

Legiones Astartes in Adeptus Titanicus V3.1

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Legiones Astartes in Adeptus Titanicus

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

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

Company Command Terminals

(PICTURE OF A LEGION LINE COMPANY COMMAND TERMINAL)

Each Company has a Command Terminal in the same way as a Titan or Banner. Most of the information on the Command Terminal will be familiar (Class, Scale, Order space,

Characteristics and so on) but as Infantry and most Vehicles are much smaller than even a Knight, most do not have hit locations and Structure Points Status tracks. Only Heavy Vehicles and Super-heavy Companies have a single Structure Points Status track but they do not have multiple Hit locations. As such, it is never necessary to roll the Location dice when attacking a Company. Note that Companies do not have plasma reactors, so can never make Reactor rolls.

Composition of a Company

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

Legion Companies

Space Marines are organized in tightly-knit Companies (alternatively designated as Maniples, Bands, Brotherhoods, etc) that function as highly effective fighting unit. 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). These are Vehicles which can transport Infantry of the Company. The exact number, points cost and condition under which you may add Dedicated Transports Cards are mentioned on the back of the Company Command Terminal. Dedicated Transport Cards don't use up a Company Asset Card Slot.

Support

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

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

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

Battalions

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

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

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

Designating Battalions

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

- * A Battalion must consist of three to five Legion Companies.
- * A Battalion may not contain any Support Companies.
- * At least two Companies within the Battalion must be Legion Line, Assault or Breacher Siege Companies.
- * The Companies may be equipped with Company Asset Cards as described previously.
- * One Squad with a Centurion must be designated as the Legate's Squad
- * All of the Companies within a Battalion count as a single unit for the purposes 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 Space Marine Companies and replace the one on page 42 of the *Adeptus Titanicus* rulebook:

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

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

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

Companies in the Damage Control Phase

Companies cannot be activated in the Damage Control phase.

Companies in the Combat Phase

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

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

* If some Squads or Vehicles are within 2" of the target and others are further away, roll using Ballistic Skill for those that are further, and Weapon Skill for those that are within 2".

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

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

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

Attacking Companies.

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

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

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

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

Void Shields

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

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

Damaging Companies

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

Superficial Hit

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

Direct Hit

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

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

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

Critical Hit

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

Alternatively, one Vehicle in the Company is

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

Destroyed Infantry bases and Vehicles

When a model is destroyed:

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

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

Blast Markers, Flame Templates and Area Effects

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

Different Armour Values

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

Different amount of Structure points

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

Shaken Companies

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

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

Commanders

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

Legates

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

* One Squad with the Centurion within each Battalion must be designated as containing the Legate in command of the Battalion, rather than a Centurion.

* The controlling player must make it clear to their opponent(s) which model represents the Legate in command of each Battalion.

* While the Legate is part of the Company, add 2 to the result of any Command checks for it.

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

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

The Praetor

When several Battalions are deployed together, they are commanded by a Praetor acting a supreme commander in the field. Praetors are 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 detachment must be designated as belonging to the Praetor, rather than a Legate or Centurion.

* One Praetor is added to one Squad within one Company of the Battalion

* The controlling player must make it clear to their opponent which model represents the Praetor in command of the detachment.

* While the Praetor is part of the Company, add 3 to the result of any Command checks for it.

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

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

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

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

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

* The Praetor Command Squad may be upgraded to carry the Battle Standard at a cost of 50 points.

* The Battle Standard must be clearly displayed on the Infantry base that carries it.

* As long as the Infantry base carrying the Battle Standard is part of the Company, any Company or Battalion within 12" of that Infantry base may re-roll any failed Command checks to see if the Company becomes Shaken.

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

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

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

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

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

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

6 Master Tactician: Add +2 Stratagem points.

Legiones Astartes Stratagems

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

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

Choosing Stratagems

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

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

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

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

Tactics

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

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

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

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

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

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

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

this turn, but the Stratagem can 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 Princeps 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 Squadrans.

Infantry and Vehicle Weapons

Weapon Traits

The weapons traits work the same as on Titan weapons – see page 38/39 of the rulebook. Others are entirely new and detailed here.

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

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

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

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

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

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

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

Flame: This weapon hits automatically.

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

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

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

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

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

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

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

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

Infantry and Vehicle Abilities

Infantry and Vehicle Traits

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

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

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

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

If an Aircraft Squadron is activated in the Movement Phase it has to decide if it wants 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 from 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.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Psyker: This Squad is a Psyker.

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

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

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

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

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

Damage roll for attacks from the side or rear Arc.

Super-heavy Vehicles have a Manoeuvre characteristic of 3.

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

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

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

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

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

- Dedicated Transport (X)

Infantry bases in the Squad to which this Vehicle is attached to may move with the Speed of this Vehicle. If all Infantry bases in the Squad are destroyed this trait becomes Attached Transport. After moving the Infantry bases may stay inside of the Vehicle. Put the bases away or mark them in a way to show that they are in the Vehicle. If the Vehicle is destroyed the Squad receives the same type of Hit as the Vehicle. This trait can't be used if any of the Infantry bases of this Squad are inside of a building or the Company acts under Charge orders.

- Attached Transport (X)

As Dedicated Transport but for every Vehicle with this Trait in the Company any Infantry Squad within 1" of this Vehicle and without a Dedicated Transport in the same Company may move with the Speed of this Vehicle if the

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

- Independent Transport (X)

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

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

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

Battalion Tactics

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

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

Orbital Assault

Effects

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

Limitations

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

Armoured Spearhead

Effects

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

Limitations

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

Angels' Wrath

Effects

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

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

Limitations

* Only Infantry Squads and Vehicle Squadrons with the Jump Pack, Skimmer or Jetbike trait maybe selected in this Battalion.

* Infantry Squads which don't possess those traits have to be transported in Aircraft or Vehicles with the Skimmer trait.

Pride of the Legion

Effects

* One or both mandatory Companies in this Battalion have to be Legion Veteran Companies.

* Command Squads may select a Land Raider Proteus or Land Raider Phobos as Dedicated Transport.

Limitations

* If all Legion Veteran Tactical Squads and Legion Terminator Squads in this Battalion have been destroyed the opponent scores 2 extra Victory point.

* The Battalion can't include more Vehicle Companies than Infantry Companies.

* This Battalion doesn't count when determining the maximum number of non-Space Marine Support Units.

Armoured Breakthrough

Effects

* *Armour of the Line:* One or both mandatory Companies in this Battalion have to be Legion Predator Strike Armour Companies. Both of their Command Asset slots may be equipped with a Legion Sicaran Battle Tank Squadron.

* *Master of Armour:* The Command Tank of those Companies may be exchanged for a Legion Sicaran Battle Tank at no cost and one has to be the Praetor.

Limitations

* Only Predator Destructors are allowed in these two mandatory Companies (even on Command Asset cards)

* All Squads in the Battalion have to take a Dedicated Transport or have to be transported in a Vehicle (not an Aircraft).

Primarch's Chosen

Effects

* *Lord and Master:* Replace the Praetor with the Primarch of the chosen Legion regardless of the Battle Rating of the Legiones Astartes detachment.

* *The First:* One or both mandatory Companies in this Battalion have to be Legion Veteran Companies.

Limitations

* If the Primarch is destroyed the opponent scores 5 Victory points.

* The Battalion can't include more Vehicle Companies than Infantry Companies.

Brethren of Iron

Effects

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

Limitations

* The Battalion can't include more Mechanicum Battle-automata Cohorts than Infantry Companies.

* The only Consuls which may be selected in this Battalion are the Forge Lord and the Praevian. The Praetors Company has to include the Forge Lord.

Fury of the Ancients

Effects

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

Limitations

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

Sky Hunter Phalanx

Effects

* *Sky Hunter Elite*: One or both mandatory Companies in this Battalion may be Legion Sky Hunter Companies.

* *Rapid Encirclement*: The Outflank Stratagem may be selected twice but it can only be used on a Legion Sky Hunter Company of this Battalion.

Limitations

* Infantry Squads in this Battalion have to be transported in Aircrafts.

* Only Infantry Squads and Vehicle Squadrons with the Skimmer or Jetbike trait may be selected in this Battalion.

* This Battalion doesn't count when determining the maximum number of non-Space Marine Support Units.

Drop Assault Vanguard

Effects

* *Death from Above*: Half of the Legion Assault Squads in this Battalion have to be deployed in the first round using the Teleport trait.

* *Storm of Angels*: All Legion Assault Squads in this Battalion gain the Hit&Run rule (see Legion Assault Company).

Limitations

* All Infantry Squads without the Jump Pack, or Teleport trait have to be transported in an Aircraft.

* This Battalion doesn't count when determining the maximum number of non-Space Marine Support Units.

Legion Recon Company

Effects

* *Recon Company*: One, two or all mandatory Companies in this Battalion have to be Recon Companies.

* *Rites of Observation*: In the first round you may re-roll the dice to see who claims the Opus Titanicum.

Limitations

* The Battalion may not include any Terminator Squads or Company Asset cards from the Heavy Support category.

* The Battalion has to include three mandatory Companies.

Zone Mortalis Assault Force

Effects

* *Shock Force*: One or both mandatory Companies in this Battalion may be Legion Veteran Companies but Legion Veteran Tactical Squads of these Companies have to be upgraded to Terminator Squads.

* *Teleport Assault*: All Terminator Squads gain the Teleport trait.

Limitations

* The Battalion can't include Squads with more than three bases.

* The Battalion can't include any Squadrons unless they have the Bike or Jetbike trait or are Dreadnought Talons (any type).

* Legion Heavy and Legion Super-heavy Companies can't be taken as Support Units.

Reserve Battalion

Effects

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

Limitations

* Support Companies in this Battalion can't include Aircrafts

* This Battalion doesn't count when determining the number of Support Units.

Optional Rules

Reaction Fire

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

Infantry in Buildings

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

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

Weapons with the Flame trait cause 1 additional hit instead.

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

Assaults

When a Company charges another Company a bloody close quarters firefight happens.

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

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

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

Psykers

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

Level 1	The Psyker may use the first psychic power
---------	--------------------------------------------

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

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

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

Biomancy

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

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

Haemorrhage: Activate during the Combat phase.

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

Divination

Prescience: Activate during the Combat Phase. Select a Squad within 6". The Squad may re-roll all to Hit and Armour rolls.

Scrier's Gaze: Activate during the Strategy phase. If successful your opponent has to show you all his Stratagem cards. Then select one Stratagem card he has to discard.

Pyromancy

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

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

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

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

Telekinesis

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

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
3"	5"	-	-	1	3	-

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

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

Telepathy

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

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

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

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

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

Daemonology – Sanctic Powers

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

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

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
1"	3"	-	-	1	10	-

Daemonology – Malefic Powers

Summoning: Activate during the Strategy Phase.

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

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

Legiones Astartes Detachments 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 detachment differs from a Titan battlegroup.

Meeting Engagement

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

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

Selecting Mission Objectives

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

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

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

Meeting Engagement Objectives

Engage and Destroy

Overview

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

Scoring Victory Points

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

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

Secondary Objective: Minimize Losses

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

Glory and Honour

Overview

Morale is as vital to the war effort as military might – arguably, even more so. Your battlegroup has been tasked with striking a

blow to enemy morale by laying low one of their mightiest god-engines.

Scoring Victory Points

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

Secondary Objective: Dominate

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

Valiant Defiance

Overview

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

Scoring Victory Points

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

Secondary Objective: Reckoning

Any Company destroyed as a result of an enemy Titan rolling a 2-4 Laid Low result on the Catastrophic 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 if there are no enemy units within 12" of the scoring player's battlefield edge. Score another 5 Victory points if there are none within 18" of that battlefield edge, another 5 Victory points if there are none within 24" and another 5 Victory points if there are none within 30"

Secondary Objective: Reprisal

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

Protect the Primarch

Overview

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

Scoring Victory Points

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

Secondary Objective: Vengeance

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

Legion Line Company Front Side

LEGION LINE COMPANY															T	ORDER	
TRAITS Reconnaissance Squads: Infiltrators					SCALE: 0 (MINIMUS) 100 POINTS + WEAPONS					BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND	
					7-9: Direct Hit 10-13: Devastating Hit 14+: Critical Hit					3+		3+		4"		4+	
CENTURION: While the Centurion is part of the Company, add 2 to the result of any Command checks for it.			NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.			LEGIONES ASTARTES: A Company 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 & CHAINWORDS.						
BOLTERS		BOLT PISTOLS & CHAINWORDS		FLAMERS		ROTOR CANNONS		VOLKITE CALIVERS		PLASMAGUNS		MELTAGUNS		SNIPER RIFLE		VOLKITE CHARGERS	
Range	Acc	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	Short 2"	+1
Long 6"	-	Long 3"	+1	Long -	-	Long 7"	-	Long 7"	-	Long 6"	-	Long 3"	-1	Long 8"	+1	Long 4"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
3	2	3	2	5	2	10	2	5	3	3	4	2	8/4	1	4	5	3
Traits: Small Arms		Traits: Small Arms, Close Combat		Traits: Flame, Small Arms		Traits: Rapid, Small Arms		Traits: Deflagrate, Small Arms, Heavy		Traits: Overload		Traits: Melta		Traits: Heavy, Sniper, Small Arms		Traits: Deflagrate, 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 at a cost of 20 points each and one Support Squad of one base at a cost of 5 points.

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

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

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

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

CENTURION

- POWER WEAPON

LEGION TACTICAL SQUAD

- BOLTERS
- BOLT PISTOLS & CHAINWORDS

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

TACTICAL SUPPORT SQUAD

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

RECONNAISSANCE SQUAD

- SNIPER RIFLE 5 points

Any Squad can also be fitted with the following:

- POWER WEAPON 5 points

Legion Assault Company Front Side

LEGION ASSAULT COMPANY				T	ORDER														
TRAITS Assault Squads: Jump Pack		SCALE: 0 (MINIMUS) 160 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND													
		7-9: Direct Hit 10-13: Devastating Hit 14+: Critical Hit	3+	3+	10"	4+													
CENTURION: While the Centurion is part of the Company, add 2 to the result of any Command checks for it.	NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.	LEGIONES ASTARTES: A Company only can 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.																
<table border="1"> <thead> <tr> <th colspan="2">BOLT PISTOLS & CHAINWORDS</th> </tr> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 1"</td> <td>+2</td> </tr> <tr> <td>Long 3"</td> <td>+1</td> </tr> <tr> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>3</td> <td>2</td> </tr> <tr> <td colspan="2"> Traits: Small Arms, Close Combat </td> </tr> </tbody> </table>		BOLT PISTOLS & CHAINWORDS		Range	Acc	Short 1"	+2	Long 3"	+1	Dice	Strength	3	2	Traits: Small Arms, Close Combat					
BOLT PISTOLS & CHAINWORDS																			
Range	Acc																		
Short 1"	+2																		
Long 3"	+1																		
Dice	Strength																		
3	2																		
Traits: Small Arms, Close Combat																			
METLA BOMBS: When a Company is activated in the Combat phase, each Squad with Melta Bombs can target an enemy unit in base contact. That unit suffers a Strength 8 hit; these attacks have 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 25 points per Squad.

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

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 20 points.

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

CENTURION

- POWER WEAPON

LEGION ASSAULT SQUAD

- BOLT PISTOLS & CHAINWORDS
& MELTA BOMBS

Any Squad can also be fitted with the following:

- POWER WEAPON

5 points

Legion Breacher Siege Company Front Side

LEGION BREACHER SIEGE COMPANY											T	ORDER					
TRAITS Breacher Siege Squads: Boarding Shields, Hardened Armour						SCALE: 0 (MINIMUS) 160 POINTS + WEAPONS				BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND	
						7-9: Direct Hit 10-13: Devastating Hit 14+: Critical Hit				3+		3+		4"		4+	
CENTURION: While the Centurion is part of the Company, add 2 to the result of any Command checks for it.			NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.			LEGIONES ASTARTES: A Company 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 3"	+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	3	1	5						
Traits: Small Arms		Traits: Deflagrate, Small Arms		Traits: Flame, Small Arms		Traits: Melta		Traits: Concussive		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; these attacks have 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 25 points per Squad.
 If you wish you can add up to 2 bases to each Legion Breacher Siege Squad at a cost of 25 points per Squad.
 If you wish you can add one Land Raider Proteus at a cost of 30 points or Land Raider Phobos for 35 points to each Squad as Dedicated Transport if it doesn't consist of more than 2 bases.

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

- CENTURION
- POWER WEAPON

LEGION BREACHER SIEGE SQUAD

- BOLTERS

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

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

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) 100 POINTS + WEAPONS		BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND	
						7-9: Direct Hit 10-13: Devastating Hit 14+: Critical Hit		3+		3+		4"		4+	
CENTURION: While the Centurion is part of the Company, add 2 to the result of any Command checks for it.			NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.			LEGIONES ASTARTES: A Company 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.				VETERAN TACTICS: Chose one ability for all Legion Veteran Squads of this Company. All Squads have to use the same ability: - Resolve: Gain the Stubborn trait - Weaponmasters: Weapon Skill 2+ - Machine Killers: +1 on the Armour roll against Vehicles - Marksmen: Gain the Sniper trait on all weapons - Xenobane: May re-roll armour rolls against Squads with the Very Bulky trait					
BOLTERS		VOLKITE CHARGER		HEAVY FLAMER		MELTAGUN		PLASMA GUN		VOLKITE SERPENTAS & CHAIN SWORDS		SUSPENDE HEAVY BOLTER		SUSPENDE 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, Close Combat		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; these attacks have the Anti-Tank trait.															
<h2>COMPANY ASSETS</h2> <p>(All)</p>								<h2>COMPANY ASSETS</h2> <p>(Elites, Fast Attack, Heavy Support)</p>							

LEGION VETERAN COMPANY																	
<p>A LEGION VETERAN COMPANY consists of six Squads: Six Legion Veteran Tactical Squads of one base each. The Centurion has to be added to one of the Legion Veteran Tactical Squads. If you wish, you can add up to two Legion Veteran Tactical Squads of one base each at a cost of 15 points per Squad. If you wish, you can add one base to every Legion Veteran Squad at a cost of 15 points each. If you wish you can Upgrade any Legion Veteran Squad to a Legion Terminator Squad at a cost of 10 points per base. If you wish you can add one Rhino to each Legion Veteran Tactical Squad for 5 points each. If you wish you can add one Land Raider Phobos for 35 points to each Legion Terminator Squad as Dedicated Transport if it doesn't consist of more than 1 base or one Spartan Assault Tank as Dedicated Transport for 40 points each if it doesn't consist of more than 2 bases.</p>	<p>Each base in the Company is armed with one weapon accordingly for their type: CENTURION - POWER WEAPON</p> <p>LEGION VETERAN TACTICAL SQUAD - BOLTERS & VOLKITE SERPENTAS & CHAIN SWORDS</p> <p>Each base in a Veteran Squad can be armed with a weapon from the following list. All bases in a Squad have to be armed identically:</p> <table style="width: 100%; border: none;"> <tr> <td style="padding-left: 20px;">- VOLKITE CHARGER</td> <td style="text-align: right;">5 points per two bases</td> </tr> <tr> <td style="padding-left: 20px;">- MELTAGUN</td> <td style="text-align: right;">5 points per two bases</td> </tr> <tr> <td style="padding-left: 20px;">- PLASMA GUN</td> <td style="text-align: right;">5 points per two bases</td> </tr> <tr> <td style="padding-left: 20px;">- HEAVY FLAMER</td> <td style="text-align: right;">5 points per two bases</td> </tr> <tr> <td style="padding-left: 20px;">- SUSPENDED HEAVY BOLTER</td> <td style="text-align: right;">5 points per two bases</td> </tr> <tr> <td style="padding-left: 20px;">- SUSPENDED MISSILE LAUNCHER</td> <td style="text-align: right;">5 points per two bases</td> </tr> </table> <p>Any Veteran Squad can also be fitted with the following:</p> <table style="width: 100%; border: none;"> <tr> <td style="padding-left: 20px;">- POWER WEAPON</td> <td style="text-align: right;">5 points</td> </tr> <tr> <td style="padding-left: 20px;">- MELTA BOMBS</td> <td style="text-align: right;">5 points</td> </tr> </table>	- VOLKITE CHARGER	5 points per two bases	- MELTAGUN	5 points per two bases	- PLASMA GUN	5 points per two bases	- HEAVY FLAMER	5 points per two bases	- SUSPENDED HEAVY BOLTER	5 points per two bases	- SUSPENDED MISSILE LAUNCHER	5 points per two bases	- POWER WEAPON	5 points	- MELTA BOMBS	5 points
- VOLKITE CHARGER	5 points per two bases																
- MELTAGUN	5 points per two bases																
- PLASMA GUN	5 points per two bases																
- HEAVY FLAMER	5 points per two bases																
- SUSPENDED HEAVY BOLTER	5 points per two bases																
- SUSPENDED MISSILE LAUNCHER	5 points per two bases																
- POWER WEAPON	5 points																
- MELTA BOMBS	5 points																

Legion Destroyer Company Front Side

LEGION DESTROYER COMPANY										T	ORDER	
TRAITS Destroyer Squads: Hardened Armour, (optional: Jump Packs)					SCALE: 0 (MINIMUS) 100 POINTS + WEAPONS			BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND	
					7-9: Direct Hit 10-13: Devastating Hit 14+: Critical Hit			3+	3+	4"	4+	
CENTURION: While the Centurion is part of the Company, add 2 to the result of any Command checks for it.			NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.			LEGIONES ASTARTES: A Company 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, Close Combat		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; these attacks have 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 one base 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 one base each at a cost of 15 points per Squad.
 If you wish, you can add one base to every Legion Destroyer Squad at a cost of 15 points each.
 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 5 points each or a Land Raider Proteus for 30 points each or a Terrax Pattern Termite Assault Drill for 10 points each as Dedicated Transport to each Squad.

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

CENTURION
 - POWER WEAPON

LEGION DESTROYER SQUAD
 - TWIN BOLT PISTOLS
 & RAD MISSILE LAUNCHER

Any Destroyer Squad can also be fitted with the following:

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

Legion Recon Company Front Side

LEGION RECON COMPANY				T	ORDER														
TRAITS Reconnaissance Squads: Infiltrators		SCALE: 0 (MINIMUS) 40 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND													
		7-9: Direct Hit 10-13: Devastating Hit 14+: Critical Hit	3+	3+	4"	4+													
CENTURION: While the Centurion is part of the Company, add 2 to the result of any Command checks for it.	NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.	LEGIONES ASTARTES: A Company 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 1 st Turn if every Squad remains stationary.																
				<table border="1"> <thead> <tr> <th colspan="2">SNIPER RIFLE</th> </tr> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 4"</td> <td>+2</td> </tr> <tr> <td>Long 8"</td> <td>+1</td> </tr> <tr> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>1</td> <td>4</td> </tr> <tr> <td colspan="2">Traits: Heavy, Sniper, Small Arms</td> </tr> </tbody> </table>		SNIPER RIFLE		Range	Acc	Short 4"	+2	Long 8"	+1	Dice	Strength	1	4	Traits: Heavy, Sniper, Small Arms	
SNIPER RIFLE																			
Range	Acc																		
Short 4"	+2																		
Long 8"	+1																		
Dice	Strength																		
1	4																		
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 RECON COMPANY consists of four Squads: Four Legion Reconnaissance Squads of one base each.

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

If you wish, you can add up to two Legion Reconnaissance Squads of one base at a cost of 5 points per base.

If you wish you can add one base to each Legion Reconnaissance Squad at a cost of 5 points each.

If you wish you can add a Rhino as Dedicated Transport to each Squad for 5 points each.

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

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

CENTURION

- POWER WEAPON

RECONNAISSANCE SQUAD

- SNIPER RIFLE

5 points

Any Squad can also be fitted with the following:

- POWER WEAPON

5 points

Legion Sky Hunter Company Front Side

LEGION SKY HUNTER COMPANY													T	ORDER					
TRAITS Sky Hunters: Turbo-boost, Jetbikes, Teleport Javelin Attack Speeder: Outrider, Skimmer, Teleport						SCALE: 0 (MINIMUS) 100 POINTS + WEAPONS						BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND	
						7-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit						3+		3+		12" (13" Javelin)		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.						STRUCTURE POINTS							
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	
Short 4"		+1		Short 3"		-		Short 6"		-		Short 6"		-		Short 6"		-	
Long 9"		-		Long 6"		-1		Long 12"		-		Long 12"		-		Long 12"		-	
Dice		Strength		Dice		Strength		Dice		Strength		Dice		Strength		Dice		Strength	
1		3		1		8/4		1		3		1		4		2		4	
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 Company Rear Side

LEGION SKY HUNTER COMPANY

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

The Centurion has to be added to one of the Legion Sky Hunter Squadrons.

