator Infernus is armed with one of the following weapons:
11-13:	Devastating Hit	- EXEVUTIONER PLASMA CANNON 5 points
14+:	Critical Hit	- 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 Predator Infernus	- 2 x HEAVY BOLTER 10 points
	- 2 x LASCANNON 10 points
	- 2 x HEAVY FLAMER 10 points

EXECUTIONER PLASMA CANNON		HEAVY CONVERSION BEAMER		HEAVY BOLTER		LASCANNON		HEAVY FLAMER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 6"	-	Short 2"	-	Short 6"	-	Short 2"	-
Long 9"	-	Long* 12"	-	Long -	-	Long 12"	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
3	4	1	6	1	3	1	6	1	3
Traits: Overload		Traits: Heavy, Blast* (3")		Traits: Small Arms		Traits: Anti-Tank		Traits: Flame, Small Arms	

HEAVY SUPPORT	30 POINTS per vehicle

LEGION LAND RAIDER PROTEUS BATTLE SQUADRON

SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	5+	8"

9-12:	Direct Hit	A Land Raider Proteus is armed with the following weapons:
13-15:	Devastating Hit	- TWIN HEAVY BOLTER
16+:	Critical Hit	& 2 x TWIN LASCANNON

A LEGION LAND RAIDER PROTEUS BATTLE SQUADRON consists of one to three Land Raider Proteus

STRUCTURE POINTS

O O

TWIN HEAVY BOLTER		TWIN LASCANNON	
Range	Acc	Range	Acc
Short 4"	+1	Short 6"	-
Long 9"	-	Long 12"	-
Dice	Strength	Dice	Strength
2	3	2	6
Traits: Small Arms		Traits: Anti-Tank	

Traits: Attached Transport (2), Heavy

HEAVY SUPPORT		3 POINTS per vehicle	
LEGION LAND RAIDER PHOBOS BATTLE SQUADRON			
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	5+	8"

9-12:	Direct Hit	A Land Raider Proteus is armed
13-15:	Devastating Hit	with the following weapons:
16+:	Critical Hit	- TWIN HEAVY BOLTER
		& 2 x TWIN LASCANNON

A LEGION LAND RAIDER PHOBOS BATTLE SQUADRON consists of one to three Land Raider Proteus

STRUCTURE POINTS

O O

TWIN HEAVY BOLTER		TWIN LASCANNON	
Range	Acc	Range	Acc
Short 4"	+1	Short 6"	-
Long 9"	-	Long 12"	-
Dice	Strength	Dice	Strength
2	3	2	6
Traits: Small Arms		Traits: Anti-Tank	

Traits: Assault Vehicle, Attached Transport (2), Heavy

HEAVY SUPPORT*		15 POINTS each	
1-3 LEGION FIRE RAPTOR GUNSHIPS			
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	5+	18"

7-9:	Direct Hit	The Fire Raptor is armed with the
10-12:	Devastating Hit	following weapons:
13+:	Critical Hit	- TWIN AVENGER BOLT CANNON
		- 2 x QUAD HEAVY BOLTER
		- TEMPEST ROCKETS
		Any Storm Eagle may exchange its
		Quad Heavy Bolters for the
		following:
		- REAPER AUTOCANNON BATTERY

TWIN AVENGER BOLT CANNON		QUAD HEAVYBOLTER		TEMPEST ROCKETS		REAPER AUTOCANNON BATTERY		
Range	Acc	Range	Acc	Range	Acc	Range	Acc	
Short 4"	+1	Short 4"	+1	Short 7"	-	Short 6"	+1	
Long 9"	-	Long 9"	-	Long 15"	-	Long 12"	-	
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
7	3	4	3	2	4	2	4	
Traits: -		Traits: Small Arms, Cupola		Traits: Limited (1)		Traits: Cupola		

Traits: Aircraft (Fighter-Bomber), Hover

HEAVY SUPPORT*			20 POINTS each
LEGION BASILISK ARTILLERY TANK SQUADRON			

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	6+	10"

8-10:	Direct Hit	A Basilisk is armed with the following weapons
11-13:	Devastating Hit	- EARTHSHAKER CANNON
14+:	Critical Hit	& HEAVY BOLTER

A LEGION BASILISK ARTILLERY TANK SQUADRON consists of one to three Basilisks

EARTHSHAKER CANNON		HEAVY BOLTER	
Range	Acc	Range	Acc
Short 15"	-	Short 4"	+1
Long 30"	+1	Long 9"	-
Dice	Strength	Dice	Strength
1	5	1	3
Traits: Barrage, Ordnance		Traits: Small Arms	

