

# The Horus Heresy



## Legiones Astartes: Army List

An 8ed compilation for Warhammer 40,000

VERSION 3.20

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## FOREWORD & DISCLAIMER

Welcome to this compilation of rules, intended to allow people to use their Horus Heresy armies with the 40k 8th Edition ruleset.

We've tried to keep the structure and arrangement of units and armies the same as they have been in previous versions of 30k, but using the 8ed rules system. If rules for a unit exist in 8ed, we've used them unchanged. When porting over rules from 7ed, we've tried to use equivalent 8ed rules wherever possible, and only write completely new material where necessary. We appreciate any input on what does and doesn't work, or what could be improved. This is intended to be a living document, updated regularly based on community playtesting.

No copyright infringement is intended to any of the many, many GW trademarks we've liberally used in this document. We're all huge fans of Warhammer 40k and 30k and the setting GW has created, and this is our attempt to help out the player base and provide a common structure for Heresy players who want to play 8ed, at least until an official supplement is released. We make no claim to ownership over anything included in this document.

Compiled by Grifftofer and ArbitorIan with contributions by Wildetuen, RandomTerror, Mounthy\_Chris, Shas'va, Darog, Chainmachete and Magos\_Dominus. With thanks to the members of Heresy 30k, HATE Club and Dakkadakka for suggestions and playtesting.



# SONS OF THE PRIMARCHS

This book contains all the datasheets that you will need to fight battles with your Legiones Astartes miniatures, and the rules for the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described below and referenced on the datasheets themselves.

## KEYWORDS

Throughout this book, you will come across a keyword that is within angular brackets, specifically <FEALTY> and <LEGION>. This is shorthand for a keyword of your choosing, as described below.

### <FEALTY>

In games set in the Age of Darkness, your army will either fight on the side of the loyalists or the traitors. When you build your army, pick which you wish it to be. If you pick loyalist, then all units with the <FEALTY> keyword have this keyword changed to **LOYALIST**. If you pick traitor, then all units with the <FEALTY> keyword have this keyword changed to **TRAITOR**.

All units in your army must have the same allegiance. Some unique characters or specific units can already have **TRAITOR** or **LOYALIST** printed on their datasheet, in which case they can only be taken in armies with the matching allegiance.

### <LEGION>

All Space Marines are drawn from one of the Legions. Some datasheets specify what Legion the unit is drawn from (e.g. Ezekyle Abaddon has the **SONS OF HORUS** keyword, so is drawn from the Sons of Horus Legion). If a Legiones Astartes datasheet does not specify which Legion it is drawn from, it will have the <LEGION> keyword. When you include such a unit in your army, you must nominate which Legion that unit is from. You then simply replace the <LEGION> keyword in every instance on that unit's datasheet with the name of your chosen Legion.

For example, if you were to include a Praetor in your army, and you decided he was from the Iron Hands Legion, his <LEGION> Faction keyword is changed to **IRON HANDS** and his Rites of Battle ability would then say 'You can re-roll hit rolls of 1 made for friendly **IRON HANDS** units within 6" of this model.'

## MASTER OF THE LEGION

Only one unit with this keyword may be taken per 1,000 points in your army. Having a unit with this keyword in a detachment allows the detachment to take a Rites of War.

## PRIMARCH

A model with this keyword must always be your Warlord. However, they do not generate a Warlord trait.

## SUPPORT

A unit with this keyword cannot be taken as a compulsory choice for the category of the Force Organisation chart that it is in.

## ABILITIES

### LEGION TRAITS

Units with this special rule have a number of additional Abilities, detailed in the rules for their specific Legion.

Generally, these rules apply to all **INFANTRY**, **BIKER** and **DREADNOUGHT** units from a specific Legion. **CYBERNETICA CORTEX**, **THALLAX** and **SERVO-AUTOMATA** units are the exception and do not benefit from Legion Traits.

## PLAYING GAMES IN THE AGE OF DARKNESS

**Lords of War:** Your armies may include detachments of Lords of War as normal, but the total points value/power rating of the Lords of War choices in your army may not be more than 25% the total army points value/power rating, rounding up.

**Cities of Death:** The battlefields of the Horus Heresy were nightmarish sites of destruction. We recommend using the Advanced Rules for terrain from page 260 of the Warhammer 40,000 rulebook, including counting all ruins as City Ruins.

**Prepared Positions:** The player who has the second turn in the first battle round has access to the following Stratagem (2CP): Use this Stratagem at the start of the first battle round, before the first turn begins. Until the end of the first turn, all units from your army that are wholly within your Deployment Zone, other than Titanic units, receive the benefit of cover, even while they are not entirely on or in a terrain feature. A unit that is already receiving the benefit of cover gains no additional benefit from this Stratagem.