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

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

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

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

CENTURION

- POWER WEAPON

LEGION SKY HUNTER SQUADRON

- 3 x HEAVY BOLTER 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 Outrider Company Front Side

LEGION OUTRIDER COMPANY														T	ORDER
TRAITS Outrider: Infiltrators, Turbo-boost, Bike Attack Bike: Turbo-boost				SCALE: 0 (MINIMUS) 100 POINTS + WEAPONS				BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND	
				7-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit				3+		3+ (5+ Attack Bike)		12"		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.				STRUCTURE POINTS (Attack Bike Squadron)					
					O										
COMBI BOLTERS		TWIN FLAMERS		TWIN MELTAGUNS		TWIN PLASMA GUNS		HEAVY BOLTER		MULTI-MELTA		HEAVY FLAMER		AUTOCANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 2"	-	Short 1"	-	Short 3"	+1	Short 4"	+1	Short 3"	-	Short 2"	-	Short 6"	+1
Long 6"	-	Long -	-	Long 3"	-1	Long 6"	-	Long 9"	-	Long 6"	-1	Long -	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
4	2	2	2	2	8/4	2	4	1	3	1	8/4	1	3	1	4
Traits: Small Arms		Traits: Flame, Small Arms		Traits: Melta		Traits: Overload		Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: Flame, Small Arms		Traits: -	
POWER WEAPONS: When a Company is activated in the Combat phase, each Base with a Power Weapons upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.															

COMPANY ASSETS

(All)

COMPANY ASSETS

(Elites, Fast Attack, Heavy Support)

Legion Outrider Company Rear Side

LEGION OUTRIDER COMPANY

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

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

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

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

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

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

CENTURION

- POWER WEAPON

LEGION OUTRIDER SQUAD

- COMBI BOLTERS

Free

- TWIN FLAMERS

5 points

- TWIN MELTAGUNS

5 points

- TWIN PLASMA GUNS

5 points

	<p>Each Attack Bike in the Company is armed with one of the following weapons:</p> <ul style="list-style-type: none"> - HEAVY BOLTER free - MULTI-MELTA 5 points - HEAVY FLAMER 5 points - AUTOCANNON 5 points
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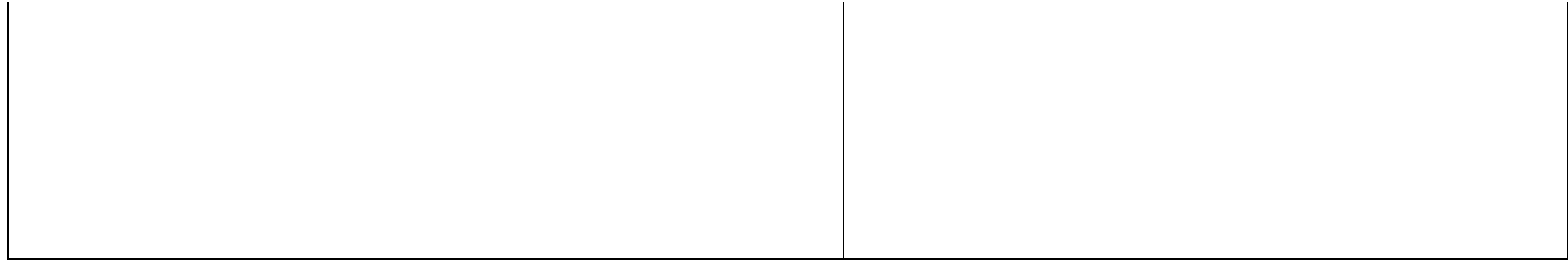
Legion Hussar Company Front Side

LEGION HUSSAR COMPANY						T	ORDER
TRAITS		SCALE: 0 (MINIMUS) 100 POINTS + WEAPONS		BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Outrider: Turbo-boost, Bike		7-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit		3+	3+	12"	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 Legion Hussar Squad may perform a half move away from the attacking unit. Hussar bases of this Company may still move if in base contact with enemy Infantry bases. DIRECT SUPPORT: This Company can be added as a sixth Company to a Battalion or as a third Support Company.	
COMBI BOLTERS		TWIN SNUB ROTOR CANNONS					
Range	Acc	Range	Acc				
Short 3"	+1	Short 1"	+1				
Long 6"	-	Long 3"	-				
Dice	Strength	Dice	Strength				

4 Traits: Small Arms	2	10 Traits: Small Arms, Rapid	2
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.			
<h2>COMPANY ASSETS</h2> <p>(All)</p>		<h2>COMPANY ASSETS</h2> <p>(Elites, Fast Attack, Heavy Support)</p>	

Legion Hussar Company Rear Side

<h1>LEGION HUSSAR COMPANY</h1>	
<p>A LEGION HUSSAR COMPANY consists of six Squads: Six Legion Hussar Squads of one base. The Centurion has to be added to one of the Legion Hussar Squads. If you wish, you can add up to two Legion Hussar Squads of one base each at a cost of 15 points each. If you wish you can add up to 2 bases to each Legion Hussar Squad at a cost of 15 points each.</p>	<p>Each Hussars base in the Company is armed with one of the following weapons:</p> <p>CENTURION - POWER WEAPON</p> <p>LEGION HUSSARS - COMBI BOLTERS Free - TWIN SNUB ROTOR CANNONS 5 points</p>



Legion Sky Seeker Company Front Side

LEGION SKY SEEKER COMPANY										T	ORDER
TRAITS Outrider: Turbo-boost, Jetbikes, Infiltrators					SCALE: 0 (MINIMUS) 100 POINTS + WEAPONS			BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
					7-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit			3+	3+	12"	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.			STRUCTURE POINTS 0			
COMBI BOLTERS		HEAVY ROTOR CANNONS		GRENADE LAUNCHERS		ORACLE ARRAY: For each Sky Seeker Squadron which doesn't attack mark an enemy Unit. Any Infantry Squad in the same Battalion receives a +1 bonus on their to Hit roll against such a marked Unit.		DIRECT SUPPORT: This Company can be added as a sixth Company to a Battalion or as a third Support Company.			
Range	Acc	Range	Acc	Range	Acc						
Short 3"	+1	Short 3"	+1	Short 3"	+1						
Long 6"	-	Long 7"	-	Long 6"	-						
Dice	Strength	Dice	Strength	Dice	Strength						
3	2	6	2	2	4						
Traits: Small Arms		Traits: Small Arms, Rapid		Traits: -							

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

COMPANY ASSETS

(All)

COMPANY ASSETS

(Elites, Fast Attack, Heavy Support)

Legion Sky Seeker Company Rear Side

LEGION SKY SEEKER COMPANY

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

The Centurion has to be added to one of the Legion Sky Seeker Squadrons.

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

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

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

CENTURION

- POWER WEAPON

LEGION HUSSARS SQUAD

- COMBI BOLTERS

Free

- HEAVY ROTOR CANNONS

5 points

- GRENADE LAUNCHERS

5 points

Legion Land Raider Battle Company Front Side

LEGION LAND RAIDER BATTLE COMPANY										T	ORDER
TRAITS Assault Vehicle (Phobos only) Independent Transport (2), (Proteus&Phobos), Independent Transport (1) (Achilles) Heavy (all Land Raiders)				SCALE: 1 (MEDIANUS) 185 POINTS + WEAPONS		BALLISTIC SKILL	WEAPON SKILL	SPEED		COMMAND	
				9-13: Direct Hit 14-15: 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 O					
TWIN HEAVY BOLTER Range Acc Short 4" +1 Long 9" - Dice Strength 2 3 Traits: Small Arms			TWIN LASCANNON Range Acc Short 6" - Long 12" - Dice Strength 2 6 Traits: Anti-Tank		QUAD MORTAR Range Acc Short 6" - Long 15" +1 Dice Strength 4 4 Traits: Barrage		TWIN MULTI-MELTA Range Acc Short 3" - Long 6" -1 Dice Strength 2 8/4 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 Front Side

LEGION PREDATOR STRIKE COMPANY													T	ORDER									
						SCALE: 1 (MEDIANUS) 80 POINTS + WEAPONS						BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND					
						8-10: Direct Hit 11-14: Devastating Hit 15+: Critical Hit						3+		5+		10"		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									
								OO															
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 Front Side

LEGION ARTILLERY SUPPORT COMPANY											T	ORDER			
Number of Artillery Tanks		Template Size		SCALE: 1 (MEDIANUS) 100 POINTS + WEAPONS				BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND	
1-2 3-7 8-9		- 3" 5"		8-10: Direct Hit 11-14: Devastating Hit 15+: Critical Hit				3+		5+		10"		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.							
											STRUCTURE POINTS				
											OO				
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 Squadron with three Artillery Tanks.
 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
 - EARTSHAKER CANNON & HEAVY BOLTER 5 points

MEDUSA
 - MEDUSA SIEGE GUN & HEAVY BOLTER 5 points
 - PHOSPHEX MEDUSA SIEGE GUN & HEAVY BOLTER 15 points

WHIRLWIND
 - WHIRLWIND LAUNCHER & COMBI BOLTER 5 points
 - HYPERIOS MISSILE LAUNCHER & COMBI BOLTER 5 points

Legion Heavy Tank Company Front Side

LEGION HEAVY TANK COMPANY							T	ORDER			
TRAITS Cerberus: Super-heavy Typhon: Super-heavy			SCALE: 2 (BOMBASTUS) 25 POINTS + WEAPONS		BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND			
ROLLING BUNKER: An attack never gets a bonus on its Armour roll for attacks from the Side or Rear against a Cerberus or Typhon.			10-15: Direct Hit 16: Devastating Hit 17+: Critical Hit		3+	6+	7"	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. 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					
Arc: Front	TWIN NEUTRON LASER BATTERY Range Acc Short 6" +1 Long 12" - Dice Strength		Arc: Front	DREADHAMMER SIEGE CANNON Range Acc Short 3" -1 Long 6"/12"* - Dice Strength		Range Acc Short 6" - Long 12" - Dice Strength	Arc: Front	HEAVY BOLTER Range Acc Short 4" +1 Long 9" - 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	

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 Front Side

LEGION SUPER-HEAVY TANK COMPANY											T	ORDER			
TRAITS Fellblade: Super-heavy Falchion: Super-heavy Glaive: Super-heavy				SCALE: 2 (BOMBASTUS)				BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND	
				150 POINTS + WEAPONS				10-15: Direct Hit 16: Devastating Hit 17+: Critical Hit		3+		5+ (Falchion 6+)		7"	
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. 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							
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	
Arc:	Short	15"	+1	Short	12"	-	Short	6"	+1	Short	6"	-	Short	4"	+1
	Long	30"	-	Long	25"	-	Long	12"	-	Long	12"	-	Long	9"	-
Front	Dice	Strength		Dice	Strength		Dice	Strength		Dice	Strength		Dice	Strength	
	2	10		2	7		2	5		1	7		4	6	
Traits: Consuming			Traits: Ordnance, Blast (3")			Traits: Deflagrate, Beam (1), 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 120 points each.

Each Super-heavy Tank in the Super-heavy Company must be of one of the types listed below and is armed accordingly to their type:

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 Front Side

LEGION HEAVY ASSAULT TRANSPORT COMPANY							T	ORDER
TRAITS Assault Vehicle, Heavy Transport (Dreadnoughts, 2, 2), Independent Transport (8), Super-heavy			SCALE: 2 (BOMBASTUS) 100 POINTS		BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
			10-15: Direct Hit 16: Devastating Hit 17+: Critical Hit		3+	5+	7"	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. 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	
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 Front Side

LEGION PRIMARIS-LIGHTNING STRIKE SQUADRON										T	ORDER						
TRAITS				SCALE: 1 (MEDIANUS)				BALLISTIC SKILL		WEAPON SKILL		SPEED	COMMAND				
Primaris-Lightning: Aircraft (Fighter), Interceptor				10 POINTS													
				8-11: Direct Hit 12-14: Devastating Hit 15+: 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.				STRUCTURE POINTS									
								OO									
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 Xiphon Interceptor: Aircraft (Fighter), Interceptor		SCALE: 1 (MEDIANUS) 20 POINTS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND																				
		8-10: Direct Hit 11-14: Devastating Hit 15+: 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.		STRUCTURE POINTS																						
				O O																						
TWIN LASCANNON <table border="1"> <thead> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 6"</td> <td>-</td> </tr> <tr> <td>Long 12"</td> <td>-</td> </tr> <tr> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>2</td> <td>6</td> </tr> </tbody> </table> Traits: Anti-Tank		Range	Acc	Short 6"	-	Long 12"	-	Dice	Strength	2	6	XIPHON ROTARY MISSILE LAUNCHER <table border="1"> <thead> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 6"</td> <td>-</td> </tr> <tr> <td>Long 12"</td> <td>-</td> </tr> <tr> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>1</td> <td>5</td> </tr> </tbody> </table> Traits: Anti-Aircraft		Range	Acc	Short 6"	-	Long 12"	-	Dice	Strength	1	5			
Range	Acc																									
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Dice	Strength																									
1	5																									

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				BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND																																																												
				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																																																															
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THUNDERHAWK CANNON <table border="1"> <thead> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 12"</td> <td>-</td> </tr> <tr> <td>Long 24"</td> <td>-</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>1</td> <td>5</td> </tr> </tbody> </table> Traits: Blast (3"), Ordnance		Range	Acc	Short 12"	-	Long 24"	-	Dice	Strength	1	5	TWIN HEAVY BOLTER <table border="1"> <thead> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 4"</td> <td>+1</td> </tr> <tr> <td>Long 9"</td> <td>-</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>2</td> <td>3</td> </tr> </tbody> </table> Traits: Small Arms, Sponson		Range	Acc	Short 4"	+1	Long 9"	-	Dice	Strength	2	3	HEAVY BOMB CLUSTER <table border="1"> <thead> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 0"</td> <td>+1</td> </tr> <tr> <td>Long 0"</td> <td>-</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>3</td> <td>4</td> </tr> </tbody> </table> Traits: Blast (3"), Limited (1), Bomb		Range	Acc	Short 0"	+1	Long 0"	-	Dice	Strength	3	4	HELLFIRE MISSILE CLUSTER <table border="1"> <thead> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 12"</td> <td>-</td> </tr> <tr> <td>Long 24"</td> <td>-</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>3</td> <td>5</td> </tr> </tbody> </table> Traits: Limited (1)		Range	Acc	Short 12"	-	Long 24"	-	Dice	Strength	3	5	LASCANNON <table border="1"> <thead> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 6"</td> <td>-</td> </tr> <tr> <td>Long 12"</td> <td>-</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>1</td> <td>6</td> </tr> </tbody> </table> Traits: Anti-Tank		Range	Acc	Short 6"	-	Long 12"	-	Dice	Strength	1	6	TURBO-LASER DESTRUCTOR <table border="1"> <thead> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 12"</td> <td>-</td> </tr> <tr> <td>Long 32"</td> <td>-</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>1</td> <td>8</td> </tr> </tbody> </table> Traits: -		Range	Acc	Short 12"	-	Long 32"	-	Dice	Strength	1	8
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LEGION THUNDERHAWK SQUADRON													
<p>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.</p>	<p>Each Thunderhawk in the Thunderhawk Squadron must be of one of the types listed below and is armed accordingly to their type:</p>												
	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 70%;"> <p>THUNDERHAWK GUNSHIP - THUNDERHAWK HEAVY CANNON & 2 x LASCANNON & 4 x TWIN HEAVY BOLTER & HEAVY BOMB CLUSTER</p> </td> <td style="width: 30%; text-align: right; vertical-align: top;"> <p>20 points</p> </td> </tr> <tr> <td style="padding-top: 10px;"> <p>THUNDERHAWK TRANSPORTER - 4 x TWIN HEAVY BOLTER</p> </td> <td style="text-align: right; vertical-align: top; padding-top: 10px;"> <p>5 points</p> </td> </tr> <tr> <td colspan="2" style="padding-top: 10px;"> <p>Any Thunderhawk Gunship can exchange its Heavy Bomb Cluster for one of the following:</p> </td> </tr> <tr> <td style="padding-left: 20px;"> <p>- HELLSTRIKE MISSILE CLUSTER</p> </td> <td style="text-align: right; vertical-align: top;"> <p>free</p> </td> </tr> <tr> <td colspan="2" style="padding-top: 10px;"> <p>Any Thunderhawk Gunship can exchange its Thunderhawk Heavy Cannon for one of the following:</p> </td> </tr> <tr> <td style="padding-left: 20px;"> <p>- TURBO-LASER DESTROYER</p> </td> <td style="text-align: right; vertical-align: top;"> <p>15 points</p> </td> </tr> </table>	<p>THUNDERHAWK GUNSHIP - THUNDERHAWK HEAVY CANNON & 2 x LASCANNON & 4 x TWIN HEAVY BOLTER & HEAVY BOMB CLUSTER</p>	<p>20 points</p>	<p>THUNDERHAWK TRANSPORTER - 4 x TWIN HEAVY BOLTER</p>	<p>5 points</p>	<p>Any Thunderhawk Gunship can exchange its Heavy Bomb Cluster for one of the following:</p>		<p>- HELLSTRIKE MISSILE CLUSTER</p>	<p>free</p>	<p>Any Thunderhawk Gunship can exchange its Thunderhawk Heavy Cannon for one of the following:</p>		<p>- TURBO-LASER DESTROYER</p>	<p>15 points</p>
<p>THUNDERHAWK GUNSHIP - THUNDERHAWK HEAVY CANNON & 2 x LASCANNON & 4 x TWIN HEAVY BOLTER & HEAVY BOMB CLUSTER</p>	<p>20 points</p>												
<p>THUNDERHAWK TRANSPORTER - 4 x TWIN HEAVY BOLTER</p>	<p>5 points</p>												
<p>Any Thunderhawk Gunship can exchange its Heavy Bomb Cluster for one of the following:</p>													
<p>- HELLSTRIKE MISSILE CLUSTER</p>	<p>free</p>												
<p>Any Thunderhawk Gunship can exchange its Thunderhawk Heavy Cannon for one of the following:</p>													
<p>- TURBO-LASER DESTROYER</p>	<p>15 points</p>												

Legion Stormbird Squadron Front Side

LEGION STORMBIRD SQUADRON										T	ORDER
TRAITS 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)				SCALE: 2 (BOMBASTUS) 100 POINTS + WEAPONS				BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
				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 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 Range Acc Short 6" - Long 14" - Dice Strength 1 6 Traits: Anti-Tank, Sponson		TWIN HEAVY BOLTER Range Acc Short 4" +1 Long 9" - Dice Strength 2 3 Traits: Small Arms, Sponson		QUAD HEAVY BOLTER Range Acc Short 4" +1 Long 9" - Dice Strength 4 3 Traits: Small Arms, Sponson		DREADSTRIKE MISSILES Range Acc Short 12" - Long 24" - Dice Strength 3 8 Traits: Limited (1)		MACRO-BOMB CLUSTER Range Acc Short 0" - Long 0" - Dice Strength 3 5 Traits: Limited (1), Blast (5"), Bomb			

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

Company Asset Cards

SPECIAL	Free														
LEGION PRAETOR															
SCALE: 0 (MINIMUS)	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;">BALLISTIC SKILL</td> <td style="width: 33%;">WEAPON SKILL</td> <td style="width: 33%;">SPEED</td> </tr> <tr> <td style="text-align: center;">3+</td> <td style="text-align: center;">3+</td> <td style="text-align: center;">n/a</td> </tr> </table>	BALLISTIC SKILL	WEAPON SKILL	SPEED	3+	3+	n/a								
BALLISTIC SKILL	WEAPON SKILL	SPEED													
3+	3+	n/a													
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;">7-9:</td> <td style="width: 66%;">Direct Hit</td> </tr> <tr> <td>10-13:</td> <td>Devastating Hit</td> </tr> <tr> <td>14+:</td> <td>Critical Hit</td> </tr> </table>	7-9:	Direct Hit	10-13:	Devastating Hit	14+:	Critical Hit									
7-9:	Direct Hit														
10-13:	Devastating Hit														
14+:	Critical Hit														
A LEGION PRAETOR may be upgraded with any type of Command Squad.	A Praetor without Command Squad is armed with the following weapons: - VOLKITE SERPENTA & POWERSWORD														
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="text-align: center;">VOLKITE SERPENTA & POWERSWORD</td> </tr> <tr> <td style="width: 50%; text-align: center;">Range</td> <td style="width: 50%; text-align: center;">Acc</td> </tr> <tr> <td>Short 1"</td> <td style="text-align: center;">+2</td> </tr> <tr> <td>Long 2"</td> <td style="text-align: center;">+1</td> </tr> <tr> <td style="text-align: center;">Dice</td> <td style="text-align: center;">Strength</td> </tr> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">3</td> </tr> <tr> <td colspan="2">Traits: Small Arms, Deflagrate, Close Combat</td> </tr> </table>	VOLKITE SERPENTA & POWERSWORD		Range	Acc	Short 1"	+2	Long 2"	+1	Dice	Strength	1	3	Traits: Small Arms, Deflagrate, Close Combat		
VOLKITE SERPENTA & POWERSWORD															
Range	Acc														
Short 1"	+2														
Long 2"	+1														
Dice	Strength														
1	3														
Traits: Small Arms, Deflagrate, Close Combat															
Traits: Support Officer (only without Command Squad)															

HQ*	10/15 POINTS						
LEGION LIBRARIAN CONSUL							
SCALE: 0 (MINIMUS)	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;">BALLISTIC SKILL</td> <td style="width: 33%;">WEAPON SKILL</td> <td style="width: 33%;">SPEED</td> </tr> <tr> <td style="text-align: center;">3+</td> <td style="text-align: center;">3+</td> <td style="text-align: center;">n/a</td> </tr> </table>	BALLISTIC SKILL	WEAPON SKILL	SPEED	3+	3+	n/a
BALLISTIC SKILL	WEAPON SKILL	SPEED					
3+	3+	n/a					
PSYCHIC MASTERY: A Legion Librarian Consul costs 10 points for Psychic Mastery Level 1 or 15 points for Level 2. Any psychic discipline may be chosen except the Malefic Daemonology discipline unless he is from the Word Bearers Legion.							
Traits: Support Officer, Psyker (Level 1 or 2)							

HQ*	10 POINTS						
LEGION MASTER OF SIGNALS CONSUL							
SCALE: 0 (MINIMUS)	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;">BALLISTIC SKILL</td> <td style="width: 33%;">WEAPON SKILL</td> <td style="width: 33%;">SPEED</td> </tr> <tr> <td style="text-align: center;">3+</td> <td style="text-align: center;">3+</td> <td style="text-align: center;">n/a</td> </tr> </table>	BALLISTIC SKILL	WEAPON SKILL	SPEED	3+	3+	n/a
BALLISTIC SKILL	WEAPON SKILL	SPEED					
3+	3+	n/a					
WARGEAR: May not be added to a Squad with the Bike, Jetbike or Bulky trait.							
BOMBARDMENT: Gain an additional Fire Support Bombardment Stratagem							
Traits: Support Officer							

HQ*		5 POINTS																
LEGION CHAMPION CONSUL																		
SCALE: 0 (MINIMUS)		BALLISTIC 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																
<table border="1" style="width: 100%;"> <tr> <th colspan="2">POWER WEAPON</th> </tr> <tr> <td>Range</td> <td>Acc</td> </tr> <tr> <td>Short 0"</td> <td>+3</td> </tr> <tr> <td>Long -</td> <td>-</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>1</td> <td>2</td> </tr> <tr> <td colspan="2">Traits: Close Combat</td> </tr> </table>		POWER WEAPON		Range	Acc	Short 0"	+3	Long -	-	Dice	Strength	1	2	Traits: Close Combat				
POWER WEAPON																		
Range	Acc																	
Short 0"	+3																	
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Dice	Strength																	
1	2																	
Traits: Close Combat																		
Traits: Support Officer																		

HQ*		10 POINTS																														
LEGION FORGE LORD CONSUL SQUAD																																
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																												
7-9: Direct Hit 10-13: Devastating Hit 14+: Critical Hit		3+	3+	4"																												
A LEGION FORGE LORD CONSUL COMMAND SQUAD consists of one Forge Lord base. DEDICATED TRANSPORT: Rhino		A Forge Lord Consul Squad is armed with the following weapons: - BOLTERS - CONVERSION BEAMER																														
<table border="1" style="width: 100%;"> <tr> <th colspan="2">BOLTERS</th> <th colspan="2">CONVERSION BEAMER</th> </tr> <tr> <td>Range</td> <td>Acc</td> <td>Range</td> <td>Acc</td> </tr> <tr> <td>Short 3"</td> <td>+1</td> <td>Short 6"</td> <td>-</td> </tr> <tr> <td>Long 6"</td> <td>-</td> <td>Long 12"</td> <td>-</td> </tr> <tr> <td>Dice</td> <td>Strength</td> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>3</td> <td>2</td> <td>1</td> <td>6</td> </tr> <tr> <td colspan="2">Traits: Small Arms</td> <td colspan="2">Traits: Heavy</td> </tr> </table>		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				
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: Battlesmith																																