HEAVY SUPPORT*			20 POINTS each
LEGION MEDUSA ARTILLERY TANK SQUADRON			

SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	6+	10"

8-10:	Direct Hit	A Medusa is armed with the following weapons
11-13:	Devastating Hit	- MEDUSA SIEGE GUN
14+:	Critical Hit	& HEAVY BOLTER

A LEGION MEDUSA ARTILLERY TANK SQUADRON consists of one to three Medusas

All Medusas may upgrade to shoot Phosphex shells for 10 points each

MEDUSA SIEGE GUN		HEAVY BOLTER		PHOSPHEX MEDUSA SIEGE GUN	
Range	Acc	Range	Acc	Range	Acc
Short 5"	-	Short 4"	+1	Short 5"	-
Long 9"	+1	Long 9"	-	Long 9"	+1
Dice	Strength	Dice	Strength	Dice	Strength
1	7	1	3	1	3
Traits: Barrage, Ordnance		Traits: Small Arms		Traits: Barrage, Small Arms, Phospex	

HEAVY SUPPORT*		20 POINTS each	
LEGION WHIRLWIND ARTILLERY TANK SQUADRON			

SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	6+	10"

8-10:	Direct Hit
11-13:	Devastating Hit
14+:	Critical Hit

A Whirlwind is armed with the following weapons according to its type:
WHIRLWIND
- WHIRLWIND LAUNCHER
& COMBI BOLTER

WHIRLWIND HYPERIOS
- HYPERIOS MISSILE LAUNCHER
& COMBI BOLTER

A LEGION WHIRLWIND ARTILLERY TANK SQUADRON consists of one to three Whirlwinds or Whirlwind Hyperios

WHIRLWIND LAUNCHER		COMBI BOLTER		HYPERIOS MISSILE LAUNCHER	
Range	Acc	Range	Acc	Range	Acc
Short 12"	-	Short 3"	-	Short 6"	-
Long	-	Long 6"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength
1	2	1	2	1	5
Traits: Barrage, Flame		Traits: Small Arms		Traits: Anti-Aircraft	

HEAVY SUPPORT		20 POINTS each	
LEGION VINDICATOR SIEGE TANK SQUADRON			

SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	6+	10"

9-12:	Direct Hit
13-15:	Devastating Hit
16+:	Critical Hit

Each Vindicator is armed with one of the following weapons:
- DEMOLISHER SIEGE CANNON
- LASER DESTROYER ARRAY

A LEGION VINDICATOR SQUADRON consists of one to three Vindicators

VINDICATOR SIEGE CANNON		LASER DESTROYER ARRAY	
Range	Acc	Range	Acc
Short 3"	-1	Short 4"	-
Long 6"	-	Long 9"	-
Dice	Strength	Dice	Strength
1	7	2	6
Traits: Ordnance		Traits: Ordnance	

HEAVY SUPPORT*	40 POINTS each

1-3 LEGION SPARTAN ASSAULT TANKS

SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	5+	8"

9-12:	Direct Hit	The Spartan is armed with the following weapons:
13-15:	Devastating Hit	- TWIN HEAVY BOLTER
16+:	Critical Hit	& 2 x QUAD LASCANNON

STRUCTURE POINTS	TWIN HEAVY BOLTER		QUAD LASCANNON	
	Range	Acc	Range	Acc
O O O	Short 4"	+1	Short 6"	-
	Long 9"	-	Long 12"	-
	Dice	Strength	Dice	Strength
	2	3	4	6
	Traits: Small Arms		Traits: Anti-Tank	

Traits: Assault Vehicle, Attached Transport (5), Heavy

HEAVY SUPPORT*	20 POINTS each

LEGION SICARAN VENATOR TANK DESTROYER SQUADRON

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	6+	12"

8-11:	Direct Hit	A Sicaran Venator is armed with the following weapons:
12-14:	Devastating Hit	- NEUTRON BEAM LASER
15+:	Critical Hit	& HEAVY BOLTER 10 points
		Any Sicaran can also be fitted with one of the following:
A LEGION SICARAN VENATOR TANK DESTROYER SQUADRON consists of one to three Sicaran Venators		- 2 x HEAVY BOLTER 10 points
		- 2 x LASCANNON 10 points