**Psychic focus:** With the exception of Smite, each psychic power can be attempted only once per turn, rather than once per psyker per turn. In addition, you must add 1 to the warp charge value of Smite for each attempt (whether successful or not) that has been made to manifest Smite during a given Psychic phase, to a maximum warp charge value of 11.

**Strategic Discipline:** The same Stratagem cannot be used by the same player more than once during any single phase.

**Sudden Death:** If, at the end of any battle round, one player has no models left on the battlefield, the game ends immediately and that player loses. Fortifications do not count for the purposes of this rule.

**Tactical Reserves:** Instead of being set up on the battlefield during Deployment, many units have the ability to be set up on teleportariums, in high orbit, in ambush, etc., in order to arrive on the battlefield mid-game as reinforcements. When setting up your army during Deployment for a matched play game, at least half the total number of units in your army must be set up on the battlefield, and the combined points value of all the units you set up on the battlefield during Deployment (including those that are embarked within Transports that are set up on the battlefield) must be at least half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

Furthermore, in matched play games, units that are not placed on the battlefield during deployment in order to arrive on the battle mid-game as reinforcements cannot arrive on the battlefield during the first battle round. Finally, any unit that has not arrived on the battlefield by the end of the third battle round in a matched play game counts as having been destroyed.

## WARGEAR LISTS

### COMBI-WEAPONS

Combi-bolter  
Combi-flamer  
Combi-grenade launcher  
Combi-melta  
Combi-plasma  
Combi-volkite

### DREADNOUGHT SECONDARY WEAPONS

Graviton gun  
Heavy flamer  
Meltagun  
Plasma blaster  
Twin boltgun

### MELEE WEAPONS

Chainfist (**TERMINATOR** only)  
Charnabal sabre (not available to **TERMINATORS**)  
Heavy chainsword (not available to **TERMINATORS**)  
Lightning claw  
Paragon blade (**PRAETOR** only)  
Power fist  
POWER WEAPONS  
Thunder hammer

### PINTLE WEAPONS

COMBI-WEAPONS  
Havoc launcher  
Heavy bolter  
Heavy flamer  
Multi-melta  
Twin boltgun

### PISTOLS

Archaeotech pistol\*  
Hand flamer  
Plasma pistol  
Volkite serpenta

### POWER WEAPONS

Power axe  
Power lance  
Power maul  
Power sword

### PROTECTIVE WARGEAR

Boarding shield  
Combat shield  
Refractor field

### RANGED WEAPONS

Boltgun  
COMBI-WEAPONS  
Master-crafted boltgun (**PRAETOR** only)  
Volkite charger

### SPONSON WEAPONS

Two heavy bolters  
Two lascannons  
Two heavy flammers

### TECHMARINE EQUIPMENT

COMBI-WEAPONS  
Graviton gun  
Master-crafted boltgun  
Nuncio-vox  
Plasma pistol  
Volkite charger

### THALLAX WEAPONS

Irad-cleanser  
Multi-laser  
Multi-melta  
Phased plasma-fusil  
Photon thruster

### VEHICLE UPGRADES

Dozer blade  
Hunter-killer missile

### VETERAN WEAPONS

Flamer  
Heavy bolter with suspensor web  
Heavy chainsword  
Heavy flamer  
Lightning claw  
Meltagun  
Missile launcher (frag & krak missiles) with suspensor web  
Plasma gun  
Volkite charger

#### A NOTE ON CHAINSWORDS

This document makes exclusive reference to chainsword(s) throughout. However if a model is physically armed with a combat blade and its entry states it has a chainsword then it should be considered to have a chainsword for all purposes. This is because chainswords and combat blades function identically in the 8th edition rules and the terms are used interchangeably in the Horus Heresy books. I have simply omitted writing chainsword/combat blade every time in order to save space (and my sanity).





## LEGION PRAETOR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Praetor	6"	2+	2+	4	4	5	4	9	2+
Legion Praetor on Bike	14"	2+	2+	4	5	6	4	9	2+
Legion Praetor in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+

- A Legion Praetor is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades.
- A Legion Praetor on Bike is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades. His Legion Space Marine Bike is equipped with a twin boltgun.
- A Legion Praetor in Terminator Armour is a single model armed with a power weapon and a combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Grenade harness	12"	Assault D6	4	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

### UNIT OPTIONS

A Legion Praetor can take one of the following upgrades:

- A Legion Praetor can be upgraded to a Legion Praetor on Bike (**+1 Power Rating**). If it does, it replaces its **INFANTRY** keyword with **BIKER**.
  - A Legion Praetor on Bike can replace its legion space marine bike with a legion scimitar jetbike (heavy bolter) (**+1 Power Rating**). If it does, its Move characteristic is increased to 16", and it gains the **FLY** keyword.
- A Legion Praetor can be upgraded to a Legion Praetor in Terminator Armour (**+3 Power Rating**). If it does, it gains the **TERMINATOR** keyword.
  - A Legion Praetor in Terminator Armour can take Cataphractii Armour. If it does, its Move characteristic is reduced to 4".
  - A Legion Praetor in Terminator Armour can take Tartaros Armour. If it does, its Move characteristic is increased to 6".
- A Legion Praetor can take a jump pack (**+1 Power Rating**). If it does, its Move characteristic is increased to 12", and it gains the **FLY** and **JUMP PACK** keywords.