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

HQ*		5 POINTS																
LEGION SIEGE BREAKER CONSUL																		
SCALE: 0 (MINIMUS)		BALLISTIC 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																
<table border="1"> <tr> <th colspan="2">PHOSPHEX BOMBS</th> </tr> <tr> <td>Range</td> <td>Acc</td> </tr> <tr> <td>Short 1"</td> <td>-</td> </tr> <tr> <td>Long -</td> <td>-</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>1</td> <td>3</td> </tr> <tr> <td colspan="2">Traits: Small Arms, Limited (1), Phosphex</td> </tr> </table>		PHOSPHEX BOMBS		Range	Acc	Short 1"	-	Long -	-	Dice	Strength	1	3	Traits: Small Arms, Limited (1), Phosphex				
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)		BALLISTIC SKILL	WEAPON SKILL	SPEED
		3+	3+	n/a
ZEALOT: One Squad in this Company may re-roll failed to Hit rolls if it uses its Weapon Skill.				
Traits: Support Officer, Fear				

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

HQ*		5 POINTS																
LEGION MORITAT CONSUL																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
		3+	3+	n/a														
WARGEAR: May not be added to a Squad with the Bike, Jetbike or Bulky trait.																		
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																
<table border="1"> <tr> <th colspan="2">TWIN PLASMA PISTOLS</th> </tr> <tr> <td>Range</td> <td>Acc</td> </tr> <tr> <td>Short 1"</td> <td>+2</td> </tr> <tr> <td>Long 3"</td> <td>+1</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>3</td> <td>4</td> </tr> <tr> <td colspan="2">Traits: Overload, Close Combat</td> </tr> </table>		TWIN PLASMA PISTOLS		Range	Acc	Short 1"	+2	Long 3"	+1	Dice	Strength	3	4	Traits: Overload, Close Combat				
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Dice	Strength																	
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Traits: Overload, Close Combat																		
Traits: Support Officer																		

HQ*		25 POINTS per base					
LEGION PRAEVIAN CONSUL CASTELLAX SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		4+		3+		4"	
8-10: 11-14: 15+:		Direct Hit Devastating Hit Critical Hit		A Praevian Consul Castellax Squad is armed with the following weapons: - MAULER PATTERN BOLT CANNONS & TWIN BOLTGUNS & SHOCK CHARGERS			
A LEGION PRAEVIAN CONSUL CASTELLAX SQUAD consists of one to two Castellax base. STRUCTURE POINTS OO							
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		
3	3	3	2	3	3		
Traits: -		Traits: Small Arms		Traits: Close Combat, Concussive			
Traits: Hulking, Walker							

HQ*		25 POINTS per base					
LEGION PRAEVIAN CONSUL VORAX SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		4+		3+		4"	
7-10: 11-13: 14+:		Direct Hit Devastating Hit Critical Hit		A Praevian Consul Vorax Squad is armed with the following weapons: - LIGHTNING GUNS & TWIN ROTOR CANNONS & BATTLE-AUTOMATA POWER BLADES			
A LEGION PRAEVIAN CONSUL VORAX SQUAD consists of one to two Vorax base. STRUCTURE POINTS OO							
LIGHTNING GUNS		TWIN ROTOR CANNONS		BATTLE-AUTOMATA POWER BLADES			
Range	Acc	Range	Acc	Range	Acc		
Short 3"	+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: Hulking, Walker							

HQ*		10 POINTS		
LEGION DELEGATUS CONSUL				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	3+	3+	n/a
10-12:	Devastating Hit			
13+:	Critical Hit			
A LEGION DELEGATUS CONSUL may be upgraded with any type of Command Squad RITE OF COMMAND: A Legion Veteran Company with a Delegatus Consul may be selected as Mandatory Company.		A Delegatus Consul without Command Squad is armed with the following weapons: - VOLKITE SERPENTA & POWERSWORD		
VOLKITE SERPENTA & POWERSWORD				
Range Acc				
Short	1" +2			
Long	2" +1			
Dice Strength				
1 3				
Traits: Small Arms, Deflagrate, Close Combat				
Traits: Support Officer (only without Command Squad)				

HQ*		20 POINTS		
LEGION HERALD CONSUL				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	3+	3+	n/a
10-12:	Devastating Hit			
13+:	Critical Hit			
A LEGION HERALD CONSUL may be upgraded with a Command Squad. WARGEAR: May not be added to 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 the Herald Consul is destroyed the enemy gains +1 Victory point.		A Herald Consul without Command Squad is armed with the following weapons: - VOLKITE SERPENTA & POWERSWORD		
VOLKITE SERPENTA & POWERSWORD				
Range Acc				
Short	1" +2			
Long	2" +1			
Dice Strength				
1 3				
Traits: Small Arms, Deflagrate, Close Combat				
Traits: Support Officer (only without Command Squad)				

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

UPGRADE	5 POINTS		
LEGION ARMISTOS CONSUL			
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED
	2+	3+	n/a
PROTOTYPE WEAPONS: If the Armistos Consul is added to a Squad with the same weapon the Squad gains Ballistic Skill 2+	An Armistos Consul is armed with one of the following weapons:		
WARGEAR: May not be added to a Squad with the Bike, Jetbike or Bulky trait.	- VOLKITE CULVERINE 10 points - HEAVY BOLTER 0 points		
	VOLKITE CULVERINE		HEAVY BOLTER
	Range	Acc	Range
	Short 6"	-	Short 4"
	Long 12"	-	Long 9"
	Dice	Strength	Dice
	1	3	1
	Traits: Deflagrate, Small Arms		Traits: Small Arms
Traits: Support Officer			

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

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

UPGRADE		15 POINTS		
LEGION COMMAND SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	3+	2+	4"
10-13:	Devastating Hit			
14+:	Critical Hit			
A LEGION COMMAND SQUAD consists of one Command base. WARRIOR ELITE: A Command Squad may re-roll Hit rolls of 1 when using their Ballistic Skill or Weapon Skill. DEDICATED TRANSPORT: Rhino or Land Raider Proteus		A Command Squad is armed with the following weapons: - VOLKITE CHARGERS & POWER WEAPONS		
	VOLKITE CHARGERS		POWER WEAPONS	
	Range	Acc	Range	Acc
	Short 2"	+1	Short 0"	+2
	Long 4"	-	Long -	-
	Dice	Strength	Dice	Strength
	3	3	2	5
	Traits: Deflagrate, Small Arms		Traits: Close Combat	
Traits: -				

UPGRADE		15 POINTS		
LEGION ASSAULT COMMAND SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	3+	2+	10"
10-13:	Devastating Hit			
14+:	Critical Hit			
A LEGION ASSAULT COMMAND SQUAD consists of one Command Assault base. WARRIOR ELITE: An Assault Command Squad may re-roll Hit rolls of 1 when using their Ballistic Skill or Weapon Skill.		An Assault Command Squad is armed with the following weapons: - VOLKITE CHARGERS & POWER WEAPONS		
	VOLKITE CHARGERS		POWER WEAPONS	
	Range	Acc	Range	Acc
	Short 2"	+1	Short 0"	+2
	Long 4"	-	Long -	-
	Dice	Strength	Dice	Strength
	3	3	2	5
	Traits: Deflagrate, Small Arms		Traits: Close Combat	
Traits: Jumpacks				

UPGRADE		25 POINTS							
LEGION TERMINATOR COMMAND SQUAD									
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED			
		3+		2+		4"			
8-11: 12-14: 15+:		Direct Hit Devastating Hit Critical Hit		Terminator Command bases are armed with the following weapons: - COMBI BOLTERS & POWER WEAPONS The base may be armed with one of the following weapons: - REAPER AUTOCANNON - HEAVY FLAMER - PLASMA BLASTER					
A LEGION TERMINATOR COMMAND SQUAD consists of one Terminator Command 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. WARRIOR ELITE: A Terminator Command Squad may re-roll Hit rolls of 1 when using their Ballistic Skill or Weapon Skill. DEDICATED TRANSPORT: Land Raider Proteus or Land Raider Phobos									
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									

UPGRADE		15 POINTS per base							
LEGION BIKE COMMAND SQUAD									
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED			
		3+		3+		12"			
7-10: 11-13: 14+:		Direct Hit Devastating Hit Critical Hit		Outrider bases are armed with one of the following weapons - COMBI BOLTERS Free & VOLKITE CHARGERS & POWER WEAPONS					
A LEGION BIKE COMMAND SQUAD consists of one Outrider base WARRIOR ELITE: A Bike Command Squad may re-roll Hit rolls of 1 when using their Ballistic Skill or Weapon Skill.									
COMBI BOLTERS		VOLKITE CHARGERS		POWER WEAPONS					
Range	Acc	Range	Acc	Range	Acc				
Short 3"	+1	Short 2"	+1	Short 0"	+2				
Long 6"	-	Long 4"	-	Long -	-				
Dice	Strength	Dice	Strength	Dice	Strength				
4	2	2	3	2	5				
Traits: Small Arms		Traits: Deflagrate, Small Arms		Traits: Close Combat					
Traits: Turbo-boost, Bike									

UPGRADE		20 POINTS per base					
LEGION JETBIKE COMMAND SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		3+		12"	
7-10: 11-13: 14+:		Direct Hit Devastating Hit Critical Hit		Sky Hunter bases are armed with the following weapons			
A LEGION JETBIKE COMMAND SQUADRON consists of one Sky Hunter base. WARRIOR ELITE: A Jetbike Command Squad may re-roll Hit rolls of 1 when using their Ballistic Skill or Weapon Skill.				- 3 x HEAVY BOLTER & VOLKITE CHARGERS & POWER WEAPONS			
HEAVY BOLTER		VOLKITE CHARGERS		POWER WEAPONS			
Range	Acc	Range	Acc	Range	Acc		
Short 4"	+1	Short 2"	+1	Short 0"	+2		
Long 9"	-	Long 4"	-	Long -	-		
Dice	Strength	Dice	Strength	Dice	Strength		
1	3	2	3	2	3		
Traits: Small Arms		Traits: Deflagrate, Small Arms		Traits: Close Combat			
Traits: Turbo-boost, Jetbike							

UPGRADE		X POINTS per base							
LEGION TERMINATOR SQUAD									
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED			
		3+		3+		4"			
8-11: 12-14: 15+:		Direct Hit Devastating Hit Critical Hit		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					
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		15 POINTS per base		
LEGION VETERAN TACTICAL SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9: 10-13: 14+:	Direct Hit Devastating Hit 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 & CHAINWORDS		
BOLTERS		VOLKITE SERPENTAS & CHAINWORDS		
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, Close Combat		

ELITES		15 POINTS per base		
LEGION DESTROYER SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	3+	4"
A LEGION DESTROYER SQUAD consists of one to two Destroyer bases. DEDICATED TRANSPORT: Rhino, Land Raider Proteus, Terrax Pattern Termite Assault Drill		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, Close Combat		Traits: Small Arms		
Traits: Hardened Armour				

ELITES		20 POINTS per base		
LEGION DESTROYER ASSAULT SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	3+	10"
A LEGION DESTROYER SQUAD consists of one to two Destroyer bases.		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, Close Combat		Traits: Small Arms		
Traits: Hardened Armour, Jump Packs				

ELITES		25 POINTS per base		
LEGION TERMINATOR SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
		3+	3+	4"
8-11: 12-14: 15+:	Direct Hit Devastating Hit Critical Hit	Terminator bases are armed with the following weapons: - COMBI BOLTERS & POWER 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.		Each base may be armed with one of the following weapons: - REAPER AUTOCANNON - HEAVY FLAMER - PLASMA BLASTER		
COMBI BOLTERS		POWER WEAPONS		REAPER AUTOCANNON
Range	Acc	Range	Acc	Range
Short 3"	+1	Short 0"	+2	Short 4"
Long 6"	-	Long -	-	Long 9"
Dice	Strength	Dice	Strength	Dice
6	2	2	5	2
Traits: Small Arms		Traits: Close Combat		Traits: -
				Traits: Flame, Small Arms
				Traits: Overload
Traits: Bulky				

ELITES		10 POINTS per Techmarine		
LEGION TECHMARINE COVENANT				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	3+	3+	n/a
10-13:	Devastating Hit			
14+:	Critical Hit			
A LEGION TECHMARINE COVENANT consists of one to three Techmarines. Each must be attached to a Squad or his Rhino. DEDICATED TRANSPORT: Rhino		A Techmarine is armed with the following weapons: - CONVERSION BEAMER		
		CONVERSION BEAMER		
		Range	Acc	
		Short 6"	-	
		Long 12"	-	
		Dice	Strength	
		1	6	
		Traits: Heavy		
Traits: Battlesmith, Support Officer				

ELITES		5 POINTS per Apothecary		
LEGION APOTHECARION DETACHMENT				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	n/a	n/a	n/a
10-13:	Devastating Hit			
14+:	Critical Hit			
A LEGION APOTHECARION DETACHMENT consists of one to three Apothecaries. Each must be attached to a Squad. WARGEAR: May not be added to a Terminator Squad or its variants				
Traits: Nathecium, Support Officer				

Front Side

ELITES		25 POINTS each									
LEGION CONTEMPTOR DREADNOUGH TALON											
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED					
		2+		2+		4"					
9-11:	Direct 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									
12-14:	Devastating Hit										
15+:	Critical Hit										
A LEGION CONTEMPTOR DREADNOUGHT TALON consists of one to three Contemptor Dreadnoughts		STRUCTURE POINTS									
OO		TWIN LASCANNON		TWIN HEAVY BOLTER		MULTI-MELTA		TWIN AUTOCANNON		DREADNOUGHT CC-WEAPON	
Range Acc		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											

Rear Side

ELITES		25 POINTS each									
LEGION CONTEMPTOR DREADNOUGH TALON											
SCALE: 0 (MINIMUS)		BALLISTIC SKILL			WEAPON SKILL			SPEED			
		2+			2+			4"			
9-11: 12-14: 15+:		Direct Hit Devastating Hit Critical Hit			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						
A LEGION CONTEMPTOR DREADNOUGHT TALON consists of one to three Contemptor Dreadnoughts		STRUCTURE POINTS OO									
PLASMA CANNON		KHERES PATTERN ASSAULT CANNON		VOLKITE CULVERIN		HEAVY CONVERSION BEAMER		DREADNOUGHT CC-WEAPON			
Range	Acc	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	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)		BALLISTIC SKILL			WEAPON SKILL			SPEED			
		3+			6+			4"			
6-8: 9-12: 13+:		Direct Hit Devastating Hit Critical Hit			Rapier bases are armed with one of the following weapons: - QUAD HEAVY BOLTER - LASER DESTROYER ARRAY - QUAD MORTAR - GRAVITON CANNON						
A LEGION TRAPER WEAPONS BATTERY consists of one to three Rapier bases.											
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: Concussive, Small Arms, Blast (3")					
Traits: Extremely Bulky											

ELITES		25 POINTS each									
LEGION MORTIS DREADNOUGH TALON											
SCALE: 0 (MINIMUS)			BALLISTIC SKILL			WEAPON SKILL			SPEED		
			2+			3+			4"		
8-10:		Direct Hit			Mortis Dreadnoughts are armed with one of the following weapons: - 2 x TWIN LACANNON - 2 x TWIN HEAVY BOLTER - 2 x MULTI-MELTA - 2 x TWIN AUTOCANNON - 2 x TWIN MISSILE LAUNCHER						
11-14:		Devastating Hit									
15+:		Critical Hit									
A LEGION MORTIS DREADNOUGH TALON consists of one to three Mortis Dreadnoughts											
STRUCTURE POINTS											
OO											
TWIN LASCANNON		TWIN HEAVY BOLTER		MULTI-MELTA		TWIN AUTOCANNON		TWIN MISSILE LAUNCHER			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 6"	-	Short 4"	+1	Short 3"	-	Short 6"	+1	Short 6"	-	Short 6"	-
Long 12"	-	Long 9"	-	Long 6"	-1	Long 12"	-	Long 12"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	6	2	3	1	8/4	2	4	2	4	2	4
Traits: Anti-Tank		Traits: Small Arms		Traits: Melta, Small Arms		Traits: -		Traits: -		Traits: Heavy, Anti-Aircraft	
Traits: Walker, Talon											

ELITES		25 POINTS each									
LEGION CONTEMPTOR-MORTIS DREADNOUGH TALON											
SCALE: 0 (MINIMUS)			BALLISTIC SKILL			WEAPON SKILL			SPEED		
			2+			3+			4"		
9-11:		Direct Hit			Contemptor-Mortis Dreadnoughts are armed with one of the following weapons: - 2 x TWIN LACANNON - 2 x TWIN HEAVY BOLTER - 2 x MULTI-MELTA - 2 x TWIN AUTOCANNON - 2 x KHERES PATTERN ASSAULT CANNON						
12-14:		Devastating Hit									
15+:		Critical Hit									
A LEGION CONTEMPTOR-MORTIS DREADNOUGH TALON consists of one to three Contemptor-Mortis Dreadnoughts											
STRUCTURE POINTS											
OO											
TWIN LASCANNON		TWIN HEAVY BOLTER		MULTI-MELTA		TWIN AUTOCANNON		KHERES PATTERN ASSAULT CANNON			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 6"	-	Short 4"	+1	Short 3"	-	Short 6"	+1	Short 3"	+1	Short 3"	+1
Long 12"	-	Long 9"	-	Long 6"	-1	Long 12"	-	Long 6"	-	Long 6"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	6	2	3	1	8/4	2	4	1	3	1	3
Traits: Anti-Tank		Traits: Small Arms		Traits: Melta, Small Arms		Traits: -		Traits: -		Traits: Rending	
Traits: Walker, Talon											

TROOPS		10 POINTS per base		
LEGION TACTICAL SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	3+	3+	4"
10-13:	Devastating Hit			
14+:	Critical Hit			
A LEGION TACTICAL SQUAD consists of two to four Tactical bases.		Tactical bases are armed with one of the following weapons:		
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 & CHAINWORDS.		- BOLTERS - BOLT PISTOLS & CHAINWORDS		
DEDICATED TRANSPORT: Rhino (only if two bases)				
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, Close Combat		

TROOPS		15 POINTS per base		
LEGION ASSAULT SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	3+	3+	10"
10-13:	Devastating Hit			
14+:	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, Close Combat				
Traits: Jump Packs				

TROOPS		15 POINTS per base		
LEGION BREACHER SIEGE SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	3+	3+	4"
10-13:	Devastating Hit			
14+:	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		10 POINTS per base			
LEGION TACTICAL SUPPORT SQUAD					
SCALE: 0 (MINIMUS)		BALLISTIC 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			
10-13:	Devastating Hit				
14+:	Critical Hit				
A LEGION TACTICAL SUPPORT SQUAD consists of one to two Tactical Support bases. DEDICATED TRANSPORT: Rhino					
FLAMERS		ROTOR CANNONS		VOLKITE CALIVERS	
Range Acc		Range Acc		Range Acc	
Short	2" -	Short	3" +1	Short	3" -
Long	- -	Long	7" -	Long	7" -
Dice	Strength	Dice	Strength	Dice	Strength
5	2	5	2	5	2
Traits: Flame, Small Arms		Traits: Rapid, Small Arms		Traits: Deflagrate, Small Arms, Heavy	
		PLASMA GUNS		MELTAGUNS	
Range Acc		Range Acc		Range Acc	
Short	3" +1	Short	3" +1	Short	1" -
Long	6" -	Long	6" -	Long	3" -1
Dice	Strength	Dice	Strength	Dice	Strength
3	4	2	8/4		
Traits: Overload		Traits: Melta			

TROOPS		10 POINTS per base		
LEGION RECONNAISSANCE SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
		3+	3+	4"
7-9:	Direct Hit	Reconnaissance bases are armed with the following weapons: - SNIPER RIFLES		
10-13:	Devastating Hit			
14+:	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: Heavy, Sniper, Small Arms				
Traits: Infiltrators				

TROOPS		15 POINTS per base			
LEGION HUSSAR SQUAD					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	4+	12"	
7-10: 11-13: 14+:	Direct Hit Devastating Hit Critical Hit	Hussars bases are armed with one of the following weapons			
A LEGION HUSSAR SQUAD consists of one to three Hussars bases.		- COMBI BOLTERS Free - TWIN SNUB ROTOR 5 points CANNONS			
COMBI BOLTERS		TWIN SNUB ROTOR CANNONS			
Range	Acc	Range	Acc		
Short 3"	+1	Short 1"	+1		
Long 6"	-	Long 3"	-		
Dice	Strength	Dice	Strength		
4	2	10	2		
Traits: Small Arms		Traits: Rapid, Small Arms			
Traits: Turbo-boost, Bike					

TROOPS		15 POINTS per base			
LEGION JETBIKE SKY SEEKER SQUADRON					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	4+	12"	
7-10: 11-13: 14+:	Direct Hit Devastating Hit Critical Hit	Sky Seeker bases are armed with one of the following weapons			
A LEGION JETBIKE SKY SEEKER SQUADRON consists of one to three Sky Seeker bases. ORACLE ARRAY: For each Sky Seeker Squadron which doesn't attack mark an enemy Unit. Any Infantry Squad in the same Battalion receives a +1 bonus on their to Hit roll against such a marked Unit.		- TWIN BOLTERS Free - HEAVY ROTOR 5 points CANNONS - GRENADE 5points LAUNCHERS			
TWIN BOLTERS		HEAVY ROTOR CANNONS		GRENADE LAUNCHERS	
Range	Acc	Range	Acc	STRUCTURE POINTS	
Short 3"	+1	Short 3"	+1	0	
Long 6"	-	Long 7"	-		
Dice	Strength	Dice	Strength		
3	2	6	2		
Traits: Small Arms		Traits: Small Arms, Rapid		Traits: -	
Traits: Infiltrators, Turbo-boost, Jetbike, Teleport					

DEDICATED TRANSPORT		5 POINTS		
LEGION RHINO ARMoured CARRIER				
SCALE: 1 (MEDIANUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
		6+	6+	10"
8-10:	Direct Hit	The Rhino is armed with the following weapons: - COMBI BOLTER		
11-14:	Devastating Hit			
15+:	Critical Hit			
STRUCTURE POINTS				COMBI BOLTER
OO				Range Range
				Short 3" -
				Long 6" -
				Dice Dice
				1 2
				Traits: Small Arms
Traits: Dedicated Transport (2), Confined				

DEDICATED TRANSPORT		5 POINTS		
LEGION DROP POD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-10:	Direct Hit	3+	6+	n/a
11-13:	Devastating Hit			
14+:	Critical Hit			
STRUCTURE POINTS		A Drop Pod is armed with the following weapon: - COMBI BOLTER		
O				
		COMBI BOLTER		
		Range	Acc	
		Short 3"	-	
		Long 6"	-	
		Dice	Strength	
		1	2	
		Traits: Small Arms		
Traits: Dedicated Transport (2), Heavy Transport (Dreadnought 1/2, Rapier 1/2), Immobile, Automated, Orbital Drop				

DEDICATED TRANSPORT		5 POINTS		
LEGION DREADNOUGHT DROP POD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
8-10:	Direct Hit	3+	6+	n/a
11-14:	Devastating Hit			
15+:	Critical Hit			
STRUCTURE POINTS		A Dreadnought Drop Pod is armed with the following weapon: - COMBI BOLTER		
OO				
		COMBI BOLTER		
		Range	Acc	
		Short 3"	-	
		Long 6"	-	
		Dice	Strength	
		1	2	
		Traits: Small Arms		
Traits: Attached Transport (1), Heavy Transport (Dreadnought 1/1), Assault Vehicle, Immobile, Automated, Orbital Drop				

DEDICATED TRANSPORT		30 POINTS			
LEGION LAND RAIDER PROTEUS					
SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	WEAPON SKILL		SPEED	
	3+	5+		8"	
9-13: 14-15: 16+:	Direct Hit Devastating Hit Critical Hit	The Land Raider Proteus is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x TWIN LASCANNON			
STRUCTURE POINTS 0 0 0		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		35 POINTS			
LEGION LAND RAIDER PHOBOS					
SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	WEAPON SKILL		SPEED	
	3+	5+		8"	
9-13: 14-15: 16+:	Direct Hit Devastating Hit Critical Hit	The Land Raider Phobos is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x TWIN LASCANNON			
STRUCTURE POINTS 0 0 0		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		40 POINTS			
LEGION SPARTAN ASSAULT TANK					
SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	WEAPON SKILL		SPEED	
	3+	5+		8"	
9-14: 15: 16+:	Direct Hit Devastating Hit Critical Hit	The Spartan is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x QUAD LASCANNON			
STRUCTURE POINTS 0 0 0		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		25 POINTS							
LEGION STORM EAGLE ASSAULT GUNSHIP									
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED			
		3+		5+		18"			
8-11: 12-14: 15+:		Direct Hit Devastating Hit Critical Hit		A Storm Eagle is armed with one weapon of the following list: - TWIN HEAVY BOLTER - TWIN MULTI-MELTA - MISSILE LAUNCHERS A Storm Eagle is also armed with: - VENGEANCE LAUNCHER Any Storm Eagle can also be fitted with the following: - 2 x TWIN LASCANNON 10 points					
STRUCTURE POINTS O O O									
TWIN HEAVY BOLTERS		VENGEANCE LAUNCHERS		MISSILE LAUNCHER		MULTI-MELTA		TWIN LASCANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 6"	+1	Short 6"	-	Short 3"	-	Short 6"	-
Long 9"	-	Long 12"	-	Long 12"	-	Long 6"	-1	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
2	3	1	3	1	4	1	8/4	1	6
Traits: Small Arms		Traits: Small Arms		Traits: -		Traits: Melta, Anti-Tank		Traits: Anti-Tank	
Traits: Aircraft (Fighter-Bomber), Assault Vehicle, Hover, Attached Transport (4)									