NEUTRON BEAM LASER		HEAVY BOLTER		LASCANNON	
Range	Acc	Range	Acc	Range	Acc
Short 4"	-	Short 4"	+1	Short 6"	-
Long 9"	-	Long 9"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength
2	5	1	3	1	6
Traits: Concussive		Traits: Small Arms		Traits: Anti-Tank	

HEAVY SUPPORT*			20 POINTS each
LEGION SICARAN BATTLE TANK SQUADRON			

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	4+	12"

		A Sicaran is armed with the following weapons:
8-11:	Direct Hit	- TWIN ACCELERATOR AUTO CANNON
12-14:	Devastating Hit	& HEAVY BOLTER 5 points
15+:	Critical Hit	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 BOLTER		LASCANNON	
Range	Acc	Range	Acc	Range	Acc
Short 6"	-	Short 4"	+1	Short 6"	-
Long 12"	-	Long 9"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength
6	4	1	3	1	6
Traits: Rending		Traits: Small Arms		Traits: Anti-Tank	

HEAVY SUPPORT*			20 POINTS each
LEGION SICARAN OMEGA TANK DESTROYER SQUADRON			

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	6+	12"

		A Sicaran Omega is armed with the following weapons:
8-11:	Direct Hit	- OMEGA PLASMA ARRAY
12-14:	Devastating Hit	& HEAVY BOLTER 10 points
15+:	Critical Hit	Any Sicaran can also be fitted with one of the following:

A LEGION SICARAN OMEGA TANK DESTROYER SQUADRON consists of one to three Sicaran Omegas	- 2 x HEAVY BOLTER 10 points
	- 2 x LASCANNON 10 points

OMEGA PLASMA ARRAY		HEAVY BOLTER		LASCANNON	
Range	Acc	Range	Acc	Range	Acc
Short 3"	-	Short 4"	+1	Short 6"	-
Long 6"	-	Long 9"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength
2*/6	5	1	3	1	6
Traits: Overload*		Traits: Small Arms		Traits: Anti-Tank	

HEAVY SUPPORT*			20 POINTS each
LEGION SICARAN PUNISHER ASSAULT TANK SQUADRON			
SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	6+	12"

8-11:	Direct Hit
12-14:	Devastating Hit
15+:	Critical Hit

A Sicaran Punisher is armed with the following weapons:
- PUNISHER ROTARY CANNON
& HEAVY BOLTER   10 points

Any Sicaran can also be fitted with one of the following:
- 2 x HEAVY BOLTER   10 points
- 2 x LASCANNON   10 points

A LEGION SICARAN OMEGA ASSAULT TANK SQUADRON consists of one to three Sicaran Punishers

PUNISHER ROTARY CANNON		HEAVY BOLTER		LASCANNON	
Range	Acc	Range	Acc	Range	Acc
Short 4"	-	Short 4"	+1	Short 6"	-
Long 9"	-	Long 9"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength
5	3	1	3	1	6
Traits: Small Arms, Rending (Consuming)		Traits: Small Arms		Traits: Anti-Tank	

HEAVY SUPPORT*			20 POINTS each
LEGION SICARAN ARCUS STRIKE TANK SQUADRON			
SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	6+	12"

8-11:	Direct Hit
12-14:	Devastating Hit
15+:	Critical Hit

A Sicaran Arcus is armed with the following weapons:
- TWIN ARCUS LAUNCHER
& HEAVY BOLTER   10 points

Any Sicaran can also be fitted with one of the following:
- 2 x HEAVY BOLTER   10 points
- 2 x LASCANNON   10 points

A LEGION SICARAN ARCUS STRIKE TANK SQUADRON consists of one to three Sicaran Punishers

TWIN ARCUS LAUNCHER		HEAVY BOLTER		LASCANNON	
Range	Acc	Range	Acc	Range	Acc
Short 4"	-	Short 4"	+1	Short 6"	-
Long 9"	-	Long 9"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength
2/4*	4	1	3	1	6
Traits: Consuming*, Anti-Aircraft		Traits: Small Arms		Traits: Anti-Tank	

ELITES			35 POINTS each
LEGION LEVIATHAN SIEGE DREADNOUGH TALON			

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	3+	4"

9-12:	Direct Hit	Leviathan Siege Dreadnoughts are armed with two LEVIATHAN SIEGE CLAW each may be switched for one of the following weapons:
13-15:	Devastating Hit	
16+:	Critical Hit	

- LEVIATHAN STORM CANNON
- CYCLONIC MELTA LANCE
- GRAV-FLUX BOMBARD

A LEGION LEVIATHAN SIEGE DREADNOUGHT TALON consists of one to three Leviathan Siege Dreadnoughts

It is also armed with two HEAVY FLAMER

LEVIATHAN STORM CANNON		CYCLONIC MELTA LANCE		GRAV-FLUX BOMBARD		HEAVY FLAMER		LEVIATHAN SIEGE CLAW	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	-	Short 2"	-	Short 2"	-	Short 2"	-	Short 0"	+2
Long 6"	-	Long 4"	-	Long 4"	-	Long .	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
3	3	1	8/4	1	5	1	3	1	7
Traits: -		Traits: Melta		Traits: Blast (3"), Quake		Traits: Flame, Small Arms		Traits: Close Combat	
Traits: Walker, Talon									

ELITES*			25 POINTS each
LEGION DEREDEO DREADNOUGH TALON			

SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	3+	4"

8-10:	Direct Hit	Deredeo Dreadnoughts are armed with one of the following weapons:
11-13:	Devastating Hit	
14+:	Critical Hit	

- TWIN ANVILUS AUTOCANNON BATTERY
- TWIN HELLFIRE PLASMA CANNONADE
- ARACHNUS HEAVY LASCANNON BATTERY

A LEGION DEREDEO DREADNOUGHT TALON consists of one to three Deredeo Dreadnoughts

It is also armed with two HEAVY BOLTER and may be equipped with an AIOLOS MISSILE LAUNCHER for 5 points

TWIN ANVILUS AUTOCANNON BATTERY		TWIN HELLFIRE PLASMA CANNONADE		ARACHNUS HEAVY LASCANNON BATTERY		HEAVY BOLTER		AIOLOS MISSILE LAUNCHER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 6"	-	Short 4"	-	Short 6"	-	Short 4"	+1	Short 7"	-
Long 12"	-	Long 9"	-	Long 12"	-	Long 9"	-	Long 15"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
4	4	2	8	1	8	1	3	1	3
Traits: -		Traits: Overload		Traits: Anti-Tank		Traits: Small Arms		Traits: -	
Traits: Walker, Talon, Anti-Aircraft (gains Heavy if used)									

HEAVY SUPPORT*			15 POINTS each
LEGION WHIRLWIND SCORPIUS SQUADRON			
SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	6+	12"

8-10:	Direct Hit	A Whirlwind Scorpius is armed with the following weapons:
11-13:	Devastating Hit	- SCORPIUS MULTI-LAUNCHER
14+:	Critical Hit	& COMBI BOLTER 5 points

A LEGION WHIRLWIND SCORPIUS SQUADRON consists of one to three Whirlwind Scorpius

SCORPIUS MULTI-LAUNCHER		COMBI BOLTER	
Range	Acc	Range	Acc
Short 6"	-	Short 3"	-
Long 12"	+1	Long 6"	-
Dice	Strength	Dice	Strength
2	5	1	2
Traits: Barrage, Heavy		Traits: Small Arms	

Space Marine Legions Rules and Unique Units

I Legiones Astartes (Dark Angels)

III Legiones Astartes (Emperors Children)

IV Legiones Astartes (Iron Warriors)

V Legiones Astartes (White Scars)

VI Legiones Astartes (Space Wolves)

VII Legiones Astartes (Imperial Fists)

VIII Legiones Astartes (Night Lords)

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 move the full 2" to get closer to an enemy Unit.

* *Host of Angels:* With the exception of Dedicated Transports a Blood Angels Battalion can't have more Vehicles than Infantry Squads.

Blood Angels Unique Rites of War:
The Day of Revelation
Effects
* *Cometh the Host:* Infantry in this Battalion with the Jump Pack trait gain the Teleport trait and must arrive in the first round using this 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.
* *By Honour Bound:* Command Squads in this Battalion have to target enemy Command Squads in an Assault if possible.
Limitation
Instead of the two mandatory Line Companies the Battalion has to include two Assault Companies instead.
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.

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.

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).