DEDICATED TRANSPORT		10 POINTS					
LEGION TERRAX PATTERN TERMITE ASSAULT DRILL							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		4+		8"	
9-12: 13-15: 16+:		Direct Hit Devastating Hit Critical Hit		A Termite is armed with one of the following weapons: - 2 x TWIN BOLTER 5 points - 2 x HEAVY FLAMER 5 points - 2 x TWIN VOLKITE 5 points CHARGER			
CRAWLING ADVANCE: The Termite can't move in the Combat Phase.							
STRUCTURE POINTS O O							
TWIN BOLTER		TWIN VOLKITE CHARGER		HEAVY FLAMER			
Range	Acc	Range	Acc	Range	Acc		
Short 3"	+1	Short 2"	+1	Short 2"	-		
Long 6"	-	Long 4"	-	Long	-		
Dice	Strength	Dice	Strength	Dice	Strength		
2	2	2	3	1	3		
Traits: Small Arms		Traits: Small Arms, Deflagrate		Traits: Flame, Small Arms			
Traits: Drop Pod, Transport (2), Confined							

FAST ATTACK		15 POINTS per base			
LEGION SEEKER SQUAD					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		2+	3+	4"	
7-9:	Direct Hit	Seeker bases are armed with the following weapons: - SPECIAL BOLTERS			
10-13:	Devastating Hit				
14+:	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)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	4+	12"	
7-10:	Direct Hit	Outrider bases are armed with one of the following weapons			
11-13:	Devastating Hit				
14+:	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	
Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 2"	-	Short 1"	-
Long 6"	-	Long	-	Long 3"	-1
Dice	Strength	Dice	Strength	Dice	Strength
4	2	2	2	2	8/4
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"	
7-10: 11-13: 14+:		Direct Hit Devastating Hit Critical Hit				Attack Bikes are armed with the following weapons of the following weapons					
A LEGION ATTACK BIKE SQUADRON consists of one to three Attack Bikes						- HEAVY BOLTER Free - HEAVY FLAMER 5 points - MULTI-MELTA 5 points - AUTOCANNON 5 points					
STRUCTURE POINTS		O									
COMBI BOLTERS		HEAVY BOLTER		HEAVY FLAMER		MULTI-MELTA		AUTOCANNON			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc		
Short 3"	+1	Short 4"	+1	Short 2"	-	Short 3"	-	Short 6"	+1		
Long 6"	-	Long 9"	-	Long -	-	Long 6"	-1	Long 12"	-		
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength		
2	2	1	3	1	3	1	8/4	1	4		
Traits: Small Arms		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)		BALLISTIC SKILL				WEAPON SKILL				SPEED	
		3+				4+				12"	
7-10: 11-13: 14+:		Direct Hit Devastating Hit 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					
STRUCTURE POINTS		O									
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: Turbo-boost, Jetbike, Teleport											

FAST ATTACK*		10 POINTS each		
ANVILLUS PATTERN DREADCLAW DROP POD SQUADRON				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
8-10:	Direct Hit	5+	5+	18"
11-14:	Devastating Hit			
15+:	Critical Hit			
A LEGION ANVILLU PATTERN DREADCLAW DROP POD SQUADRON consists of one to three Anvillus Patter Dreadclaw Drop Pods		An Anvillus Pattern Dreadclaw Drop Pod is armed with the following weapon: - HEAT BLAST		
STRUCTURE POINTS OO				
HEAT BLAST				
Range	Acc			
Short 0"	-			
Long 0"	-			
Dice	Strength			
1	3			
Traits: Bomb, Flame				
Traits: Attached Transport (2), Heavy Transport (Contemptor-Dreadnought 1/2), Assault Vehicle, Hover, Aircraft (Bomber), Orbital Drop				
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.				

FAST ATTACK*		25 POINTS each							
LEGION STORM EAGLE ASSAULT GUNSHIP SQUADRON									
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED			
		3+		5+		18"			
8-10:	Direct Hit	A Storm Eagle is armed with one weapon of the following list: - TWIN HEAVY BOLTER - TWIN MULTI-MELTA - MISSILE LAUNCHER A Storm Eagle is also armed with: - VENGEANCE LAUNCHER Any Storm Eagle can also be fitted with the following: - 2 x TWIN LASCANNON 10 points							
11-14:	Devastating Hit								
15+:	Critical Hit								
A LEGION STORM EAGLE ASSAULT GUNSHIP SQUADRON consists of one to three Storm Eagles									
STRUCTURE POINTS OOO									
TWIN HEAVY BOLTERS		VENGEANCE LAUNCHERS		MISSILE LAUNCHER		MULTI-MELTA		TWIN LASCANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 6"	+1	Short 6"	-	Short 3"	-	Short 6"	-
Long 9"	-	Long 12"	-	Long 12"	-	Long 6"	-1	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
2	3	1	3	1	4	1	8/4	1	6
Traits: Small Arms		Traits: Small Arms		Traits: -		Traits: Melta, Anti-Tank		Traits: Anti-Tank	
Traits: Aircraft (Fighter-Bomber), Assault Vehicle, Hover, Attached Transport (4)									

FAST ATTACK		15 POINTS each							
LEGION JAVELIN ATTACK SPEEDER SQUADRON									
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED			
		3+		4+		13"			
7-10: 11-13: 14+:		Direct Hit Devastating Hit Critical Hit		A Javelin Attack Speeder is armed with one of the following weapons:					
A LEGION JAVELIN ATTACK SPEEDER SQUADRON consists of one to three Javelin Attack Speeder		STRUCTURE POINTS		<ul style="list-style-type: none"> - HEAVY BOLTER 5 points - MULTI-MELTA 5 points - HEAVY FLAMER 5 points 					
O				<p>A Javelin Attack Speeder is also armed with one of the following weapons:</p> <ul style="list-style-type: none"> - 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 6"	-	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, Teleport									

FAST ATTACK		15 POINTS each							
LEGION SABRE STRIKE TANK SQUADRON									
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED			
		3+		4+		10"			
8-10: 11-14: 15+:		Direct Hit Devastating Hit Critical Hit		A Sabre Strike Tank is armed with one of the following weapons:					
A LEGION SABRE STRIKE TANK SQUADRON consists of one to two Sabre Strike Tanks		STRUCTURE POINTS		<ul style="list-style-type: none"> - SNUB AUTOCANNON 5 points - NEUTRON BLASTER 10 points - VOLKITE SAKER 5 points 					
OO				<p>A Sabre Strike Tank is also armed with one of the following weapons:</p> <ul style="list-style-type: none"> - HEAVY BOLTER 5 points - MULTI-MELTA 5 points 					
SNUB AUTOCANNON		NEUTRON BLASTER		VOLKITE SAKER		HEAVY BOLTER		MULTI-MELTA	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 3"	-	Short 3"	-	Short 4"	+1	Short 3"	-
Long 6"	-	Long 6"	-	Long 6"	-	Long 9"	-	Long 6"	-1
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	4	1	6	3	3	1	3	1	8/4
Traits: -		Traits: Anti-Tank, Concussive		Traits: Deflagrate, Small Arms		Traits: Small Arms		Traits: Melta, Anti-Tank	
Traits: -									

FAST ATTACK*		10 POINTS each					
LEGION TERRAX PATTERN TERMITE ASSAULT DRILL SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		4+		8"	
9-12: 13-15: 16+:		Direct Hit Devastating Hit Critical Hit		A Termite is armed with one of the following weapons:			
A LEGION TERRAX PATTERN TERMITE ASSAULT DRILL SQUADRON consists of one to Termites CRAWLING ADVANCE: The Termite can't move in the Combat Phase. STRUCTURE POINTS OO				- 2 x TWIN BOLTER 5 points - 2 x HEAVY FLAMER 5 points - 2 x TWIN VOLKITE 5 points CHARGER			
TWIN BOLTER		TWIN VOLKITE CHARGER		HEAVY FLAMER			
Range	Acc	Range	Acc	Range	Acc		
Short 3"	+1	Short 2"	+1	Short 2"	-		
Long 6"	-	Long 4"	-	Long	-		
Dice	Strength	Dice	Strength	Dice	Strength		
2	2	2	3	1	3		
Traits: Small Arms		Traits: Small Arms, Deflagrate		Traits: Flame, Small Arms			
Traits: Drop Pod, Transport (2), Confined							

HEAVY SUPPORT		35 POINTS per base					
LEGION JETBIKE SKY SLAYER SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		4+		12"	
7-10: 11-13: 14+:		Direct Hit Devastating Hit Critical Hit		Sky Slayer bases are armed with one of the following weapons			
A LEGION JETBIKE SKY SLAYER SQUADRON consists of one to two Sky Slayer bases. STRUCTURE POINTS O				- 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, Teleport							

HEAVY SUPPORT*		15 POINTS		
LEGION DEATHSTORM DROP POD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-10: 11-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	6+	n/a
A DEATHSTORM DROP POD SQUADRON consists of one to three Deathstorm Drop Pods STRUCTURE POINTS O		A Deathstorm Drop Pod is armed with the following weapon: - DEATHSTORM LAUNCHER SYSTEM		
DEATHSTORM LAUNCHER SYSTEM				
Range Acc				
Short 6" -				
Long 12" -				
Dice Strength				
1 4				
Traits: -				
DEATHSTORM LAUNCHER SYSTEM: When this Squadron is deployed on the table each Deathstorm Drop Pod targets every unit (friend or foe) within 3". Every unit suffers a Strength 4 hit.				
Traits: Automated, Immobile, Orbital Drop				

Front side

HEAVY SUPPORT		10 POINTS per base		
LEGION HEAVY SUPPORT SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
		3+	4+	4"
7-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	A Heavy Support bases are armed with one of the following weapons. Each base has to be armed with the same weapon: - HEAVY BOLTERS 10 points - HEAVY FLAMERS 10 points - AUTOCANNONS 10 points - FLAK MISSILE 15 points LAUNCHERS - MULTI-MELTAS 10 points		
A LEGION HEAVY SUPPORT SQUAD consists of one to two Heavy Support bases DEDICATED TRANSPORT: Rhino				
HEAVY BOLTERS		MULTI-MELTAS		HEAVY FLAMERS
Range Acc		Range Acc		Range Acc
Short 4" +1		Short 3" -		Short 2" -
Long 9" -		Long 6" -1		Long - -
Dice Strength		Dice Strength		Dice Strength
5 3		5 8/4		5 3
Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: Flame, Small Arms
				AUTOCANNONS
				Range Acc
				Short 6" +1
				Long 12" -
				Dice Strength
				5 4
				Traits: -
				FLAK MISSILE LAUNCHERS
				Range Acc
				Short 6" -
				Long 12" -
				Dice Strength
				5 4
				Traits: Anti-Aircraft

Rear Side

HEAVY SUPPORT		10 POINTS per base			
LEGION HEAVY SUPPORT SQUAD					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL	SPEED
		3+		4+	4"
7-9: 10-13: 14+:		Direct Hit Devastating Hit Critical Hit		A Heavy Support bases are armed with one of the following weapons. Each base has to be armed with the same weapon: - PLASMA CANNONS 10 points - VOLKITE CULVERINS 10 points - LASCANNONS 10 points	
A LEGION HEAVY SUPPORT SQUAD consists of one to two Heavy Support bases DEDICATED TRANSPORT: Rhino					
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)		BALLISTIC SKILL		WEAPON SKILL	SPEED
		3+		4+	10"
8-10: 11-14: 15+:		Direct Hit Devastating Hit Critical Hit		A Predator Destructor is armed with following weapons: - PREDATOR AUTOCANNON 5 points 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 STRUCTURE POINTS OO				- 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points - 2 x HEAVY FLAMER 10 points	
PREDATOR AUTOCANNON		HEAVY BOLTER		HEAVY FLAMER	
Range	Acc	Range	Acc	Range	Acc
Short 6"	+1	Short 4"	+1	Short 2"	-
Long 12"	-	Long 9"	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength
2	4	1	3	1	3
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)		BALLISTIC SKILL		WEAPON SKILL		SPEED			
		3+		4+		10"			
8-10: 11-14: 15+:	Direct Hit Devastating Hit Critical Hit	A Predator Infernus is armed with one of the following weapons: - FLAMESTORM CANNON 5 points - 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			
STRUCTURE POINTS				- 2 x LASCANNON		10 points			
OO				- 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)		BALLISTIC SKILL		WEAPON SKILL		SPEED			
		3+		4+		10"			
8-10: 11-14: 15+:	Direct Hit Devastating Hit Critical Hit	A Predator Infernus is armed with one of the following weapons: - EXECUTIONER PLASMA CANNON 5 points - HEAVY CONVERSION BEAMER 5 points Any Predator Infernus can also be fitted with one of the following:							
A LEGION PREDATOR EXECUTIONER STRIKE ARMOUR SQUADRON consists of one to three Predator Infernus				- 2 x HEAVY BOLTER		10 points			
STRUCTURE POINTS				- 2 x LASCANNON		10 points			
OO				- 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)	BALLISTIC SKILL	WEAPON SKILL	SPEED
	3+	5+	8"
9-13: 14-15: 16+:	Direct Hit Devastating Hit Critical Hit	A Land Raider Proteus is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x TWIN LASCANNON	
A LEGION LAND RAIDER PROTEUS BATTLE SQUADRON consists of one to three Land Raider Proteus		TWIN HEAVY BOLTER	TWIN LASCANNON
STRUCTURE POINTS O O O		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	35 POINTS per vehicle		
LEGION LAND RAIDER PHOBOS BATTLE SQUADRON			
SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED
	3+	5+	8"
9-13: 14-15: 16+:	Direct Hit Devastating Hit Critical Hit	A Land Raider Proteus is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x TWIN LASCANNON	
A LEGION LAND RAIDER PHOBOS BATTLE SQUADRON consists of one to three Land Raider Proteus		TWIN HEAVY BOLTER	TWIN LASCANNON
STRUCTURE POINTS O O O		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*		25 POINTS each					
LEGION FIRE RAPTOR GUNSHIP SQUADRON							
SCALE: 1 (MEDIANUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		5+		18"	
8-11: 12-14: 15+:		Direct Hit Devastating Hit Critical Hit		The Fire Raptor is armed with the following weapons: - 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			
A LEGION FIRE RAPTOR GUNSHIP SQUADRON consists of one to three Fire Raptors							
STRUCTURE POINTS 0 0 0							
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)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		6+		10"	
8-10: 11-14: 15+:		Direct Hit Devastating Hit Critical Hit		A Basilisk is armed with the following weapons - EARTHSHAKER CANNON & HEAVY BOLTER			
A LEGION BASILISK ARTILLERY TANK SQUADRON consists of one to three Basilisks							
STRUCTURE POINTS 0 0							
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)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		6+		10"	
8-10: 11-14: 15+:	Direct Hit Devastating Hit Critical Hit		A Medusa is armed with the following weapons - MEDUSA SIEGE GUN & HEAVY BOLTER				
A LEGION MEDUSA ARTILLERY TANK SQUADRON consists of one to three Medusas STRUCTURE POINTS OO			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, PhospheX			

HEAVY SUPPORT*		20 POINTS each					
LEGION WHIRLWIND ARTILLERY TANK SQUADRON							
SCALE: 1 (MEDIANUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		6+		10"	
8-10: 11-14: 15+:	Direct Hit Devastating Hit 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 STRUCTURE POINTS OO							
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)		BALLISTIC SKILL		WEAPON SKILL	SPEED
		3+		6+	8"
9-12: 13-15: 16+:		Direct Hit Devastating Hit 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		STRUCTURE POINTS OO			
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			
LEGION SPARTAN ASSAULT TANK SQUADRON					
SCALE: 1 (MEDIANUS)		BALLISTIC SKILL		WEAPON SKILL	SPEED
		3+		5+	8"
9-14: 15: 16+:		Direct Hit Devastating Hit Critical Hit		The Spartan is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x QUAD LASCANNON	
A LEGION SPARTAN ASSAULT TANK SQUADRON consists of one to three Spartans		TWIN HEAVY BOLTER		QUAD LASCANNON	
STRUCTURE POINTS OOO		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, Attached Transport (5), Heavy					

HEAVY SUPPORT*		20 POINTS each					
LEGION SICARAN VENATOR TANK DESTROYER SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		6+		12"	
8-11: 12-14: 15+:	Direct Hit Devastating Hit Critical Hit	A Sicaran Venator is armed with the following weapons: - NEUTRON BEAM LASER & 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 VENATOR TANK DESTROYER SQUADRON consists of one to three Sicaran Venators STRUCTURE POINTS OO							
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)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		4+		12"	
8-11: 12-14: 15+:	Direct Hit Devastating Hit Critical Hit	A Sicaran is armed with the following weapons: - TWIN ACCELERATOR AUTO CANNON & HEAVY BOLTER 5 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 BATTLE TANK SQUADRON consists of one to three Sicarans STRUCTURE POINTS OO							
TWIN ACCELERATOR AUTO CANNON		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)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	6+	12"	
8-11: 12-14: 15+:	Direct Hit Devastating Hit Critical Hit	A Sicaran Omega is armed with the following weapons: - OMEGA PLASMA ARRAY & 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 TANK DESTROYER SQUADRON consists of one to two Sicaran Omegas STRUCTURE POINTS OO					
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)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	6+	12"	
8-11: 12-14: 15+:	Direct Hit Devastating Hit 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 two Sicaran Punishers STRUCTURE POINTS OO					
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)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	6+	12"	
8-11: 12-14: 15+:	Direct Hit Devastating Hit 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 Arcus STRUCTURE POINTS OO					
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	

HEAVY SUPPORT		20 POINTS each			
LEGION KHARYBDIS ASSAULT CLAW SQUADRON					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		5+	5+	18"	
9-13: 14-15: 16+:	Direct Hit Devastating Hit Critical Hit	A Kharybdis Assault Claw is armed with the following weapon: - HEAT BLAST & 5 x KHARYBDIS ASSAULT LAUNCHER			
A LEGION KHARYBDIS ASSAULT CLAW SQUADRON consists of one to three Kharybdis Assault Claws STRUCTURE POINTS OOO					
HEAT BLAST		KHARYBDIS ASSAULT LAUNCHER			
Range	Acc	Range	Acc		
Short 0"	-	Short 3"	+1		
Long 0"	-	Long 6"	-		
Dice	Strength	Dice	Strength		
1	3	2	3		
Traits: Bomb, Flame		Traits: -			
Traits: Attached Transport (4), Heavy Transport (Dreadnought 1/4, Rapier 1/4), Assault Vehicle, Hover, Aircraft (Bomber), Orbital Drop					
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.					

HEAVY SUPPORT		35 POINTS each										
LEGION LEVIATHAN SIEGE DREADNOUGH TALON												
SCALE: 0 (MINIMUS)		BALLISTIC SKILL			WEAPON SKILL			SPEED				
		3+			3+			4"				
10-13: 14-15: 16+:		Direct Hit Devastating Hit Critical Hit			Leviathan Siege Dreadnoughts are armed with two LEVIATHAN SIEGE CLAW each may be switched for one of the following weapons: - LEVIATHAN STORM CANNON - CYCLONIC MELTA LANCE - GRAV-FLUX BOMBARD It is also armed with 2 x HEAVY FLAMER							
A LEGION LEVIATHAN SIEGE DREADNOUGHT TALON consists of one to three Leviathan Siege Dreadnoughts												
STRUCTURE POINTS		OO										
LEVIATHAN STORM CANNON		CYCLONIC MELTA LANCE			GRAV-FLUX BOMBARD			HEAVY FLAMER		LEVIATHAN SIEGE CLAW		
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	
Short 3"	-	Short 2"	-	Short 2"	-	Short 2"	-	Short 2"	-	Short 0"	+2	
Long 6"	-	Long 4"	-	Long 4"	-	Long 4"	-	Long .	-	Long	-	
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
3	3	1	8/4	1	5	1	3	1	7	1	7	
Traits: -		Traits: Melta			Traits: Blast (3"), Quake			Traits: Flame, Small Arms		Traits: Close Combat		
Traits: Walker, Talon												

Front Side

HEAVY SUPPORT*		25 POINTS each										
LEGION DEREDEO DREADNOUGH TALON												
SCALE: 0 (MINIMUS)		BALLISTIC SKILL			WEAPON SKILL			SPEED				
		3+			3+			4"				
9-11: 12-13: 15+:		Direct Hit Devastating Hit Critical Hit			Deredeo Dreadnoughts are armed with one of the following weapons: - TWIN ANVILUS AUTOCANNON BATTERY - TWIN HELLFIRE PLASMA CANNONADE - ARACHNUS HEAVY LASCANNON BATTERY - VOLKITE FALCONET BATTERY It is also armed with two HEAVY BOLTER and may be equipped with an AIOLOS MISSILE LAUNCHER or BOREAS AIR DEFECNCE MISSILES for 5 points							
A LEGION DEREDEO DREADNOUGHT TALON consists of one to three Deredeo Dreadnoughts												
STRUCTURE POINTS		OO										
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	Range	Acc	
Short 6"	-	Short 4"	-	Short 6"	-	Short 4"	+1	Short 7"	-	Short 7"	-	
Long 12"	-	Long 9"	-	Long 12"	-	Long 9"	-	Long 15"	-	Long 15"	-	
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
4	4	2	8	1	8	1	3	1	3	1	3	
Traits: -		Traits: Overload			Traits: Anti-Tank			Traits: Small Arms		Traits: -		
Traits: Walker, Talon, Anti-Aircraft (gains Heavy if used)												

Rear Side

HEAVY SUPPORT*		25 POINTS each			
LEGION DEREDEO DREADNOUGH TALON					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	3+	4"	
9-11: Direct Hit 12-13: Devastating Hit 14+: Critical Hit		Deredeo Dreadnoughts are armed with one of the following weapons: - TWIN ANVILUS AUTOCANNON BATTERY - TWIN HELLFIRE PLASMA CANNONADE - ARACHNUS HEAVY LASCANNON BATTERY - VOLKITE FALCONET BATTERY It is also armed with two HEAVY BOLTER and may be equipped with an AIOLOS MISSILE LAUNCHER or BOREAS AIR DEFECNCE MISSILES for 5 points			
A LEGION DEREDEO DREADNOUGHT TALON consists of one to three Deredeo Dreadnoughts STRUCTURE POINTS ○ ○					
VOLKITE FACONET BATTERY Range Acc		BOREAS AIR DEFENCE MISSILES Range Acc			
Short 3" - Long 7" - Dice Strength		Short 6" - Long 12" - Dice Strength			
3 4 Traits: Deflagrate		2 5 Traits: Limited (1)			
Traits: Walker, Talon, Anti-Aircraft (gains Heavy if used)					

HEAVY SUPPORT*		15 POINTS each			
LEGION WHIRLWIND SCORPIUS SQUADRON					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	6+	10"	
8-10: Direct Hit 11-14: Devastating Hit 15+: Critical Hit		A Whirlwind Scorpius is armed with the following weapons: - SCORPIUS MULTI-LAUNCHER & COMBI BOLTER 5 points			
A LEGION WHIRLWIND SCORPIUS SQUADRON consists of one to three Whirlwind Scorpius STRUCTURE POINTS ○ ○					
SCORPIUS MULTI-LAUNCHER Range Acc		COMBI BOLTER Range Acc			
Short 6" - Long 12" +1 Dice Strength		Short 3" - Long 6" - Dice Strength			
2 5 Traits: Barrage, Heavy		1 2 Traits: Small Arms			

HEAVY SUPPORT*		25 POINTS each									
LEGION MALCADOR ASSAULT TANK SQUADRON											
SCALE: 1 (MEDIANUS)		BALLISTIC SKILL			WEAPON SKILL			SPEED			
		3+			5+			10"			
		9-12: Direct Hit 13-15: Devastating Hit 16+: Critical Hit			Malcadors are armed with the following weapons according to their type: MALCADOR BATTLE TANK - BATTLE CANNON & LASCANNON & 2 x HEAVY BOLTER MALCADOR ANNIHILATOR - TWIN LASCANNON & DEMOLISHER SIEGE CANNON & 2 x LASCANNON						
A LEGION MALCADOR ASSAULT TANK SQUADRON consists of one to three Malcadors BATTLE SPEED: The Malcador may fire its Battlecannon or Twin Lascannon on Full Stride orders. STRUCTURE POINTS O O O											
BATTLE CANNON		TWIN LASCANNON		LASCANNON		HEAVY BOLTER		DEMOLISHER SIEGE CANNON			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 8"	+1	Short 6"	-	Short 6"	-	Short 4"	+1	Short 3"	-1	Short 3"	-1
Long 24"	-	Long 12"	-	Long 12"	-	Long 9"	-	Long 6"	-	Long 6"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	5	2	6	1	6	1	3	1	7	1	7
Traits: Ordnance		Traits: Anti-Tank		Traits: Anti-Tank		Traits: Small Arms		Traits: Ordnance			

HEAVY SUPPORT		10 POINTS each									
LEGION ARQUITOR BOMBARD											
SCALE: 0 (MINIMUS)		BALLISTIC SKILL			WEAPON SKILL			SPEED			
		3+			4+			4"			
		8-10: Direct Hit 11-14: Devastating Hit 15+: Critical Hit			An Arquitor Bombard is armed with one of the following weapons. - MORBUS HEAVY BOMBARD 10 points - GRAVITON-CHARGE CANNON 10 points - SPICULA ROCKET SYSTEM 10 points An Arquitor Bombard is also armed with one of the following weapons - 2 x HEAVY BOLTER 5 points - 2 x AUTOCANNON 5 points						
A LEGION ARQUITOR BOMBARD SQUADRON consists of one to three Arquitor Bombards STRUCTURE POINTS O O											
HEAVY BOLTER		AUOTOCANNON		MORBUS HEAVY BOMBARD		GRAVITON-CHARGE CANNON		SPICULA ROCKET SYSTEM			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 6"	+1	Short 3"	-	Short 3"	-	Short 3"	-	Short 3"	-
Long 9"	-	Long 12"	-	Long 6"	+1	Long 6"	+1	Long 6"	+1	Long 6"	+1
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
5	3	1	4	1	7	1	3	3	4	3	4
Traits: Small Arms		Traits: -		Traits: Barrage, Ordnance		Traits: Barrage, Ordnance, Concussive		Traits: Barrage, Ordnance, Rapid			

Space Marine Legions Rules and Unique Squads

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

I Legiones Astartes (Dark Angels)

Legion special rules:

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

Scions of the Hexagrammaton:

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

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

Scions of the Hekatonystika:

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

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

Legion Specific Wargear:

The Weapons of Old Night

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

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

Plasma Repeater

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
1"	3"	+1	-	2	3	Overcharge, Rapid

Plasma Burner

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

Plasma Repeaters

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

Plasma Burners

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

Dark Angels Unique Battalion Tactics:

The Eskaton Imperative

Effects

* *Dread Legion:* One or both mandatory Companies in this Battalion may be Legion Destroyer Companies

* *Marshal of the Eskaton:* Enemy Units within 6" of a Scion of the Dreadwing have their Command values reduced by -1.

* *Masters of the Blackened Earth:* All open ground areas of the battlefield between the Deployment Zones count as Difficult Terrain for every Unit. Select three Terrain features. Those count as Dangerous Terrain for every Unit.

* *Salt the Earth and Burn the Sky:* Destroyer Squads and Veteran Tactical Squads may exchange their Rad Missile Launcher/ Suspended Missile Launcher for a Plasma Incinerator and Heavy Support Squads may be equipped with Plasma Incinerators for +5 points per base.

Plasma Incinerator

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

Plasma Incinerators

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

Limitations

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

The Serpent's Bane

Effects

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

Limitations

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

The Steel Fist

Effects

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

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

Limitations

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

The Storm of War

Effects

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

Limitation

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

The Unbroken Vow

Effects

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

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

Limitations

* This Battalion has to include at least one Legion Veteran Company.

* All Legion Veteran Companies selected as mandatory Companies in this Battalion must include a Scion of the Deathwing.

* After Deployment the Dark Angels player places an additional Objective at the center of the table. At the end of the game the Dark Angels player gains +5 Victory points if he has a Company with a Scion of the Deathwing within 6" of this Objective. If he doesn't his opponent gains +1 Victory point and +5 Victory points if he has a Unit within 6" of this Objective.

* The Praetor has to be a Scion of the Deathwing or be Lion El'Jonson.

* This Battalion doesn't count when determining the maximum number of non-Dark Angels Support Units.

The Seeker's Arrow

Effects

* *The Eyes of Caliban*: One or both mandatory Companies may be Legion Sky Hunter Companies or Legion Outrider Companies.

* *Marshal of the Seeker's Arrow*: Companies with a Scion of the Ravenwing may use the Hit&Run rule (see Legion Assault Company) for +20points.

* *The Arrow Knows the Path*: A Company with a Scion of the Ravenwing of this Battalion gets to use the Outflank Stratagem for free.

* *Graceful, Unerring and Deadly*: All Squads of a Company with a Scion of the Ravenwing may add +2" their Speed on Full Stride and Charge orders.

Limitations

* The Battalion may not include any Squadrons if they don't have the Bike, Jetbike, Skimmer or Aircraft trait.

* Only one Company in this Battalion may select Company Asset cards from the Heavy Support category.

* All Legion Sky Hunter Companies and Legion Outrider Companies selected as mandatory Companies in this Battalion must include a Scion of the Ravenwing

* This Battalion doesn't count when determining the maximum number of non-Dark Angels Support Units.

Dark Angels Unique Squads:

Deathwing Companion Detachment Command Squad

UPGRADE		20 POINTS per base																														
DEATHWING COMPANION DETACHMENT COMMAND SQUAD																																
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																												
7-9:	Direct Hit	3+	2+	4"																												
10-13:	Devastating Hit																															
14+:	Critical Hit																															
A DEATHWING COMPANION DETACHMENT COMMAND SQUAD consists of one to two Deathwing Companion bases. DEDICATED TRANSPORT: Rhino or Land Raider Proteus		Deathwing Companion bases are armed with the following weapons: - CALIBANITE WARBLADE & PLASMA PISTOLS																														
<table border="1"> <tr> <th colspan="4">CALIBANITE WARBLADE & PLASMA PISTOLS</th> </tr> <tr> <th>Range</th> <th colspan="3">Acc</th> </tr> <tr> <td>Short 1"</td> <td colspan="3">+2</td> </tr> <tr> <td>Long 3"</td> <td colspan="3">+1</td> </tr> <tr> <th>Dice</th> <th colspan="3">Strength</th> </tr> <tr> <td>3</td> <td colspan="3">4</td> </tr> <tr> <td colspan="4">Traits: Overcharge, Close Combat</td> </tr> </table>		CALIBANITE WARBLADE & PLASMA PISTOLS				Range	Acc			Short 1"	+2			Long 3"	+1			Dice	Strength			3	4			Traits: Overcharge, Close Combat						
CALIBANITE WARBLADE & PLASMA PISTOLS																																
Range	Acc																															
Short 1"	+2																															
Long 3"	+1																															
Dice	Strength																															
3	4																															
Traits: Overcharge, Close Combat																																
Traits: Scions of the Deathwing																																

Deathwing Terminator Companion Command Squad

UPGRADE		30 POINTS per base																																												
DEATHWING TERMINATOR COMPANION COMMAND SQUAD																																														
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																																										
		3+	2+	4"																																										
8-11:	Direct Hit	Deathwing Companion bases are armed with the following weapons: - COMBI BOLTERS & POWER WEAPONS																																												
12-14:	Devastating Hit																																													
15+:	Critical Hit																																													
A DEATHWING COMPANION DETACHMENT COMMAND SQUAD consists of one to two Deathwing Companion 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 Proteus (only if one base), Spartan Assault Tank																																														
<table border="1"> <tr> <th colspan="3">COMBI BOLTERS</th> <th colspan="3">POWER WEAPONS</th> </tr> <tr> <th>Range</th> <th colspan="2">Acc</th> <th>Range</th> <th colspan="2">Acc</th> </tr> <tr> <td>Short 3"</td> <td>+1</td> <td></td> <td>Short 2"</td> <td>+2</td> <td></td> </tr> <tr> <td>Long 6"</td> <td>-</td> <td></td> <td>Long -</td> <td>-</td> <td></td> </tr> <tr> <th>Dice</th> <th colspan="2">Strength</th> <th>Dice</th> <th colspan="2">Strength</th> </tr> <tr> <td>6</td> <td colspan="2">2</td> <td>2</td> <td colspan="2">5</td> </tr> <tr> <td colspan="3">Traits: Small Arms</td> <td colspan="3">Traits: Close Combat</td> </tr> </table>		COMBI BOLTERS			POWER WEAPONS			Range	Acc		Range	Acc		Short 3"	+1		Short 2"	+2		Long 6"	-		Long -	-		Dice	Strength		Dice	Strength		6	2		2	5		Traits: Small Arms			Traits: Close Combat					
COMBI BOLTERS			POWER WEAPONS																																											
Range	Acc		Range	Acc																																										
Short 3"	+1		Short 2"	+2																																										
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Dice	Strength		Dice	Strength																																										
6	2		2	5																																										
Traits: Small Arms			Traits: Close Combat																																											
Traits: Scions of the Deathwing, Bulky																																														

Deathwing Companion Detachment Assault Command Squad

UPGRADE		25 POINTS per base																		
DEATHWING COMPANION DETACHMENT ASSAULT COMMAND SQUAD																				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																
7-9:	Direct Hit	3+	2+	10"																
10-13:	Devastating Hit																			
14+:	Critical Hit																			
A DEATHWING COMPANION DETACHMENT COMMAND SQUAD consists of one to two Deathwing Companion bases.		Deathwing Companion bases are armed with the following weapons: - CALIBANITE WARBLADE & PLASMA PISTOLS																		
<table border="1"> <tr> <th colspan="4">CALIBANITE WARBLADE & PLASMA PISTOLS</th> </tr> <tr> <th>Range</th> <th>Acc</th> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>Short 1"</td> <td>+2</td> <td>3</td> <td>4</td> </tr> <tr> <td>Long 3"</td> <td>+1</td> <td></td> <td></td> </tr> </table>		CALIBANITE WARBLADE & PLASMA PISTOLS				Range	Acc	Dice	Strength	Short 1"	+2	3	4	Long 3"	+1					
CALIBANITE WARBLADE & PLASMA PISTOLS																				
Range	Acc	Dice	Strength																	
Short 1"	+2	3	4																	
Long 3"	+1																			
Traits: Scions of the Deathwing, Jump Packs																				

Inner Circle Knights Cenobium

ELITES		30 POINTS per base																										
INNER CIRCLE KNIGHTS CENOBIUM SQUAD																												
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																								
		3+	2+	4"																								
8-11:	Direct Hit	Order Cenobites bases are armed with the following weapons: - PLASMA_CASTERS & POWER WEAPONS																										
12-14:	Devastating Hit																											
15+:	Critical Hit																											
An INNER CIRCLE KNIGHTS CENOBIUM SQUAD consists of one to two Order Cenobites 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. ORDER EXEMPLARS: This Squad may choose one option from the Scions of the Hekatonystika. DEDICATED TRANSPORT: Land Raider Proteus or Land Raider Phobos (only if one base) or Spartan Assault Tank																												
<table border="1"> <tr> <th colspan="2">PLASMA-CASTERS</th> <th colspan="2">POWER WEAPONS</th> </tr> <tr> <th>Range</th> <th>Acc</th> <th>Range</th> <th>Acc</th> </tr> <tr> <td>Short 1"</td> <td>+1</td> <td>Short 0"</td> <td>+2</td> </tr> <tr> <td>Long 3"</td> <td>+1</td> <td>Long -</td> <td>-</td> </tr> <tr> <th>Dice</th> <th>Strength</th> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>5</td> <td>3</td> <td>2</td> <td>5</td> </tr> </table>		PLASMA-CASTERS		POWER WEAPONS		Range	Acc	Range	Acc	Short 1"	+1	Short 0"	+2	Long 3"	+1	Long -	-	Dice	Strength	Dice	Strength	5	3	2	5			
PLASMA-CASTERS		POWER WEAPONS																										
Range	Acc	Range	Acc																									
Short 1"	+1	Short 0"	+2																									
Long 3"	+1	Long -	-																									
Dice	Strength	Dice	Strength																									
5	3	2	5																									
Traits: Flame, Small Arms		Traits: Close Combat																										
Traits: Bulky, Stubborn																												

Firewing Enigmatus Cabal

FAST ATTACK		20 POINTS per base																
FIREWING ENIGMATUS CABAL SQUAD																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
7-11: 12-14: 15+:	Direct Hit Devastating Hit Critical Hit	3+	2+	10"														
A FIREWING ENIGMATUS CABAL SQUAD consists of one Enigmatii base. ENIGMATUS PATTERNJUMP PACKS: If targeting this Squad if it acts on Charge orders, enemy Units receive a -1 penalty to the to Hit roll.		Enigmatii bases are armed with the following weapons: - CALIBANITE CHARGE-BLADES & NEEDLE PISTOLS																
<table border="1"> <tr> <th colspan="2">CALIBANITE CHARGE BLADES & NEEDLE PISTOLS</th> </tr> <tr> <td>Range</td> <td>Acc</td> </tr> <tr> <td>Short 1"</td> <td>+2</td> </tr> <tr> <td>Long 3"</td> <td>+1</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>5</td> <td>4</td> </tr> <tr> <td colspan="2">Traits: Small Arms, Close Combat</td> </tr> </table>		CALIBANITE CHARGE BLADES & NEEDLE PISTOLS		Range	Acc	Short 1"	+2	Long 3"	+1	Dice	Strength	5	4	Traits: Small Arms, Close Combat				
CALIBANITE CHARGE BLADES & NEEDLE PISTOLS																		
Range	Acc																	
Short 1"	+2																	
Long 3"	+1																	
Dice	Strength																	
5	4																	
Traits: Small Arms, Close Combat																		
Traits: Jump Packs, Infiltrators, Scions of the Firewing																		

Dreadwing Interemptors

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

ELITES		25 POINTS per base																														
DREADWING INTEREMPTORS SQUAD																																
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																												
7-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	3+	4"																												
A DREADWING INTEREMPTORS SQUAD consists of one to three Interemptors bases. DEDICATED TRANSPORT: Land Raider Proteus (only if one or two bases)		Interemptors bases are armed with the following weapons: - PLASMA BURNERS & PLASMA INCINERATOR																														
<table border="1"> <tr> <th colspan="2">PLASMA BURNERS</th> <th colspan="2">PLASMA INCINERATOR</th> </tr> <tr> <td>Range</td> <td>Acc</td> <td>Range</td> <td>Acc</td> </tr> <tr> <td>Short 1"</td> <td>-</td> <td>Short 2"</td> <td>-</td> </tr> <tr> <td>Long 3"</td> <td>-</td> <td>Long 5"</td> <td>-</td> </tr> <tr> <td>Dice</td> <td>Strength</td> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>5</td> <td>3</td> <td>1</td> <td>3</td> </tr> <tr> <td colspan="2">Traits: Small Arms, Flame</td> <td colspan="2">Traits: Small Arms, Flame</td> </tr> </table>		PLASMA BURNERS		PLASMA INCINERATOR		Range	Acc	Range	Acc	Short 1"	-	Short 2"	-	Long 3"	-	Long 5"	-	Dice	Strength	Dice	Strength	5	3	1	3	Traits: Small Arms, Flame		Traits: Small Arms, Flame				
PLASMA BURNERS		PLASMA INCINERATOR																														
Range	Acc	Range	Acc																													
Short 1"	-	Short 2"	-																													
Long 3"	-	Long 5"	-																													
Dice	Strength	Dice	Strength																													
5	3	1	3																													
Traits: Small Arms, Flame		Traits: Small Arms, Flame																														
Traits: Scions of the Dreadwing, Stubborn																																

Ironwing Excindio Class Battle-Automata

HEAVY SUPPORT*		25 POINTS each									
IRONWING EXCINDIO CLASS BATTLE-AUTOMATA SQUADRON											
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED					
		2+		2+		4"					
7-9: 10-13: 15+:		Direct Hit Devastating Hit Critical Hit		Excindios are armed with two weapons from the following list: - DREADNOUGHT CC-WEAPON - PHOSPHEX CANISTER LAUNCHER - NERVE INDUCTION SHREDDER - ATOMANTIC PULSE CANNON - GRAVITON FLUX PROJECTOR							
A IRONWING EXCINDIO CLASS BATTLE-AUTOMATA SQUADRON consists of one to three Excindios											
STRUCTURE POINTS											
O											
PHOSPHEX CANISTER LAUNCHER		NERVE INDUCTION SHREDDER		ATOMANTIC PULSE CANNON		GRAVITON FLUX PROJECTOR		DREADNOUGHT CC-WEAPON			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	-	Short 3"	-	Short 3"	-	Short 1"	-	Short 0"	+2		
Long 5"	-	Long 6"	-	Long 6"	-	Long 3"	-	Long	-		
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	3	3	4	1	5	1	3	1	6		
Traits: Small Arms, Phosphex		Traits: Small Arms		Traits: Concussive		Traits: Flame, Concussive		Traits: Close Combat			
Traits: Walker											

III Legiones Astartes (Emperor's Children)

Legion special rules:

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

Legion Specific Wargear:

Sonic Shriekers

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

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

Emperor's Children Unique Battalion Tactics:

The Maru Skara

Effects

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

Limitations

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

3rd Company Elite

Effects

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

Limitations

- * This Battalion Tactic may only be used by Traitors.

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

Emperor's Children Unique Squads:

Phoenix Terminator Squad

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

ELITES		25 POINTS per base		
PHOENIX TERMINATOR SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
		3+	2+	4"
8-11:	Direct Hit	Phoenix Terminator bases are armed with the following weapons: - PHOENIX POWER SPEARS - SONIC SHRIEKERS		
12-14:	Devastating Hit			
15+:	Critical Hit			
A PHOENIX SQUAD consists of one to two Phoenix 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. SUDDEN STRIKE: Phoenix Terminator attacks during an Assault are resolved before everyone else attacks. LIVING ICON: A Company with Phoenix Terminators wins an Assault if it would otherwise be a draw. DEDICATED TRANSPORT: Land Raider Proteus or Land Raider Phobos (only if one base) or Spartan Assault Tank				
		PHOENIX POWER SPEARS		
		Range	Acc	
Short	0"	+2		
Long	-	-		
		Dice	Strength	
		5	3	
		Traits: Close Combat		
Traits: Bulky, Stubborn				

Palatine Blade Squad

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

ELITES		20 POINTS per base																
PALATINE BLADES SQUAD																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
7-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	2+	4" (10" with Jump Packs)														
A PALATINE BLADES SQUAD consists of one to two Palatine Warriors bases. COUNTER ATTACK: If the Company with this Squad is the target of an Assault/Charge, move this Squad first towards the attacker before the attacker moves. DEDICATED TRANSPORT: Rhino		Palatine Warriors bases are armed with the following weapons: - BOLT PISTOLS & CHARNABAL SABERS - SONIC SHRIEKERS																
<table border="1"> <tr> <th colspan="2">BOLT PISTOLS & CHARNABAL SABERS</th> </tr> <tr> <th>Range</th> <th>Acc</th> </tr> <tr> <td>Short 1"</td> <td>+2</td> </tr> <tr> <td>Long 3"</td> <td>+1</td> </tr> <tr> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>5</td> <td>3</td> </tr> <tr> <td colspan="2">Traits: Small Arms, Close Combat</td> </tr> </table>		BOLT PISTOLS & CHARNABAL SABERS		Range	Acc	Short 1"	+2	Long 3"	+1	Dice	Strength	5	3	Traits: Small Arms, Close Combat				
BOLT PISTOLS & CHARNABAL SABERS																		
Range	Acc																	
Short 1"	+2																	
Long 3"	+1																	
Dice	Strength																	
5	3																	
Traits: Small Arms, Close Combat																		
Traits: Jump Packs (optional)																		

The Kakaphoni of the Emperor's Children

ELITES		20 POINTS per base																
KAKOPHONI SQUAD																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
7-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	3+	4" (10" with Jump Packs)														
A KAKOPHONI SQUAD consists of one to two Chora bases. COUNTER ATTACK: If the Company with this Squad is the target of an Assault/Charge, move this Squad first towards the attacker before the attacker moves. DEDICATED TRANSPORT: Rhino		Chora bases are armed with the following weapons: - THE CACOPHONY - SONIC SHRIEKERS																
<table border="1"> <tr> <th colspan="2">THE CACOPHONY</th> </tr> <tr> <th>Range</th> <th>Acc</th> </tr> <tr> <td>Short 4"</td> <td>+1</td> </tr> <tr> <td>Long 9"</td> <td>-</td> </tr> <tr> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>5</td> <td>3</td> </tr> <tr> <td colspan="2">Traits: Heavy, Overload, Deflagrate</td> </tr> </table>		THE CACOPHONY		Range	Acc	Short 4"	+1	Long 9"	-	Dice	Strength	5	3	Traits: Heavy, Overload, Deflagrate				
THE CACOPHONY																		
Range	Acc																	
Short 4"	+1																	
Long 9"	-																	
Dice	Strength																	
5	3																	
Traits: Heavy, Overload, Deflagrate																		
Traits: Stubborn																		

IV Legiones Astartes (Iron Warriors)

Legion special rules:

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

Legion Specific Wargear:

Shrapnel Bolts

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

Iron Warriors Unique Battalion Tactics:

The Hammer of Olympia

Effects

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

Limitations

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

The Ironfire

Effects

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

Limitations

* In missions where one side is the attacker and one side is the defender the side using this Battalion Tactic has to be the attacker.

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

Iron Warriors Unique Squads:

Warsmith

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

SPECIAL		30 POINTS												
WARSMITH														
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED										
7-9:	Direct Hit	3+	3+	n/a										
10-13:	Devastating Hit													
14+:	Critical Hit													
A WARSMITH may be upgraded with any type of Command Squad. WARGEAR: May not be added to a Squad with the Bike, Jetbike or Bulky trait. SHATTER DEFENCES: A Terrain feature in the opponents Deployment zone reduces its cover to hit modifier by 1.		A Praetor without Command Squad is armed with the following weapons: - VOLKITE SERPENTA & SERVO-ARM												
VOLKITE SERPENTA & SERVO-ARM														
<table border="1"> <tr> <td>Range</td> <td>Acc</td> </tr> <tr> <td>Short 1"</td> <td>+2</td> </tr> <tr> <td>Long 2"</td> <td>+1</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>1</td> <td>4</td> </tr> </table>					Range	Acc	Short 1"	+2	Long 2"	+1	Dice	Strength	1	4
Range	Acc													
Short 1"	+2													
Long 2"	+1													
Dice	Strength													
1	4													
Traits: Small Arms, Deflagrate, Close Combat														
Traits: Support Officer (only without Command Squad), Stubborn, Battlesmith														

Tyrant Siege Terminator Squad

HEAVY SUPPORT		25 POINTS per base					
TYRANT SIEGE TERMINATOR SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		3+		4"	
8-11: 12-14: 15+:		Direct Hit Devastating Hit Critical Hit		Tyrant Terminator bases are armed with the following weapons: - COMBI BOLTERS & POWER WEAPONS & CYCLONE MISSILE LAUNCHERS			
A TYRANT SIEGE TERMINATOR SQUAD consists of one to two Tyrant 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. WRECKER: Roll a D10 for the Armour roll if the target is a building. DEDICATED TRANSPORT: Land Raider Proteus, Land Raider Phobos (only if one base), or Spartan Assault Tank							
COMBI BOLTERS		POWER WEAPONS		CYCLONE MISSILE LAUNCHERS			
Range Acc		Range Acc		Range Acc			
Short 3" +1		Short 0" +2		Short 6" -			
Long 6" -		Long -		Long 12" -			
Dice Strength		Dice Strength		Dice Strength			
6 2		2 5		3 4			
Traits: Small Arms		Traits: Close Combat		Traits: -			
Traits: Bulky							

Iron Havoc Support Squad

HEAVY SUPPORT		15 POINTS per base					
IRON HAVOC SUPPORT SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		2+		4+		4"	
7-9: 10-13: 14+:		Direct Hit Devastating Hit Critical Hit		An Iron Havoc bases are armed with one of the following weapons. Each base has to be armed with the same weapon: - HEAVY BOLTERS 10 points - AUTOCANNONS 10 points - FLAK MISSILE LAUNCHERS 15 points - LASCANNONS 10 points			
An IRON HAVOC SUPPORT SQUAD consists of one to two Iron Havoc bases DEADLY AIM: Reduce any Cover to Hit modifier by 1. TANK HUNTER: Add +1 on the Armour roll if the target is not an Infantry Squad. DEDICATED TRANSPORT: Rhino							
HEAVY BOLTERS		LASCANNONS		AUTOCANNONS		FLAK MISSILE LAUNCHERS	
Range Acc		Range Acc		Range Acc		Range Acc	
Short 4" +1		Short 3" -		Short 6" +1		Short 6" -	
Long 9" -		Long 12" -		Long 12" -		Long 12" -	
Dice Strength		Dice Strength		Dice Strength		Dice Strength	
5 2		5 6		5 4		5 4	
Traits: Small Arms, Shrapnel Bolts		Traits: Anti-Tank		Traits: -		Traits: Anti-Aircraft	
Traits: Hardened Armour							

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

ELITES		25 POINTS per base			
'IRON CIRCLE' DOMITAR-FERRUM CLASS BATTLE-AUTOMATA SQUAD					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	3+	4"	
8-10: 11-14: 15+:		Direct Hit Devastating Hit Critical Hit		An Iron Circle base is armed with the following weapons: - OLYMPIA PATTERN BOLT CANNONS & GRAVITON MAULS & KARCERI BATTLE SHIELDS	
An 'IRON CIRCLE' DOMITAR-FERRUM CLASS BATTLE-AUTOMATA SQUAD consists of one to two Iron Circle base. STRUCTURE POINTS OO					
OLYMPIA PATTERN BOLT CANNONS		GRAVITON MAULS & KARCERI BATTLE SHIELDS			
Range	Acc	Range	Acc		
Short	5" +1	Short	0" +2		
Long	9" -	Long	- -		
Dice	Strength	Dice	Strength		
3	3	3	6		
Traits: Shrapnel Bolts		Traits: Close Combat			
Traits: Hulking, Hardened Armour, Boarding Shields, Walker					

V Legiones Astartes (White Scars)

Legion special rules:

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

Legion Specific Wargear:

Prototype Weapon: Illiastus Pattern Assault Cannon

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

Illiastus Pattern Assault Cannon

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

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

White Scars Unique Battalion Tactics:

Chogorian Broterhood

Effects

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

Limitations

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

The Sagyar Mazan

Effects

* *Death Seekers*: If the destruction of units gains the opponent Victory points roll a D6 for every destroyed Company of this Battalion. On a 4-5 this Company doesn't generate Victory points on a 6 the White Scars player gains the Victory points.