Range		Accuracy		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 Squads:

Dawnbreaker Cohort

ELITES		20 POINTS per base		
DAWNBREAKER COHORT SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit		**3+**	**3+**	**12"**
A REAVER ATTACK SQUAD consists of one to two Dawnbreaker bases.		Dawnbreaker bases are armed with the following weapons: - FALLING STAR PATTERN POWER SPEARS & GRENADE DISCHARGERs		

	FALLING STAR PATTERN POWER SPEARS				GRENADE DISCHARGERS	
	Range	Acc			Range	Acc
	Short 0"	+1			Short 1"	+1
	Long -	-			Long 3"	-
	Dice	Strength			Dice	Strength
	3	3			3	3
	Traits: Small Arms, Close Combat				Traits: -	

Traits: Jump Packs
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.

Crimson Paladins

ELITES	25 POINTS per base		
CRIMSON PALADINS SQUAD			
SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	**3+**	**4"**

8-11:	Direct Hit	Crimson Paladin bases are armed with the following weapons:
12-13:	Devastating Hit	- SUNSET BLADES
14+:	Critical Hit	Each base may be armed with one of the following weapons:

A CRIMSON PALADIN SQUAD consists of Crimson Paladin base.

CATAPHRACTII: An Armour roll of 1 can only inflict a Direct Hit on Terminators if the Strength of the attack is at least 8.

CORIOLIS PATTERN POWER SHIELDS: Subtract -1 from any Armour roll again this Squad if the attack has the Close Combat trait.

DEDICATED TRANSPORT: Land Raider Phobos

(weapon options continued:)
- ILLIASTUS PATTERN ASSAULT CANNON
- HEAVY FLAMER
- PLASMA BLASTER

SUNSET BLADES		ILLIASTUS PATTERN ASSAULT CANNON		HEAVY FLAMER		PLASMA BLASTER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 0"	+2	Short 3"	+1	Short 2"	-	Short 2"	-
Long -	-	Long 6"	-	Long -"	-	Long 4"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
3	2	2	3	1	3	1	4
Traits: Close Combat, Small Arms, Rending		Traits: Rending, Malfunction		Traits: Flame, Small Arms		Traits: Overload	

Traits: Teleport

The Angel's Tears

Any Destroyer Squad may be upgraded to a The Angel's Tears Squad for +5 points per base.

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

ELITES	30 POINTS per base		
THE ANGEL'S TEARS SQUAD			
SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	**3+**	**10"**

7-9:	Direct Hit	Erelim bases are armed with the following weapons:
10-12:	Devastating Hit	- TWIN VOLKITE SERPENTAS
13+:	Critical Hit	Each base may be armed with one of the following weapons:

A THE ANGEL'S TEARS SQUAD consists of one to two Erelim bases.

(weapon options continued:)
- ILLIASTUS PATTERN ASSAULT CANNONS
- HEAVY FLAMERS
- ANGEL'S TEARS GRENADE LAUNCHERS
- ROTOR CANNONS

TWIN VOLKITE SERPENTAS		ROTOR CANNONS		ILLIASTUS PATTERN ASSAULT CANNONS		HEAVY FLAMERS		ANGEL'S TEARS GRENADE LAUNCHERS	
Range	Acc	Range	Acc	Range	Acc	Range	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	Strength	Dice	Strength	Dice	Strength	Dice	Strength
4	2	2	2	4	3	2	3	2	4
Traits:Deflagrate, Small Arms		Traits: Small Arms, Rapid		Traits: Rending, Malfunction		Traits: Flame, Small Arms		Traits: Small Arms	

Traits: Hardened Armour, Jump Packs

Contemptor-Incaendius Class Dreadnought

FAST ATTACK		25 POINTS each	
LEGION CONTEMPTOR-INCAENDIUS DREADNOUGH TALON			
SCALE: 0 (MINIMUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	3+	3+	4"

7-9: 10-12: 13+:	Direct Hit Devastating Hit Critical Hit	Contemptor-Incaendius Dreadnoughts are armed with TALONS OF PERDITION and two of the following weapons: - HEAVY FLAMER - ILLIASTUS PATTERN ASSAULT CANNON - MELTAGUN
A LEGION CONTEMPTOR-INCAENDIUS DREADNOUGHT TALON consists of one to three Contemptor-Incaendius Dreadnoughts INCAENDIUS BOOSTER PACK: The Talon has either the Teleport or Jump Pack trait. The Jump Pack trait also increases the Speed to 10" but this trait may be used only once per game.		

HEAVY FLAMER		ILLIASTUS PATTERN ASSAULT CANNON		MELTAGUN		TALONS OF PERDITION		
Range	Acc	Range	Acc	Range	Acc	Range	Acc	
Short 2"	-	Short 3"	+1	Short 1"	-	Short 0"	+2	
Long	-	Long 6"	-	Long 3"	-1	Long -	-	
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
1	3	2	3	1	8/4	2	6	
Traits: Flame, Small Arms		Traits: Rending, Malfunction		Traits: Melta, Anti-Tank		Traits: Close Combat		
Traits: Walker, Talon, Jump Packs or Teleport								

X Legiones Astartes (Iron Hands)

XII Legiones Astartes (World Eaters)

XIII Legiones Astartes (Ultramarines)

XIV Legiones Astartes (Death Guard)

XV Legiones Astartes (Thousand Sons)

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 Rites of War:

The Long March

Effects

* *The Warmaster's Potion:* All Squads and Squadron in the Battalion may re-roll to Hit rolls of 1 during the first round.

Instead of the two mandatory Line Companies the Battalion may include two Veteran Companies. All Veteran Tactical Squads in these Veteran Companies have to be upgraded to Terminator Squads.

* *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 Deploymen Zone then they may ignore the Heavy trait.

- If they are between the own and the enemy 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 Black Reaving

Effects

* *Reaver Onslaught:* Instead of the mandatory Line Companies the Battalion may replace any one mandatory Line Companies for a Veteran Company each. All Veteran Tactical Squads in these Veteran Companies have to be upgraded to Reaver Attack Squads.

* *The Eye of the Warmaster:* Justaerin Terminator Squads in this Battalion gain the Teleport trait.

Limitations

This Battalion has to take three mandatory Line Companies instead of two.

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.

Sons of Horus Unique Squads:

Justaerin Terminator Squads

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

ELITES		30 POINTS per base		
JUSTAERIN TERMINATOR SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
		3+	3+	4"

8-12:	Direct Hit	Justaerin Terminator bases are armed with the following weapons: - COMBI BOLTERS & POWER WEAPONS
13-14:	Devastating Hit	Each base may be armed with one of the following weapons: - REAPER AUTOCANNON - HEAVY FLAMER - MULTI-MELTA
15+:	Critical Hit	

A JUSTAERIN TERMINATOR SQUAD consists of one to two Justaerin Terminator bases.
CATAPHRACTII: An Armour roll of 1 can only inflict a Direct Hit on Terminators if the Strength of the attack is at least 8.
DEDICATED TRANSPORT: Land Raider Phobos (only if one base), Dreadclaw Drop Pod (only if one base)

COMBI BOLTERS		POWER WEAPONS		REAPER AUTOCANNON		HEAVY FLAMER		MULTI-MELTA	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 0"	+2	Short 4"	+1	Short 2"	-	Short 3"	-
Long 6"	-	Long -	-	Long 9"	-	Long -"	-	Long 6"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
6	2	2	5	2	4	1	3	1	8/4
Traits: Small Arms		Traits: Close Combat		Traits: -		Traits: Flame, Small Arms		Traits: Melta, Anti-Tank	

Traits: Stubborn, Bulky

Reaver Attack Squads

Any 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 25 points. Reaver Attack Squads may be given the Jump Packs trait which also increases their Speed to 10" for 10 points per Squad.

FAST ATTACK		25 POINTS per base		
REAVER ATTACK SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED

7-9:	Direct Hit	3+	3+	4" (10" with Jump Packs)
10-12:	Devastating Hit			
13+:	Critical Hit			

A REAVER ATTACK SQUAD consists of one to three Reaver bases.
ASSASIN'S EYE: A to Hit roll of 6 may be always a Targeted Attack on Infantry bases.
DEDICATED TRANSPORT: Rhino (only if up to two bases and without Jump Packs trait), Dreadclaw Drop Pod (only if up to two bases)

Reaver bases are armed with the following weapons:
- BOLTERS WITH BANESTRIKE SHELLS
& BOLT PISTOLS & CHAINAXES

BOLTERS WITH BANESTRIKE SHELLS			BOLT PISTOLS & CHAINAXES	
Range	Acc		Range	Acc
Short 2"	+1		Short 1"	+2
Long 5"	-		Long 3"	+1
Dice	Strength		Dice	Strength
3	3		3	3
Traits: Small Arms			Traits: Small Arms	

Traits: Infiltrators, Jump Packs (optional)

XVII Legiones Astartes (Word Bearers)

XVIII Legiones Astartes (Salamanders)

XIX Legiones Astartes (Raven Guard)

XX Legiones Astartes (Alpha Legion)