* *Serpent's Eye*: Infantry Companies can only become Shaken during an Assault if they lost after performing a Sweeping Advance.

Limitations

* This Battalion Tactic may only be selected by Loyalists

* This Battalion can't include more Vehicle Squadrons than Infantry Squads.

White Scars Unique Squads:

The Golden Keshig

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

ELITES		20 POINTS per base			
GOLDEN KESHIG SQUADRON					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	3+	14"	
7-10:	Direct Hit	Golden Keshig bases are armed with one of the following weapons - KONTOS POWER LANCE & SCATTERBOLT LAUNCHER			
11-13:	Devastating Hit				
14+:	Critical Hit				
A GOLDEN KESHIG SQUADRON consists of one to two Golden Keshig bases. HIT & RUN: If this Squadron is the target of a Charge or Assault it may perform a half move away from the attacking unit. Bases of this Squadron may still move if in base contact with enemy Infantry bases. STRUCTURE POINTS O					
KONTOS POWER LANCE		SCATTERBOLT LAUNCHER			
Range	Acc	Range	Acc		
Short 0"	+2	Short 2"	-		
Long -	-	Long -	-		
Dice	Strength	Dice	Strength		
1	4	1	4		
Traits: Close Combat		Traits: Flame, Small Arms			
Traits: Turbo-boost, Jetbike					

The Ebon Keshig

ELITES		20 POINTS per base																
EBON KESHIG SQUAD																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
		3+	3+	4"														
8-11:	Direct Hit	Ebon Keshig bases are armed with the following weapons: - POWER GLAIVES																
12-14:	Devastating Hit																	
15+:	Critical Hit																	
<p>An EBON KESHIG SQUAD consists of one to two Ebon Keshig bases.</p> <p>CATAPHRACTII: An Armour roll of 1 can only inflict a Direct Hit on Terminators if the Strength of the attack is at least 8.</p> <p>THE KARASH: No Commander may be attached to this Squad</p>																		
<table border="1"> <tr> <td colspan="2">POWER GLAIVES</td> </tr> <tr> <td>Range</td> <td>Acc</td> </tr> <tr> <td>Short</td> <td>0" +2</td> </tr> <tr> <td>Long</td> <td>- -</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>3</td> <td>3</td> </tr> <tr> <td colspan="2">Traits: Small Arms, Close Combat</td> </tr> </table>		POWER GLAIVES		Range	Acc	Short	0" +2	Long	- -	Dice	Strength	3	3	Traits: Small Arms, Close Combat				
POWER GLAIVES																		
Range	Acc																	
Short	0" +2																	
Long	- -																	
Dice	Strength																	
3	3																	
Traits: Small Arms, Close Combat																		
Traits: Bulky, Stubborn, Narthecium (only for this Squad)																		

The Falcon's Claws

ELITES		10 POINTS per base																
FALCON'S CLAWS SQUAD																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
		2+	3+	4"														
7-9:	Direct Hit	Falcon's Claws bases are armed with the following weapons: - LIGHTNING CLAWS																
10-13:	Devastating Hit																	
14+:	Critical Hit																	
<p>A FALCON'S CLAWS SQUAD consists of one to two Falcon's Claws bases.</p> <p>PRECISION STRIKE: A to Hit roll of 6 may be always a Targeted Attack on Infantry bases.</p>																		
<table border="1"> <tr> <td colspan="2">LIGHTNING CLAWS</td> </tr> <tr> <td>Range</td> <td>Acc</td> </tr> <tr> <td>Short</td> <td>0" +2</td> </tr> <tr> <td>Long</td> <td>- -</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>6</td> <td>3</td> </tr> <tr> <td colspan="2">Traits: Close Combat, Small Arms</td> </tr> </table>		LIGHTNING CLAWS		Range	Acc	Short	0" +2	Long	- -	Dice	Strength	6	3	Traits: Close Combat, Small Arms				
LIGHTNING CLAWS																		
Range	Acc																	
Short	0" +2																	
Long	- -																	
Dice	Strength																	
6	3																	
Traits: Close Combat, Small Arms																		
Traits: Infiltrators, Outriders																		

Kyzagan Assault Speeder

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

FAST ATTACK		25 POINTS each			
LEGION KYZAGAN ASSAULT SPEEDER SQUADRON					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	4+	14"	
7-10:	Direct Hit	A Kyzagan Assault Speeder is armed with the following weapons: - ILIASTUS PATTERN ASSAULT CANNON & 2 x REAPER AUTOCANNON			
11-13:	Devastating Hit				
14+:	Critical Hit				
A KYZAGAN ASSAULT SPEEDER SQUADRON consists of one to three Kyzagan Assault Speeder					
STRUCTURE POINTS					
O					
ILLIASTUS PATTERN ASSAULT CANNON		REAPER AUTOCANNON			
Range	Acc	Range	Acc		
Short 3"	+1	Short 4"	+1		
Long 6"	-	Long 9"	-		
Dice	Strength	Dice	Strength		
2	3	2	4		
Traits: Rending, Malfunction		Traits: -			
Traits: Skimmer, Outrider					

VI Legiones Astartes (Space Wolves)

Legion special rules:

* *Bestial Savagery*: If a Space Wolves Company acts under Charge orders add +1 to the Weapon Skill for any Infantry base which makes it into base contact to an enemy Unit. If a Space Wolves Company is the target of a Charge the Space Wolves Company gains an automatic Charge order and may move towards their attacker before the attacker moves. This may gain bonus Dice in the same way as a Charge.

* *Hunter's Gait*: Add +1" to the Speed of any Space Wolves Infantry Squad if it acts under Full Stride orders.

* *Preternatural Senses*: Re-roll any dice during Night Fighting scenarios to determine visibility. Furthermore, no enemy unit may be deployed closer than 12" to any Space Wolves Company.

Space Wolves Army Selection:

* Chaplain, Librarian and Primus Medicae are not available for a Space Wolves detachment. Instead they may use the Priest of Fenris.

* Only Legion Line Companies may be used as compulsory Companies for a Battalion. Legion Line Companies have to replace all Tactical Squads with Grey Slayer Packs for free. Battalion Tactics may change this.

Space Wolves unique Warlord Traits:

1 The Get of the Wyrms: Select D3 Space Wolves Infantry Companies. The opponent has to pass a Command test to select such a Company as the target of a Charge.

2 The Howl of the Death Wolf: Once per Game all Infantry Squads in the Company with the Praetor may gain +1" Speed if they act under Full Stride or Charge orders.

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

4 The Waster of the Land: Attacks of the Company with the Praetor which are using the Ballistic Skill against a target within 6" ignore any Cover modifiers.

5 The Crown Breaker: The Praetor gains the Narthecium trait (which can only be used on his own Squad) and may re-roll to Hit rolls of 1 while making Targeted Attacks.

6 The Shield of the Wolf King: The Company of the Praetor gains the Stubborn trait.

Space Wolves Unique Battalion Tactics:

The Pale Hunters

Effects

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

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

Limitations

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

The Bloodied Claws

Effects

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

Limitations

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

Space Wolves Unique Squads:

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

Fenrisian Wolf

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

UPGRADE		5 POINTS per base		
FENRISIAN WOLF COMMAND SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	n/a	3+	4"
10-13:	Devastating Hit			
14+:	Critical Hit			
A FENRISIAN WOLF COMMAND SQUAD consists of one Fenrisian Wolf bases.		Fenrisian bases are armed with the following weapons: - CLAWS & TEETH		
CLAWS & TEETH				
Range	Acc			
Short 0"	+2			
Long -	-			
Dice	Strength			
1	2			
Traits: Small Arms		Traits: Bulky		

Priests of Fenris

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

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

Deathsworn Pack

UPGRADE	15 POINTS per base																
DEATHSWORN COMMAND PACK																	
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED														
7-9: Direct Hit 10-13: Devastating Hit 14+: Critical Hit	3+	3+	4"														
A DEATHSWORN PACK consists of one to two Deathsworn bases. CULT OF MORKAI: Only a Speaker of the Dead may be attached to this Command Squad. YIMIRA CLASS STASIS BOMB: When its Company is activated in the Combat phase, this Squad can target an enemy unit in base contact. That unit suffers a Strength 6 hit; these attacks have the Small Arms trait. DEDICATED TRANSPORT: Rhino, Land Raider Phobos or Land Raider Proteus	Deathsworn bases are armed with the following weapons: - BOLT PISTOLS & POWER AXES																
<table border="1" style="width: 100%;"> <tr> <th colspan="2">BOLT PISTOLS & POWER AXES</th> </tr> <tr> <td>Range</td> <td>Acc</td> </tr> <tr> <td>Short 1"</td> <td>+2</td> </tr> <tr> <td>Long 3"</td> <td>+1</td> </tr> <tr> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>3</td> <td>3</td> </tr> <tr> <td colspan="2">Traits: Small Arms, Close Combat</td> </tr> </table>		BOLT PISTOLS & POWER AXES		Range	Acc	Short 1"	+2	Long 3"	+1	Dice	Strength	3	3	Traits: Small Arms, Close Combat			
BOLT PISTOLS & POWER AXES																	
Range	Acc																
Short 1"	+2																
Long 3"	+1																
Dice	Strength																
3	3																
Traits: Small Arms, Close Combat																	
Traits: Stubborn																	

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

ELITES		15 POINTS per base																		
DEATHSWORN PACK																				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																
7-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	3+	4"																
<p>A DEATHSWORN PACK consists of one to two Deathsworn bases. CULT OF MORKAI: Only Priests of Fenris may join this Squad. YIMIRA CLASS STASIS BOMB: When its Company is activated in the Combat phase, this Squad can target an enemy unit in base contact. That unit suffers a Strength 6 hit; these attacks have the Small Arms trait. DEDICATED TRANSPORT: Rhino, Land Raider Phobos or Land Raider Proteus</p>		<p>Deathsworn bases are armed with the following weapons: - BOLT PISTOLS & POWER AXES</p>																		
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BOLT PISTOLS & POWER AXES																				
Range	Acc																			
Short 1"	+2																			
Long 3"	+1																			
Dice	Strength																			
3	3																			
Traits: Small Arms, Close Combat																				
Traits: Stubborn																				

Varagyr Wolf Guard Terminator Squad

ELITES		25 POINTS per base																																																														
VARAGYR WOLF GUARD TERMINATOR SQUAD																																																																
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																																																												
		3+	2+	4"																																																												
8-11: 12-14: 15+:	Direct Hit Devastating Hit Critical Hit	<p>Varagyr Terminator bases are armed with one the following weapons. All bases of a Squad have to be armed identically: - COMBI BOLTERS & FROST BLADES & REAPER AUTOCANNONS - COMBI BOLTERS & FROST BLADES & HEAVY FLAMERS</p>																																																														
<p>A VARAGYR WOLF GUARD TERMINATOR SQUAD consists of one to two Varagyr 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. LORDSBANE: Targeted Attacks against enemy Commanders which kill the Commander count as double losses. DEDICATED TRANSPORT: Land Raider Proteus, Land Raider Phobos, (only if one base) or Spartan Assault Tank</p>																																																																
<table border="1"> <tr> <th colspan="2">COMBI BOLTERS</th> <th colspan="2">FROST BLADES</th> <th colspan="2">REAPER AUTOCANNONS</th> <th colspan="2">HEAVY FLAMERS</th> </tr> <tr> <td>Range</td> <td>Acc</td> <td>Range</td> <td>Acc</td> <td>Range</td> <td>Acc</td> <td>Range</td> <td>Acc</td> </tr> <tr> <td>Short 3"</td> <td>+1</td> <td>Short 0"</td> <td>+2</td> <td>Short 4"</td> <td>+1</td> <td>Short 2"</td> <td>-</td> </tr> <tr> <td>Long 6"</td> <td>-</td> <td>Long -</td> <td>-</td> <td>Long 9"</td> <td>-</td> <td>Long -</td> <td>-</td> </tr> <tr> <td>Dice</td> <td>Strength</td> <td>Dice</td> <td>Strength</td> <td>Dice</td> <td>Strength</td> <td>Dice</td> <td>Strength</td> </tr> <tr> <td>6</td> <td>2</td> <td>2</td> <td>4</td> <td>4</td> <td>4</td> <td>2</td> <td>3</td> </tr> <tr> <td colspan="2">Traits: Small Arms</td> <td colspan="2">Traits: Close Combat, Small Arms</td> <td colspan="2">Traits: -</td> <td colspan="2">Traits: Flame, Small Arms</td> </tr> </table>		COMBI BOLTERS		FROST BLADES		REAPER AUTOCANNONS		HEAVY FLAMERS		Range	Acc	Range	Acc	Range	Acc	Range	Acc	Short 3"	+1	Short 0"	+2	Short 4"	+1	Short 2"	-	Long 6"	-	Long -	-	Long 9"	-	Long -	-	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	6	2	2	4	4	4	2	3	Traits: Small Arms		Traits: Close Combat, Small Arms		Traits: -		Traits: Flame, Small Arms		<table border="1"> <tr> <td colspan="4">Traits: Bulky, Stubborn, Fear</td> </tr> </table>			Traits: Bulky, Stubborn, Fear			
COMBI BOLTERS		FROST BLADES		REAPER AUTOCANNONS		HEAVY FLAMERS																																																										
Range	Acc	Range	Acc	Range	Acc	Range	Acc																																																									
Short 3"	+1	Short 0"	+2	Short 4"	+1	Short 2"	-																																																									
Long 6"	-	Long -	-	Long 9"	-	Long -	-																																																									
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength																																																									
6	2	2	4	4	4	2	3																																																									
Traits: Small Arms		Traits: Close Combat, Small Arms		Traits: -		Traits: Flame, Small Arms																																																										
Traits: Bulky, Stubborn, Fear																																																																

Grey Slayer Pack

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

TROOPS		10 POINTS per base		
GREY SLAYER PACK				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	3+	3+	4"
10-13:	Devastating Hit			
14+:	Critical Hit			
<p>A GREY SLAYER PACK consists of two to four Grey Slayer bases.</p> <p>WARRIOR'S METTLE: This Squad may attack before a Charge move but suffer -1" Speed if they do so. This doesn't prevent an attack after the Charge move nor in the Combat phase.</p> <p>DEDICATED TRANSPORT: Rhino (only if two bases)</p>		<p>Grey Slayer bases are armed with one of the following weapons:</p> <ul style="list-style-type: none"> - BOLT PISTOLS & CHAINWORDS & BOLTERS - BOLT PISTOL & CHAINWORDS & COMBAT SHIELDS 		
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, Close Combat		
Traits: Combat Shields (optional)				

VII Legiones Astartes (Imperial Fists)

Legion special rules:

* *Disciplined Fire*: Squads and Squadrons armed with Bolters, Bolt pistol & Chainsword, Combi Bolters, Heavy Bolters or Quad Heavy Bolters gain +1 on their Ballistic Skill. Heavy Support Squads gain +1 on the Armour roll if their target isn't an Infantry Squad.

* *Blood & Honour*: Imperial Fists Commanders must make Targeted Attacks during an Assault if they have an enemy Commander in base contact. If they do so they have to re-roll missed to Hit rolls of 1.

* *Unshakeable Defence*: Infantry Companies can't become Shaken when they are within a building or fortifications.

* *The Bitter End*: In games with a random amount of turns the Imperial Fists player always can choose to play all full six turns instead to roll at the end of the turn if the game continues.

Legion Specific Wargear:

Prototype Wargear: Vigil Pattern Storm Shields

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

Teleportation Transponder

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

Prototype Wargear: Illiastus Pattern Assault Cannon

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

Illiastus Pattern Assault Cannon

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.

Imperial Fists Unique Battalion Tactics:

The Stone Gauntlet

Effects

* You may exchange any Legion Breacher Siege Squad in a Legion Breacher Siege Company for a Phalanx Warder Squad for 5 points per base.

* *Resolve of Stone*: Infantry Squads with the Boarding Shields trait reduce the Strength of incoming attacks by -2 (to a minimum of 1) instead of -1 if all the Squads in a Company are in base contact to another Squad in the Company. This bonus can't be claimed if the Company acts under Charge or Full Stride orders.

* *Shield Charge*: Infantry Squads with the Boarding Shields trait gain +1 dice on their attacks if they act under Charge orders.

Limitations

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

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

Hammerfall Strike Force

Effects

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

Limitations

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

Imperial Fists Unique Squads:

Templar Brethren

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

ELITES		15 POINTS per base		
TEMPLAR BROTHERS SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-10:	Direct Hit	3+	2+	4"
11-13:	Devastating Hit			
14+:	Critical Hit			
A TEMPLAR BROTHERS SQUAD consists of one to two Templar brethren bases. FURIOUS CHARGE: Templar brethren may re-roll to Hit rolls of 1 when acting on Charge orders. DEDICATED TRANSPORT: Rhino, Land Raider Proteus, Land Raider Phobos		Templar brethren bases are armed with the following weapons: - BOLT PISTOLS & POWER SWORDS		
BOLT PISTOLS & POWER SWORDS				
Range		Acc		
Short	1"	+2		
Long	3"	+1		
Dice		Strength		
3		3		
Traits: Small Arms, Close Combat				
Traits: Combat Shields (optional)				

Phalanx Warder Squad

FAST ATTACK		20 POINTS per base		
PHALANX WARDER SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	3+	4"
<p>A PHALANX WARDER SQUAD consists of two to four Phalanx Warder bases.</p> <p>SHIELD WALL: If this Squad is the target of a Charge it gains +1 on its Weapon Skill.</p> <p>DEDICATED TRANSPORT: Land Raider Phobos or Proteus (only if two bases), Spartan (if three or four bases)</p>		<p>Phalanx Warder bases are armed with one of the following weapons:</p> <ul style="list-style-type: none"> - BOLTERS - POWER AXES 		
BOLTERS		POWER AXES		
Range	Acc	Range	Acc	
Short 3"	+1	Short 0"	+2	
Long 6"	-	Long -	-	
Dice	Strength	Dice	Strength	
3	2	3	3	
Traits: Small Arms		Traits: Close Combat, Small Arms		
Traits: Hardened Armour, Boarding Shields				

VIII Legiones Astartes (Night Lords)

Legion special rules:

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

Legion Specific Wargear:

Teleportation Transponder

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

Trophies of Judgment

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

Night Lords Unique Battalion Tactics:

Terror Assault

Effects

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

Limitations

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

The Swift Blade

Effects

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

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

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

Limitations

* This Battalion has to select three mandatory Companies.

* This Battalion can't include a Praetor or Primarch.

* This Battalion doesn't count when determining the number non-Night Lords Legion Support Units

* This Battalion Tactic can't be used by Loyalists.

The Cross of Bone

Effects

* *The Aristocracy of Ruin*: Any Company in this Battalion which selects a Company Asset card from the HQ category may select an additional Company Asset card from the Elites category.

* *The Strong are Strongest Alone*: Any Praetor, Legate or Consul in this Battalion gains +1 dice if they have an enemy model in base contact.

* *The Tithe of Gore*: An destroyed enemy Praetor, Princeps Seniores or Seneshal will gain +1 Victory points if he was destroyed by a Praetor, Legate or Consul of this battalion.

Limitations

* This Battalion has to select three mandatory Companies.

* This Battalion can't include Konrad Curze.

* *The Rampant Blade*: Consolidation moves have to be towards the nearest visible enemy Unit. If no enemy Unit is visible tis move has to be towards the opponent's Deployment Zone.

The Bloodied Gauntlet

Effects

* *The Bloodied Gauntlet*: Mandatory Companies in this Battalion have to begin the game deployed or have to enter the table on the first round. Infantry Squads in these Companies re-roll to Hit rolls of 1 during an Assault for Squads in base contact and automatically recover from being Shaken and ignore the Fear trait. These Companies also don't give Victory Points if destroyed.

* *Through Death, Victory!*: If the game ends in a draw or the Night Lords player is the looser then he gains +D3 victory points if all mandatory Companies of this Battalion are destroyed.

* Companies form this Battalion may use the Outflank Stratagem if they enter the table on round three.

Limitations

* This Battalion has to select three mandatory Companies. One mandatory Company has to be a Legion Veteran Company (with no Legion Terminator Squads of any kind) or a Legion Destroyer Company.

* Mandatory Companies in this Battalion can't include Dedicated Transports or a Praetor.

* All non-mandatory Companies have to start the game off the table (this means they have to enter the table transported in Drop Pods or Aircraft or have to use the Teleport ability).

Horror Cult

Effects

* *Raptor Cult*: One or both mandatory Companies in this Battalion may be Legion Veteran Companies. All Legion Veteran Squads in mandatory Companies must be upgraded to Night Raptor Squads

* *Beyond Judgement*: Every Company in this Battalion gets the Fear trait.

* *Talons of Fear*: Any Infantry Squad of 2 or more bases in this Battalion may select a Kharybdis Assault Claw as Dedicated Transport.

Limitations

* Night Lord Companies in this Battalion have to select the Charge order if there are enemy units in reach.

* This Battalion doesn't count when determining the number non-Night Lords Legion Support Units

* This Battalion Tactic can't be used by Loyalists.

Night Lords Unique Squads:

Terror Squad

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

ELITES		20 POINTS per base					
TERROR SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		3+		4"	
7-9: 10-13: 14+:		Direct Hit Devastating Hit Critical Hit		Executioner bases are armed with the following weapons: - VOLKITE CHARGERS & HEAVY CHAINBLADES & FLAMER			
A TERROR SQUAD consists of one to two Executioner bases. VETERANS: Terror Squads Squads may re-roll to Hit rolls of 1. DEDICATED TRANSPORT: Rhino, Dreadclaw Drop Pod							
FLAMER		VOLKITE CHARGERS		HEAVY CHAINBLADES			
Range	Acc	Range	Acc	Range	Acc		
Short 2"	-	Short 2"	+1	Short 0"	+2		
Long -	-	Long 4"	-	Long -	-		
Dice	Strength	Dice	Strength	Dice	Strength		
1	2	2	3	2	3		
Traits: Flame, Small Arms		Traits: Small Arms, Deflagrate		Traits: Close Combat, Small Arms			
Traits: Infiltrators, Fear							

Contekar Terminator Elite Squad

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

ELITES		30 POINTS per base					
CONTEKAR TERMINATOR ELITE SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		2+		4"	
8-11: 12-14: 15+:		Direct Hit Devastating Hit Critical Hit		Dissident bases are armed with one of the following weapons: - HEAVY FLAMERS & NOSTRAMAN CHAINBLADES - VOLKITE CAVITORS & NOSTRAMAN CHAINBLADES			
A CONTEKAR TERMINATOR ELITE SQUAD consists of one to three Dissident 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).							
HEAVY FLAMERS		VOLKITE CAVITORS		NOSTRAMAN CHAINBLADES			
Range Acc		Range Acc		Range Acc			
Short 2" -		Short 1" +1		Short 0" +2			
Long - -		Long 3" -		Long - -			
Dice Strength		Dice Strength		Dice Strength			
5 3		10 3		2 3			
Traits: Flame, Small Arms		Traits: Deflagrate		Traits: Close Combat, Small Arms, Rending			
Traits: Bulky, Fear							

Night Raptor Squad

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

FAST ATTACK		20 POINTS per base					
NIGHT RAPTORS SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
7-9: 10-13: 14+:		Direct Hit Devastating Hit Critical Hit		3+		2+	
						10"	
A NIGHT RAPTOR SQUAD consists of two to three Night Raptor bases. BLOODY MURDER: If this Squad makes it into base contact during an Assault it generates +1 dice.				Night Raptor 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, Close Combat							
Traits: Jump packs							

IX Legiones Astartes (Blood Angels)

Legion special rules:

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

Legion Specific Wargear:

Prototype Weapon: Illiastus Pattern Assault Cannon

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

Illiastus Pattern Assault Cannon

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

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

Blood Angels Unique Battalion Tactics:

The Day of Revelation

Effects

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

Limitations

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

The Day of Sorrows

Effects

* *Resolute Defence*: Any Infantry Squad in this Battalion ignores any movement restrictions if their Company becomes Shaken.

* *Aura of Wrath*: Any enemy unit which becomes Shaken due to a lost Assault against a Company from this Battalion suffers a -1 penalty on the Command roll to remove being Shaken.

* *By Blood Sworn*: If an Infantry Company of this Battalion is reduced to half their starting bases then any Armour roll against a Squad from this Company suffers a -1 penalty provided the Strength of the attack is 7 or less.

Limitations

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

Blood Angels Unique Squads:

Dawnbreaker Cohort

ELITES		20 POINTS per base		
DAWNBREAKER COHORT SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-10:	Direct Hit	3+	2+	10"
11-13:	Devastating Hit			
14+:	Critical Hit			
A DAWNBREAKER COHORT SQUAD consists of one to two Dawnbreaker bases. SET THE SKY AFLAME: If this Squad enters the board with the Teleport ability it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait.		Dawnbreaker bases are armed with the following weapons: - FALLING STAR PATTERN POWER SPEARS & GRENADE DISCHARGERS		
FALLING STAR PATTERN POWER SPEARS		GRENADE DISCHARGERS		
Range		Range		Acc
Short	0" +1	Short	1" +1	
Long	- -	Long	3" -	
Dice		Dice		Strength
3 3		3 3		
Traits: Small Arms, Close Combat		Traits: -		
Traits: Jump Packs				

Crimson Paladins

ELITES		25 POINTS per base							
CRIMSON PALADINS SQUAD									
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED			
		3+		3+		4"			
8-11: Direct Hit 12-14: Devastating Hit 15+: Critical Hit		Crimson Paladin bases are armed with the following weapons: - SUNSET BLADES Each base may be armed with one of the following weapons: - ILLIASTUS PATTERN ASSAULT CANNON - HEAVY FLAMER - PLASMA BLASTER		A CRIMSON PALADIN SQUAD consists of one 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 rolls again this Squad if the attack has the Close Combat trait. DEDICATED TRANSPORT: Land Raider Phobos					
		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" -		Short 2" -	
Long - -		Long 6" -		Long - -		Long - -		Long 4" -	
Dice Strength		Dice Strength		Dice Strength		Dice Strength		Dice Strength	
3 2		2 3		1 3		1 3		1 4	
Traits: Close Combat, Small Arms, Rending		Traits: Rending, Malfunction		Traits: Flame, Small Arms		Traits: Overload			
Traits: Teleport, Bulky									

The Angel's Tears

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

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

ELITES		20 POINTS per base									
THE ANGEL'S TEARS SQUAD											
SCALE: 0 (MINIMUS)		BALLISTIC SKILL			WEAPON SKILL			SPEED			
		3+			3+			10"			
7-9: 10-13: 14+:		Direct Hit Devastating Hit Critical Hit			Erelim bases are armed with the following weapons: - TWIN VOLKITE SERPENTAS Each base may be armed with one of the following weapons. Each base has to be armed with the same weapon: - ILLIASTUS PATTERN ASSAULT CANNONS 5 points - HEAVY FLAMERS 5 points - ANGEL'S TEARS GRENADE LAUNCHERS 5 points - ROTOR CANNONS 5 points						
A THE ANGEL'S TEARS SQUAD consists of one to two Erelim bases.											
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	5	2	6	3	5	3	5	4		
Traits: Small Arms, Deflagrate, Close Combat		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					
CONTEMPTOR-INCAENDIUS DREADNOUGH TALON							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		2+		2+		4"	
9-11: 12-14: 15+:		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 DREADNOUGH TALON consists of one to three Contemptor-Incaendius Dreadnoughts INCAENDIUS BOOSTER PACK: The Talon has the Jump Pack trait. The Jump Pack trait also increases the Speed to 10" but this trait may be used only once per game. STRUCTURE POINTS O O							
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: Rendng, Malfunction		Traits: Melta, Anti-Tank		Traits: Close Combat	
Traits: Walker, Talon, Jump Packs							

X Legiones Astartes (Iron Hands)

Legion special rules:

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

Iron Hands Unique Battalion Tactics:

The Head of the Gorgon

Effects

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

Limitations

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

Company of Bitter Iron

Effects

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

Limitations

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

Iron Hands Unique Squads:

Iron Father

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

SPECIAL		35 POINTS		
IRON FATHER				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	3+	3+	n/a
10-13:	Devastating Hit			
14+:	Critical Hit			
An IRON FATHER may be upgraded with a Command Squad or Terminator Command Squad. WARGEAR: May not be added to a Squad with the Bike, Jetbike or Jump Packs trait.		An Iron Father without Command Squad is armed with the following weapons: - VOLKITE SERPENTA & POWER WEAPON		
VOLKITE SERPENTA & POWER WEAPON				
Range		Acc		
Short	1" +2			
Long	2" +1			
Dice		Strength		
1		3		
Traits: Small Arms, Deflagrate, Close Combat				
Traits: Support Officer (only without Command Squad), Battlesmith				

Gorgon Terminator Squad

ELITES		30 POINTS per base			
GORGON TERMINATOR SQUAD					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	3+	4"	
9-11:	Direct Hit	Gorgon 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 - GRAVITON GUN			
12-14:	Devastating Hit				
15+:	Critical Hit				
A GORGON TERMINATOR SQUAD consists of one to two Gorgon 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 Proteus or Land Raider Phobos (only if one base) or Spartan Assault Tank					
COMBI BOLTERS		POWER WEAPONS		REAPER AUTOCANNON	
Range		Range		Range	
Acc		Acc		Acc	
Short	3" +1	Short	0" +2	Short	4" +1
Long	6" -	Long	-	Long	9" -
Dice	Strength	Dice	Strength	Dice	Strength
6	2	2	5	2	4
Traits: Small Arms		Traits: Close Combat		Traits: -	
				Traits: Flame, Small Arms	
				Traits: Concussive	
Traits: Bulky					

Medusan Immortals Squad

ELITES		20 POINTS per base		
MEDUSAN IMMORTALS SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
8-10: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	3+	4"
<p>A MEDUSAN IMMORTALS SQUAD consists of two to four Immortals bases.</p> <p>GUN THEM DOWN: After a won assault before the loser retreats this Squad can shoot again with a Ballistic Skill of 5+ at retreating enemy Squads.</p> <p>DEDICATED TRANSPORT: Land Raider Phobos or Proteus (only if two bases), Spartan (if three or four bases)</p>		<p>Immortals bases are armed with the following weapons:</p> <p>- VOLKITE CHARGERS</p>		
VOLKITE CHARGERS				
Range		Acc		
Short 2"		+1		
Long 4"		-		
Dice		Strength		
5		3		
Traits: Small Arms, Deflagrate				
Traits: Hardened Armour, Boarding Shields				

XII Legiones Astartes (World Eaters)

Legion special rules:

* *Incarnate Violence*: During Charge orders any World Eaters Squad may re-roll any Armour rolls of 1 if they have enemy Infantry in base contact.

* *Bloodlust*: A World Eaters Infantry Company which wins an Assault has to perform a Sweeping advance or Consolidate towards the nearest enemy Unit. If a World Eaters Infantry Company loses an Assault make a Command test. If the test fails the Company doesn't fall back but remains Shaken. After rallying, after the round it rallies the Company gains a free Charge order for the rest of the game and cannot be issued any other order.

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

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

Legion Specific Wargear:

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

Polt Pistols & Chainaxes

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

World Eaters Unique Battalion Tactics:

Berserker Assault

Effects

* *Berserk Charge*: All Infantry Squads may re-roll missed to Hit rolls during an Assault while outside their own Deployment zone and have to make a Sweeping Advance if possible after they have won an Assault.

* *Unstoppable Wave*: All Infantry Companies must re-roll failed Command tests to see if the Company becomes Shaken or not.

Limitations

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

* This Battalion may not include more Squadrons than Squads unless the Squadrons have the Bike or Jetbike trait.

* Companies in this Battalion can't take a Librarian Consul.

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

The Crimson Path

Effects

* *Forlorn Hope*: All Infantry Squads gain the Narthecium trait while within the enemy's Deployment zone.

* *Unto Death*: Squads with a Praetor, Legat, Centurion or Consul may re-roll the Narthecium trait.

Limitations

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

World Eaters Unique Squads:

The Red Butchers Squad

ELITES		25 POINTS per base					
THE RED BUTCHERS SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		5+		2+		4"	
8-12: 13-14: 15+:		Direct Hit Devastating Hit Critical Hit		Butcher Terminator bases are armed with one of the following weapons: - COMBI BOLTERS & POWER WEAPONS - TWIN POWER WEAPONS			
A THE RED BUTCHERS SQUAD consists of one to two Butcher 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. UNSTOPPABLE CHARGE: Add +2" to the Squad's Speed and re-roll failed to Hit rolls during an Assault. DEDICATED TRANSPORT: Land Raider Proteus, Land Raider Phobos (only if one base) or Spartan Assault Tank							
COMBI BOLTERS		POWER WEAPONS		TWIN POWER WEAPONS			
Range	Acc	Range	Acc	Range	Acc		
Short 3"	+1	Short 0"	+2	Short 0"	+2		
Long 6"	-	Long -	-	Long -	-		
Dice	Strength	Dice	Strength	Dice	Strength		
6	2	2	5	4	5		
Traits: Small Arms		Traits: Close Combat		Traits: Close Combat			
Traits: Bulky, Narthecium (only for this Squad), Stubborn							

Rampager Squad

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

ELITES and FAST ATTACK		20 POINTS per base																										
RAMPAGER SQUAD																												
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																								
7-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	3+	4" (10" with Jump Packs)																								
A RAMPAGER SQUAD consists of one to two Rampager bases. DEDICATED TRANSPORT: Land Raider Phobos (only if up to two bases and without Jump Packs trait)		Rampager bases are armed with one of the following weapons: - BOLT PISTOLS & CHAINAXES - CAEDERE WEAPONS																										
CAEDERE WEAPONS		BOLT PISTOLS & CHAINAXES																										
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Long 3"	+1																											
Dice	Strength																											
3	3																											
Traits: Small Arms, Close Combat																												
Traits: Infiltrators, Jump Packs (optional), Narthecium (only for this Squad)																												

XIII Legiones Astartes (Ultramarines)

Legion special rules:

* *Interlocking Tactics*: Whenever an Ultramarines Company make shooting attack against an enemy unit which was already hit by another Ultramarines Company, they may re-roll Armour rolls of 1. This can't be used with weapons with the Blast, Inferno or Flame trait nor for Reaction Fire.

* *Certainty and Resolve*: Command tests of Ultramarines Companies may never be modified negatively and Command test to lose the effects of being Shaken are always passed on a 2+.

* *Rigid Chain of Command*: For every Commander (this are a Praetor, Legate, Centurion, Consul or Command Tank) destroyed the opponent gains 1 Victory point. If a Company loses the last Commander it has immediately to test if it becomes Shaken.

Legion Specific Wargear:

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

Power Swords

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
0"	-	+2	-	3	3	Close Combat

Ultramarines Unique Battalion Tactics:

The Logos Lectora

Effects

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

* *Full March*: Gain 2" of Speed

* *Hold Fast*: Reaction Fire is made with a Ballistic Skill of 5+

* *Retribution Strike*: If a Company of this Battalion is the target of a Charge or Assault it may immediately move half their Speed towards the attacker before he moves.

Limitations

* One Company in the Battalion must take a Masters of Signals Consul or a Damocles Command Rhino.

* The Battalion has to take a third mandatory Company.

* This Battalion can't include more Vehicles and Aircrafts than Infantry Squads.

* Squads and Squadrons in this Battalion with the Teleport, Infiltrators or Drop Pod trait can't use those traits.

Vigil Operti Mission

Effects

* *Vigil Auxilia*: All Infantry Squads in Support Units gain the Infiltrators trait.

* *Overseers*: The two mandatory Companies in the Battalion may be Recon Companies.

Limitations

* The army must include Support Units from the Loyalist Imperialis Militia and Warp Cult list.

* Support Units may not include Inducted Levy Squads.

* The Battalion must include a Legion Vigilator Consul.

* This Battalion Tactic may be only used by Loyalists

Ultramarines Unique Squads:

Invictarius Suzerain Squad

UPGRADE		20 POINTS per base																
INVICTARIUS SUZERAIN COMMAND SQUAD																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
7-9:	Direct Hit	3+	2+	4"														
10-13:	Devastating Hit																	
14+:	Critical Hit																	
An INVICTARIUS SUZERAIN COMMAND SQUAD consists of one to two Invictarius Suzerain bases. LORDS OF ULTRAMAR: Any Solar Auxilia or Imperialis Militia Company within 6" of this Squad gain +1 on Command tests. DEDICATED TRANSPORT: Land Raider Phobos or Land Raider Proteus		Invictarius Suzerain bases are armed with the following weapons: - LEGATINE AXES & PLASMA PISTOLS																
<table border="1" style="width: 100%;"> <tr> <td colspan="2" style="text-align: center;">LEGATINE AXES & PLASMA PISTOLS</td> </tr> <tr> <td style="text-align: center;">Range</td> <td style="text-align: center;">Acc</td> </tr> <tr> <td>Short 1"</td> <td style="text-align: center;">+2</td> </tr> <tr> <td>Long 3"</td> <td style="text-align: center;">+1</td> </tr> <tr> <td style="text-align: center;">Dice</td> <td style="text-align: center;">Strength</td> </tr> <tr> <td style="text-align: center;">3</td> <td style="text-align: center;">4</td> </tr> <tr> <td colspan="2">Traits: Overcharge, Close Combat</td> </tr> </table>		LEGATINE AXES & PLASMA PISTOLS		Range	Acc	Short 1"	+2	Long 3"	+1	Dice	Strength	3	4	Traits: Overcharge, Close Combat		Traits: Boarding Shields		
LEGATINE AXES & PLASMA PISTOLS																		
Range	Acc																	
Short 1"	+2																	
Long 3"	+1																	
Dice	Strength																	
3	4																	
Traits: Overcharge, Close Combat																		
Traits: Boarding Shields																		

ELITES		20 POINTS per base																
INVICTARIUS SUZERAIN SQUAD																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
7-9:	Direct Hit	3+	2+	4"														
10-13:	Devastating Hit																	
14+:	Critical Hit																	
An INVICTARIUS SUZERAIN SQUAD consists of one to two Invictarius Suzerain bases. LORDS OF ULTRAMAR: Any Solar Auxilia or Imperialis Militia Company within 6" of this Squad gain +1 on Command tests. DEDICATED TRANSPORT: Land Raider Phobos or Land Raider Proteus		Invictarius Suzerain bases are armed with the following weapons: - LEGATINE AXES & PLASMA PISTOLS																
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LEGATINE AXES & PLASMA PISTOLS																		
Range	Acc																	
Short 1"	+2																	
Long 3"	+1																	
Dice	Strength																	
3	4																	
Traits: Overcharge, Close Combat																		
Traits: Boarding Shields																		

Locutarus Storm Squad

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

FAST ATTACK		20 POINTS per base																
LOCUTARUS STORM SQUAD																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
7-9:	Direct Hit	3+	3+	10"														
10-13:	Devastating Hit																	
14+:	Critical Hit																	
A LOCUTARUS STORM SQUAD consists of one to two Locutarus bases. OPENING SALVO: If this Squad arrives with the Teleport trait it may double their attack dice. PRECISION INTERVENTION: If this Squad arrives with the Teleport trait it may re-roll the dice to determine if a base is destroyed.		Locutarus bases are armed with the following weapons: - BOLT PISTOLS & POWER SWORDS																
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BOLT PISTOLS & POWER SWORDS																		
Range	Acc																	
Short 1"	+2																	
Long 3"	+3																	
Dice	Strength																	
3	3																	
Traits: Small Arms, Close Combat																		
Traits: Jump Packs																		

Fulmentarus Terminator Strike Squad

ELITES		25 POINTS per base																																																										
FULMENTARUS TERMINATOR STRIKE SQUAD																																																												
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																																																								
		2+	3+	4"																																																								
8-11:	Direct Hit	Fulmentarus Terminator bases are armed with one the following weapons. All bases of a Squad have to be armed identically: - COMBI BOLTERS & POWER WEAPONS & CYCLONE MISSILE LAUNCHERS - REAPER AUTOCANNONS & POWER WEAPONS																																																										
12-14:	Devastating Hit																																																											
15+:	Critical Hit																																																											
A FULMENTARUS TERMINATOR STRIKE SQUAD consists of one to two Fulmentarus 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																																																												
<table border="1" style="width: 100%;"> <tr> <th colspan="2">COMBI BOLTERS</th> <th colspan="2">POWER WEAPONS</th> <th colspan="2">REAPER AUTOCANNONS</th> <th colspan="2">CYCLONE MISSILE LAUNCHERS</th> </tr> <tr> <th>Range</th> <th>Acc</th> <th>Range</th> <th>Acc</th> <th>Range</th> <th>Acc</th> <th>Range</th> <th>Acc</th> </tr> <tr> <td>Short 3"</td> <td>+1</td> <td>Short 0"</td> <td>+2</td> <td>Short 4"</td> <td>+1</td> <td>Short 6"</td> <td>-</td> </tr> <tr> <td>Long 6"</td> <td>-</td> <td>Long -</td> <td>-</td> <td>Long 9"</td> <td>-</td> <td>Long 12"</td> <td>-</td> </tr> <tr> <th>Dice</th> <th>Strength</th> <th>Dice</th> <th>Strength</th> <th>Dice</th> <th>Strength</th> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>6</td> <td>2</td> <td>2</td> <td>5</td> <td>5</td> <td>4</td> <td>3</td> <td>4</td> </tr> <tr> <td colspan="2">Traits: Small Arms</td> <td colspan="2">Traits: Close Combat</td> <td colspan="2">Traits: -</td> <td colspan="2">Traits: -</td> </tr> </table>		COMBI BOLTERS		POWER WEAPONS		REAPER AUTOCANNONS		CYCLONE MISSILE LAUNCHERS		Range	Acc	Range	Acc	Range	Acc	Range	Acc	Short 3"	+1	Short 0"	+2	Short 4"	+1	Short 6"	-	Long 6"	-	Long -	-	Long 9"	-	Long 12"	-	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	6	2	2	5	5	4	3	4	Traits: Small Arms		Traits: Close Combat		Traits: -		Traits: -				
COMBI BOLTERS		POWER WEAPONS		REAPER AUTOCANNONS		CYCLONE MISSILE LAUNCHERS																																																						
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Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength																																																					
6	2	2	5	5	4	3	4																																																					
Traits: Small Arms		Traits: Close Combat		Traits: -		Traits: -																																																						
Traits: Bulky																																																												

Ultramarines Damocles Command Rhino

HQ	10 POINTS			
ULTRAMARINES DAMOCLES COMMAND RHINO				
SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED	
	6+	6+	10"	
8-10: 11-14: 15+:	Direct Hit Devastating Hit Critical Hit	The Damocles Rhino is armed with the following weapons: - COMBI BOLTER		
<p>SPECIAL DEPLOYMENT: The Damocles Command Rhino may only transport a Command Squad. Only one Damocles Command Rhino per Battalion. You may have a second Damocles Command Rhino in the same Company if the Company also is equipped with a Masters of Signal Consul. The Master of Signals Consul has to be attached to the Damocles Command Rhino.</p> <p>STRUCTURE POINTS</p> <p>OO</p>		COMBI BOLTER		
		Range Range		
		Short	3"	-
		Long	6"	-
		Dice Dice		
		1 2		
		Traits: Small Arms		
Traits: Dedicated Transport (1), Confined, Geo-locator Beacon				

XIV Legiones Astartes (Death Guard)

Legion special rules:

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

Legion Specific Wargear:

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

The Reaping

Effects

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

Limitations

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

Creeping Death

Effects

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

Limitations

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

Death Guard Unique Squads:

Deathshroud Terminator Squad

HQ or ELITES		25 POINTS per base																															
DEATHSHROUD TERMINATOR SQUAD																																	
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																													
		3+	3+	4"																													
8-12:	Direct Hit	Deathshroud Terminator bases are armed with one the following weapons: - HAND CHEM FLAMERS & DEATHSHROUD POWER SCYTHES Each Squad may take one of the following weapons for +5 points: - MELTA BOMBS																															
13-14:	Devastating Hit																																
15+:	Critical Hit																																
A DEATHSHROUD TERMINATOR SQUAD consists of one to two Deathshroud 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)																																	
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Traits: Flame, Small Arms		Traits: Close Combat																															
Traits: Bulky																																	
METLA BOMBS: When a Company is activated in the Combat phase, each Squad with a Melta Bombs upgrade can target an enemy unit in base contact. That unit suffers a Strength 8 hit; these attacks have the Anti-Tank trait.																																	

Deathshroud Terminator Command Squad

UPGRADE		25 POINTS per base																															
DEATHSHROUD TERMINATOR COMMAND SQUAD																																	
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED																													
		3+	3+	4"																													
8-12:	Direct Hit	Deathshroud Terminator bases are armed with one the following weapons: - HAND CHEM FLAMERS & DEATHSHROUD POWER SCYTHES Each Squad may take one of the following weapons for +5 points: - MELTA BOMBS																															
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METLA BOMBS: When a Company is activated in the Combat phase, each Squad with a Melta Bombs upgrade can target an enemy unit in base contact. That unit suffers a Strength 8 hit; these attacks have the Anti-Tank trait.																																	

Grave Warden Terminator Squad

HEAVY SUPPORT		30 POINTS per base					
GRAVE WARDEN TERMINATOR SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		3+		4"	
8-11: Direct Hit 12-14: Devastating Hit 15+: Critical Hit		A GRAVE WARDEN TERMINATOR SQUAD consists of one to two Grave Warden 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 Proteus, Land Raider Phobos (only if one base) or Spartan Assault Tank		Grave Warden Terminator bases are armed with one the following weapons: - ASSAULT GRENADE LAUNCHERS & POWER WEAPONS & HEAVY CHEM FLAMER & DEATH CLOUD			
ASSAULT GRENADE LAUNCHERS		POWER WEAPONS		HEAVY CHEM FLAMER		DEATH CLOUD	
Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 0"	+2	Short 2"	-	Short 2"	-
Long 5"	-	Long -	-	Long -	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
5	3	2	5	1	4	5	3
Traits: Small Arms		Traits: Close Combat		Traits: Flame, Small Arms		Traits: Flame, Small Arms	
Traits: Bulky							

XV Legiones Astartes (Thousand Sons)

Legion special rules:

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

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

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

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

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

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

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

Legion Specific Wargear:

Aether-fire Cannon

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

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
5"	9"	-	-	1	4	Overload, Deflagrate

Asphyx Shells

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

Thousand Sons Unique Battalion Tactics:

The Axis of Dissolution

Effects

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

Limitations

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

The Guard of the Crimson King

Effects

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

- * *The Bidding of the Crimson King:* The Primarch Magnus the Red maybe part of this Battalion

Limitations

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

Thousand Sons Unique Squads:

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

Thousand Sons Praetors

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

Thousand Sons Veteran Tactical Squads & Legion Terminator Squads

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

Osiron Dreadnought (Thousand Sons Contemptor Dreadnought Variant)

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

Sekhmet Terminator Cabal

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

ELITES		35 POINTS per base			
SEKHMET TERMINATOR CABAL					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL	SPEED
		3+		3+	4"
8-12: 13-14: 15+:		Direct Hit Devastating Hit Critical Hit		Sekhmet Terminator bases are armed with the following weapons: - COMBI BOLTERS & FORCE WEAPONS	
A SEKHMET TERMINATOR CABAL SQUAD consists of one to two Sekhmet 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 Proteus, Land Raider Phobos (only if one base) or Spartan Assault Tank					
COMBI BOLTERS		FORCE WEAPONS			
Range Acc		Range Acc			
Short 3" +1		Short 0" +2			
Long 6" -		Long - -			
Dice Strength		Dice Strength			
6 2		2 5			
Traits: Small Arms, Asphyx Shells		Traits: Close Combat, Small arms			
Traits: Stubborn, Bulky, Psyker (Level 2, Telekinesis or Pyromancy)					

Khenetai Occult Blade Cabal

ELITES		20 POINTS per base			
KHENETAI OCCULT BLADE CABAL					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL	SPEED
		3+		2+	4"
7-9: 10-13: 14+:		Direct Hit Devastating Hit Critical Hit			
A KHENETAI OCCULT BLADDE CABAL SQUAD consists of one to two Khenetai Blade bases. DEDICATED TRANSPORT: Rhino, Land Raider Phobos or Land Raider Proteus					
TWIN FORCE SWORDS					
Range Acc					
Short 0" +3					
Long - -					
Dice Strength					
5 4					
Traits: Close Combat, Small Arms					
Traits: Psyker (Level 1)					

Ammitara Occult Intercession Cabal

FAST ATTACK		20 POINTS per base		
AMMITARA OCCULT INTERCESSION CABAL				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
		2+	3+	5"
7-8:	Direct Hit	Intercessor bases are armed with the following weapons: - SNIPER RIFLES		
9-12:	Devastating Hit			
13+:	Critical Hit			
An AMMITARA OCCULT INTERCESSION CABAL SQUAD consists of one to two Intercessor bases. MIND KILLER: This is a psychic power. If activated during the Combat phase all attacks by this Squad mal re-roll all to hit an Armour rolls and may ignore cover modifiers. DEDICATED TRANSPORT: Storm Eagle				
SNIPER RIFLES				
Range	Acc			
Short	4" +2			
Long	8" +1			
Dice	Strength			
1	5			
Traits: Sniper				
Traits: Infiltrators, Outriders, Psyker (Level1 Mind Killer only)				

Castellax-Archea Battle-automata Maniple

HEAVY SUPPORT		25 POINTS per base			
CASTELLAX-ARCHEA BATTLE-AUTOMATA SQUAD					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	4+	4"	
8-10:	Direct Hit	A Castellax-Archea base is armed with the following weapons: - MAULER PATTERN BOLT CANNONS & TWIN BOLTGUNS & POWER CLAWS			
11-14:	Devastating Hit				
15+:	Critical Hit				
A CASTELLAX-ARCHEA BATTLE-AUTOMATA MANIPLE SQUAD consists of one to two Castellax-Archea bases. PSI-CONTROL MATRIX: Any Psyker in the same Company may measure the range of its psychic powers from this Squad. STRUCTURE POINTS O O					
MAULER PATTERN BOLT CANNONS		TWIN BOLTGUNS	POWER CLAWS		
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
3	3	3	2	3	3
Traits: Asphyx Shells		Traits: Small Arms, Asphyx Shells		Traits: Close Combat	
Traits: Hulking, Stubborn, Walker					

XVI Legiones Astartes (Sons of Horus)

Legion special rules:

* *Merciless Fighters*: If the number of Sons of Horus Infantry bases (count bases with the bulky trait as two bases for both sides) in any Assault is greater than the number of enemy Infantry bases in base contact then each Sons of Horus Infantry base in base contact to an enemy Infantry base may attack again after both sides have attacked.

* *Death Dealers*: Infantry bases armed with Bolters, Bolters with Banestrike Shells, BoltPistols&Chainswords, BoltPistols&Chainaxes, CombiBolters, Plasma guns, Plasma gun, Meltaguns, Meltagun, Volkite Charger, VolkiteSerpentas&Chainswords or Graviton Gun gain +1 on the to Hit roll if the target is within 3" or less. This can't be combined with Reaction Fire or the Fury of the Legion ability.

Sons of Horus Unique Battalion Tactics:

The Long March

Effects

* *Relentless March*: If the majority of Infantry Squads in a Company are in a specific area of the battlefield the Company gains the following abilities depending where on the battlefield they are:

- If they are in their own Deployment Zone then they may ignore the Heavy trait.

- If they are between their own and the enemy's Deployment Zone Command checks gain a +1 bonus for Full Stride Orders.

- If they are in the enemy's Deployment Zone, they gain +2" of Speed

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

* One or both mandatory Companies in this Battalion may be Legion Veteran Companies. All Legion Veteran Tactical Squads in these Legion Veteran Companies must be upgraded to Legion Terminator Squads.

Limitations

* This Battalion Tactic may be only used by Sons of Horus of the Traitor faction and not by using the Shattered Legions theme.

* This Battalion doesn't count when determining the maximum number of non-Sons of Horus Support Units.

The Black Reaving

Effects

* *Encirclement*: Any Infantry Company which enters play using the Outflank Stratagem may be issued the Full Stride order without the need of passing a Command test.

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

* *Reaver Onslaught*: Any mandatory Company in this Battalion may be a Legion Veteran Company. All Legion Veteran Tactical Squads in these Legion Veteran Companies must be upgraded to Reaver Attack Squads.

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

Limitations

- * One Company in this Battalion has to include a Master of Signals Consul.
- * The total of Company Asset cards from the Fast Attack category in this Battalion have to be more than those from the Heavy Support category.
- * This Battalion has to take three mandatory Companies instead of two.

Sons of Horus Unique Squads:

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

DEDICATED TRANSPORT		10 POINTS																
ANVILLUS PATTERN DREADCLAW DROP POD																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
8-10:	Direct Hit	5+	5+	18"														
11-14:	Devastating Hit																	
15+:	Critical Hit																	
STRUCTURE POINTS OO		An Anvillus Pattern Dreadclaw Drop Pod is armed with the following weapon: - HEAT BLAST																
<table border="1"> <thead> <tr> <th colspan="2">HEAT BLAST</th> </tr> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 0"</td> <td>-</td> </tr> <tr> <td>Long 0"</td> <td>-</td> </tr> <tr> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>1</td> <td>3</td> </tr> <tr> <td colspan="2">Traits: Bomb, Flame</td> </tr> </tbody> </table>		HEAT BLAST		Range	Acc	Short 0"	-	Long 0"	-	Dice	Strength	1	3	Traits: Bomb, Flame				
HEAT BLAST																		
Range	Acc																	
Short 0"	-																	
Long 0"	-																	
Dice	Strength																	
1	3																	
Traits: Bomb, Flame																		
Traits: Dedicated Transport (2), Heavy Transport (Contemptor-Dreadnought 1/2), Assault Vehicle, Hover, Aircraft (Bomber), Orbital Drop																		
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.																		

Justaerin Terminator Command Squad

UPGRADE		30 POINTS per base											
JUSTAERIN TERMINATOR COMMAND SQUAD													
SCALE: 0 (MINIMUS)		BALLISTIC SKILL				WEAPON SKILL				SPEED			
		3+				2+				4"			
8-12:		Direct Hit				Justaerin 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 - MULTI-MELTA							
13-14:		Devastating Hit											
15+:		Critical Hit											
A JUSTAERIN TERMINATOR COMMAND 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	Range	Acc		
Short 3"	+1	Short 0"	+2	Short 4"	+1	Short 2"	-	Short 3"	-	Short 3"	-		
Long 6"	-	Long -	-	Long 9"	-	Long -	-	Long 6"	-	Long 6"	-		
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength		
6	2	2	5	2	4	1	3	1	8/4	1	8/4		
Traits: Small Arms		Traits: Close Combat		Traits: -		Traits: Flame, Small Arms		Traits: Melta, Anti-Tank					
Traits: Stubborn, Bulky													

Justaerin Terminator Squad

Any Legion 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)		BALLISTIC SKILL				WEAPON SKILL				SPEED			
		3+				2+				4"			
8-12:		Direct Hit				Justaerin 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 - MULTI-MELTA							
13-14:		Devastating Hit											
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	Range	Acc		
Short 3"	+1	Short 0"	+2	Short 4"	+1	Short 2"	-	Short 3"	-	Short 3"	-		
Long 6"	-	Long -	-	Long 9"	-	Long -	-	Long 6"	-	Long 6"	-		
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength		
6	2	2	5	2	4	1	3	1	8/4	1	8/4		
Traits: Small Arms		Traits: Close Combat		Traits: -		Traits: Flame, Small Arms		Traits: Melta, Anti-Tank					
Traits: Stubborn, Bulky													

Reaver Attack Squad

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

FAST ATTACK		20 POINTS per base							
REAVER ATTACK SQUAD									
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED			
		3+		3+		4" (10" with Jump Packs)			
7-9: 10-13: 14+:		Direct Hit Devastating Hit Critical Hit		Reaver bases are armed with the following weapons: - BOLTERS WITH BANESTRIKE SHELLS & BOLT PISTOLS & CHAINAXES					
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)				Each base may be armed with one of the following weapons. Each base in the Squad has to be armed identically The cost is per Squad: - FLAMER 5 points - MELTAGUN 5 points - PLASMA GUN 5 points					
BOLTERS WITH BANESTRIKE SHELLS		BOLT PISTOLS & CHAINAXES		FLAMER		MELTAGUN		PLASMA GUN	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 2"	+1	Short 1"	+2	Short 2"	-	Short 1"	-	Short 3"	+1
Long 5"	-	Long 3"	1	Long -	-	Long 3"	-1	Long 6"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
3	3	3	3	1	2	1	8/4	1	4
Traits: Small Arms		Traits: Small Arms Close Combat		Traits: Flame, Small Arms		Traits: Melta, Anti-Tank		Traits: Overload	
Traits: Infiltrators, Jump Packs (optional)									

XVII Legiones Astartes (Word Bearers)

Legion special rules:

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

Legion Specific Wargear:

Burning Lore

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

Word Bearers Unique Battalion Tactics:

The Dark Brethren

Effects

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

Limitations

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

Last of the Serrated Sun

Effects

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

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

Limitations

* All Infantry Squads must be transported in a Legion Drop Pod, Dreadclaw Drop Pod, Aircraft or arrive via the Teleport trait. Squads with the Jump Packs trait can't use the Teleport trait.

* This Battalion doesn't count when determining the number non-Word Bearers Support Units

Word Bearers Unique Squads:

The Diabolist

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

Mhara Gal Tainted Dreadnought

ELITES		30 POINTS each							
MHARA GAL TAINTED DREADNOUGH TALON									
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED			
		5+		2+		4"			
9-11: 12-14: 15+:		Direct Hit Devastating Hit Critical Hit		Mhara Gal Dreadnoughts are armed with one a TAINTED POWER CLAW and of the following weapons: - TAINTED POWER CLAW - WARPFIRE PLASMA CANNON - MULTI-MELTA - TWIN AUTOCANNON - TWIN LASCANNON					
A MHARA GAL TAINTED DREADNOUGHT TALON consists of one to three Mhara Gal Dreadnoughts HOWLING DEATH: Casualties caused by this Talon forces a test if the Company becomes Shaken. SHROUD OF DARK FIRE: Attacks with the Flame, Melta or Deflagrate trait reduce their Strength by -1. Weapon Skill suffers a -1 to Hit penalty. STRUCTURE POINTS OO									
TWIN LASCANNON		WARPFIRE PLASMA CANNON		MULTI-MELTA		TWIN AUTOCANNON		TAINTED POWER CLAW	
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	1	5	1	8/4	2	4	1	6
Traits: Anti-Tank		Traits: -		Traits: Melta, Anti-Tank		Traits: -		Traits: Close Combat	
Traits: Walker, Talon, Daemon									

Gal Vorbak Dark Brethren

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

ELITES		20 POINTS per base																
GAL VORBAK DARK BRETHREN SQUAD																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
8-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	2+	4"														
A GAL VORBAK DARK BRETHREN SQUAD consists of one to two Dark Brethren bases.		Dark Brethren bases are armed with the following weapons: - BOLT PISTOLS & POWER SWORDS																
<table border="1" style="width: 100%;"> <tr> <th colspan="2">BOLT PISTOLS & CHAIN SWORDS</th> </tr> <tr> <th>Range</th> <th>Acc</th> </tr> <tr> <td>Short 1"</td> <td>+2</td> </tr> <tr> <td>Long 3"</td> <td>+3</td> </tr> <tr> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>5</td> <td>2</td> </tr> <tr> <td colspan="2">Traits: Small Arms, Rending, , Close Combat</td> </tr> </table>		BOLT PISTOLS & CHAIN SWORDS		Range	Acc	Short 1"	+2	Long 3"	+3	Dice	Strength	5	2	Traits: Small Arms, Rending, , Close Combat				
BOLT PISTOLS & CHAIN SWORDS																		
Range	Acc																	
Short 1"	+2																	
Long 3"	+3																	
Dice	Strength																	
5	2																	
Traits: Small Arms, Rending, , Close Combat																		
Traits: Bulky, Teleport, Stubborn, Daemon																		

The Ashen Circle

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

FAST ATTACK		15 POINTS per base																
ASHEN CIRCLE SQUAD																		
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED														
7-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	3+	2+	10"														
An ASHEN CIRCLE SQUAD consists of one to two Incendiary bases. BURNING DESCENT: If this Squad enters the board with the Teleport trait it can target an enemy unit in base contact. That unit suffers a Strength 2 hit with the Small Arms trait. BITTER DUTY: This Squad can't be joined by a Commander.		Incendiary bases are armed with the following weapons: - HAND FLAMERS & AXE RAKES																
<table border="1" style="width: 100%;"> <tr> <th colspan="2">HAND FLAMERS & AXE RAKES</th> </tr> <tr> <th>Range</th> <th>Acc</th> </tr> <tr> <td>Short 1"</td> <td>-</td> </tr> <tr> <td>Long</td> <td>-</td> </tr> <tr> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>5</td> <td>2</td> </tr> <tr> <td colspan="2">Traits: Small Arms, Flame, Close Combat</td> </tr> </table>		HAND FLAMERS & AXE RAKES		Range	Acc	Short 1"	-	Long	-	Dice	Strength	5	2	Traits: Small Arms, Flame, Close Combat				
HAND FLAMERS & AXE RAKES																		
Range	Acc																	
Short 1"	-																	
Long	-																	
Dice	Strength																	
5	2																	
Traits: Small Arms, Flame, Close Combat																		
Traits: Jump Packs, Hardened Armour																		

XVIII Legiones Astartes (Salamanders)

Legion special rules:

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

Legion Specific Restriction:

Disdain for the Dark Age

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

Legion Specific Wargear:

Dragonscale Storm Shield

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

Purging Flame

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

Salamanders Unique Battalion Tactics:

The Covenant of Fire

Effects

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

Limitations

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

The Awakening Fire

Effects

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

* *Unto the Fires*: In games with a random amount of turns the Salamanders player always can chose to play all full six turns instead to roll at the end of the turn if the game continues.

* *Fury of the Salamander*: Librarians in this Battalion may exchange their Pyromancy Level 1 psychic power Flame Breath for Fury of the Salamanders

Fury of the Salamander

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

Range		Accuracy		Dice	Strength	Traits
S	L	S	L			
3"	5"	-	-	1	3	Elemental Horros

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

Limitations

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

Salamanders Unique Squads:

Firedrake Terminator Command Squad

UPGRADE		30 POINTS per base					
FIREDRAKE TERMINATOR COMMAND SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIC SKILL		WEAPON SKILL		SPEED	
		3+		2+		4"	
8-12: 13-14: 15+:		Direct Hit Devastating Hit Critical Hit		Firedrake bases are armed with the following weapons: - COMBI BOLTERS & POWER WEAPONS & HEAVY FLAMER			
A FIREDRAKE TERMINATOR COMMAND SQUAD consists of one to two Firedrake 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 Proteus, Land Raider Phobos (only if one base) or Spartan Assault Tank							
COMBI BOLTERS		POWER WEAPONS		HEAVY FLAMER			
Range	Acc	Range	Acc	Range	Acc		
Short 3"	+1	Short 0"	+2	Short 2"	-		
Long 6"	-	Long -	-	Long -	-		
Dice	Strength	Dice	Strength	Dice	Strength		
6	2	2	5	1	3		
Traits: Small Arms		Traits: Close Combat		Traits: Flame, Small Arms			
Traits: Bulky							

Firedrake Terminator Squad

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

ELITES		30 POINTS per base			
FIRE Drake TERMINATOR SQUAD					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	2+	4"	
8-12:	Direct Hit	Firedrake bases are armed with the following weapons: - COMBI BOLTERS & POWER WEAPONS & HEAVY FLAMER			
13-14:	Devastating Hit				
15+:	Critical Hit				
A FIRE Drake TERMINATOR SQUAD consists of one to two Firedrake 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 Proteus, Land Raider Phobos (only if one base) or Spartan Assault Tank					
COMBI BOLTERS		POWER WEAPONS		HEAVY FLAMER	
Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 0"	+2	Short 2"	-
Long 6"	-	Long -	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength
6	2	2	5	1	3
Traits: Small Arms		Traits: Close Combat		Traits: Flame, Small Arms	
Traits: Bulky					

Pyroclast Squad

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

HEAVY SUPPORT		15 POINTS per base			
PYROCLAST SQUAD					
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
7-10:	Direct Hit	3+	3+	4"	
11-13:	Devastating Hit				
14+:	Critical Hit				
A PYROCLAST SQUAD consists of one to two Pyroclast bases MANTLE OF ASH: Hits against this Squad from Flamer, Melta, Volkite and Plasma weapons cause a Direct Hit on a result of 8-10. DEDICATED TRANSPORT: Land Raider Proteus or Land Raider Phobos		Pyroclast bases are armed with the following weapons: - PYROCLAST FLAME PROJECTORS			
PYROCLAST FLAME PROJECTORS					
Range	Acc				
Short 2"	-				
Long -	-				
Dice	Strength*				
5	6/3				
Traits: Flame, Melta					
Traits: *Promethean Gist already included					

XIX Legiones Astartes (Raven Guard)

Legion special rules:

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

Raven Guard Unique Battalion Tactics:

Decaptation Strike

Effects

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

Limitations

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

Liberation Force

Effects

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

Limitations

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

Raven Guard Unique Squads:

Mor Deythan Strike Squad

ELITES		10 POINTS per base		
MOR DEYTHAN STRIKE SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
		2+	3+	4"
7-9:	Direct Hit	Mor Deythan bases are armed with the following weapons: - SNIPER RIFLES		
10-12:	Devastating Hit			
13+:	Critical Hit			
A MOR DETHYAN STRIKE SQUAD consists of one to two Mor Deythan bases. FATAL STRIKE: Once per game any attacks by this Squad gain the Rending rule. STEALTH: Attacks against this Squad suffer a -1 to Hit penalty DEDICATED TRANSPORT: Rhino or Darkwing Storm Eagle				
SNIPER RIFLES				
Range	Acc			
Short	4" +2			
Long	8" +1			
Dice	Strength			
1	5			
Traits: Heavy, Sniper, Small Arms				
Traits: Infiltrators, Outriders				

Dark Fury Assault Squad

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

FAST ATTACK		15 POINTS per base		
DARK FURY ASSAULT SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	3+	3+	10"
10-12:	Devastating Hit			
13+:	Critical Hit			
A DARK FURY ASSAULT SQUAD consists of one to two Dark Furies bases. SUDDEN STRIKE: This Squad attacks first during an Assault. FATEFUL DESCENT: This Squads gets a -1 Cover modifier for the round they are using the Teleport trait.		Dark Furies bases are armed with the following weapons: - RAVEN TALONS		
RAVEN TALONS				
Range	Acc			
Short	0" +2			
Long	-			
Dice	Strength			
3	3			
Traits: Small Arms, Close Combat, Rending				
Traits: Jump Packs				

Darkwing Pattern Storm Eagle Gunship

FAST ATTACK*		25 POINTS each			
DARKWING STORM EAGLE ASSAULT GUNSHIP SQUADRON					
SCALE: 1 (MEDIANUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	
		3+	5+	18"	
8-11:	Direct Hit	The Darkwing Storm Eagle is armed with of the following weapons: - TWIN HEAVY BOLTER & ECLIPSE VENGEANCE LAUNCHER & 2 x TWIN LASCANNON			
12-14:	Devastating Hit				
15+:	Critical Hit				
An DARKWING PATTERN STORM EAGLE ASSAULT GUNSHIP SQUADRON consists of one to three Darkwing Storm Eagles STEALTH: Attacks against this Squadron suffers a -1 to Hit penalty. STRUCTURE POINTS OOO					
TWIN HEAVY BOLTERS Range Acc Short 4" +1 Long 9" - Dice Strength 2 3 Traits: Small Arms		ECLIPSE VENGEANCE LAUNCHER Range Acc Short 6" - Long 12" - Dice Strength 1 2 Traits: Quake		TWIN LASCANNON Range Acc Short 6" - Long 12" - Dice Strength 2 6 Traits: Anti-Tank	
Traits: Aircraft (Fighter-Bomber), Assault Vehicle, Hover, Attached Transport (3)					

XX Legiones Astartes (Alpha Legion)

Legion special rules:

* *Mutable Tactics*: At the start of the game, when Warlord Traits are selected, select a trait or ability from the following list which ALL Alpha Legion Infantry Companies may use:

- Infiltrators trait
- Outriders trait
- If becoming the target of a charge the Company gains an automatic Charge order and charges the attacker. This may generate additional Dice depending on distance moved.
- re-roll Armour rolls of 1 against non-Infantry Squads.
- gain +1" Speed.

* *Martial Hubris*: At the end of the game if the Alpha Legion suffers more Units destroyed than the opponent, then the opponent gains +1 Victory point.

Alpha Legion Unique Battalion Tactics:

The Coils of the Hydra

Effects

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

Limitations

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

Headhunter Leviathal

Effects

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

Limitations

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

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

Alpha Legion Unique Squads:

Saboteur Consul

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

Headhunter Kill Team

FAST ATTACK	20 POINTS per base		
HEADHUNTER KILL TEAM SQUAD			
SCALE: 0 (MINIMUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED
	2+	3+	4"
7-9: 10-13: 14+:	Direct Hit Devastating Hit Critical Hit	Headhunter bases are armed with the following weapons: - COMBI-BOLTERS WITH BANESTRIKE SHELLS	
A HEADHUNTER KILL TEAM SQUAD consists of one to two Headhunter 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 Dreadclaw Drop Pod			
COMBI-BOLTERS WITH BANESTRIKE SHELLS			
Range Acc			
Short 2" +1			
Long 5" -			
Dice Strength			
6 3			
Traits: Small Arms			
Traits: Infiltrators			

Lernaean Terminator Squad

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

ELITES		30 POINTS per base									
LERNAEAN TERMINATOR SQUAD											
SCALE: 0 (MINIMUS)			BALLISTIC SKILL			WEAPON SKILL			SPEED		
			3+			2+			4"		
8-11:		Direct Hit		Lernaean Terminator bases are armed with the following weapons: - VOLKITE CHARGERS & POWER AXES Each base may be armed with one of the following weapons: - CONVERSION BEAMER - HEAVY FLAMER - PLASMA BLASTER							
12-14:		Devastating Hit									
15+:		Critical Hit									
A LERNAEAN TERMINATOR SQUAD consists of one to two Lernaean 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 Proteus, Land Raider Phobos, Dreadclaw Drop Pod (only if one base) or Spartan Assault Tank.											
VOLKITE CHARGERS		POWER AXES		CONVERSION BEAMER		HEAVY FLAMER		PLASMA BLASTER			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 2"	+1	Short 0"	+2	Short 6"	-	Short 2"	-	Short 2"	-	Short 2"	-
Long 4"	-	Long -	-	Long 12"	-	Long -	-	Long -	-	Long 4"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
3	3	2	4	1	6	1	3	1	4		
Traits: Deflagrate, Small Arms		Traits: Close Combat		Traits: Heavy		Traits: Flame, Small Arms		Traits: Overload			
Traits: Bulky, Stubborn											

Appendix:

Interaction with official models

Warbinger Nemesis Quad Autocannons

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

Quad Autocannon

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

Questoris Knight and Armiger Knight Heavy Stubber

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

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

Questoris Knight Ironstorm Missile Pod

Alternative to Stormspear Rocket Pod. +15 points

Ironstorm Missile Pod

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

Questoris Knight Twin Icarus Autocannon

Alternative to Stormspear Rocket Pod. +5 points

Twin Icarus Autocannon

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

Acastus Knight Helios Defence Missiles

Alternative to Ironstorm Missile Pod. -10 points

Helios Defence Missiles

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

Ardex Defence System

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