### WARGEAR OPTIONS

- This model can replace its chainsword with an item from the *Pistols* or *Melee Weapons* lists.
- This model can replace its bolt pistol with an item from the *Pistols* or *Melee Weapons* lists.
- This model can take an item from the *Ranged Weapons\** list.
- This model can take an item from the *Protective Wargear* list\*.
- This model can replace its combi-bolter and/or power weapon with items from the *Melee Weapons* list.
- This model can replace its combi-bolter with items from the *Ranged Weapons* list.
- This model can take digital lasers.
- This model can take melta bombs\*.
- A Legion Praetor in Terminator Armour can take a grenade harness.

\* Not available to a Praetor in Terminator Armour.

### ABILITIES

#### Legion Traits

**Iron Halo:** This model has a 4+ invulnerable save.

**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **<LEGION>** units within 6".

**Turbo-boost:** A model on a legion space marine bike or legion scimitar jetbike adds 6" to its move characteristic for that Movement phase, when it Advances, instead of rolling a dice.

**Cataphractii Armour:** A Praetor equipped with Cataphractii Armour (and his Iron Halo) has a 3+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.

**Digital Lasers:** A model equipped with digital lasers increases its Attacks characteristic by 1.

**Jump Pack Assault:** During deployment, a unit equipped with a jump pack can be set up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.

### FACTION

**<FEALTY>, LEGIONES ASTARTES, <LEGION>**

### KEYWORDS

### KEYWORDS

**INFANTRY, CHARACTER, PRAETOR, MASTER OF THE LEGION, ASTARTES**



# LEGION COMMAND SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Space Marine Chosen	6"	3+	3+	4	4	2	2	8	2+
Legion Space Marine Chosen on Bike	14"	3+	3+	4	5	3	2	8	2+

This unit consists of 3 Legion Space Marine Chosen. It can include up to 2 additional Legion Space Marines Chosen (**Power Rating +6**).

- Each Legion Space Marine Chosen is armed with a boltgun, chainsword, bolt pistol, frag grenades and krak grenades.
- Each Legion Space Marine Chosen on Bike is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades. His Legion Space Marine Bike is equipped with a twin boltgun.
- One Legion Space Marine Chosen or Legion Space Marine Chosen on Bike also carries a Company Banner.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

UNIT OPTIONS	<p>If the <b>MASTER OF THE LEGION</b> has taken a unit option then the Legion Command Squad can take the corresponding option:</p> <ul style="list-style-type: none"> <li>• The unit can be upgraded to ride Bikes (<b>+3 Power Rating</b>). If it does, it replaces its <b>INFANTRY</b> keyword with <b>BIKER</b>. <ul style="list-style-type: none"> <li>• A Legion Command Squad on Bikes can replace its legion space marine bikes with a legion scimitar jetbikes (heavy bolter) (<b>+2 Power Rating</b>). If it does, its Move characteristic is increased to 16", and it gains the <b>FLY</b> keyword.</li> </ul> </li> <li>• The unit can take jump packs (<b>+1 Power Rating</b>). If it does, its Move characteristic is increased to 12", and it gains the <b>FLY</b> and <b>JUMP PACK</b> keywords.</li> </ul>
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WARGEAR OPTIONS	<ul style="list-style-type: none"> <li>• Any model can replace its bolt pistol with an item from the <i>Pistols</i> or <i>Melee Weapons</i> lists.</li> <li>• Any model can replace its chainsword with an item from the <i>Melee Weapons</i> list.</li> <li>• Any model can replace its boltgun with an item from the <i>Ranged Weapons</i> list.</li> <li>• Any model can take a combat shield.</li> </ul>
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ABILITIES	<p><b>Legion Traits</b></p> <p><b>Honour Guard:</b> This unit does not fill any Battlefield Role Slots when choosing an army. This unit can only be taken if the army contains a unit with the <b>MASTER OF THE LEGION</b> keyword. The number of <b>COMMAND SQUADS</b> taken cannot exceed the number of units with <b>MASTER OF THE LEGION</b>. Roll a D6 each time a friendly <b>&lt;LEGION&gt; CHARACTER</b> loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the <b>&lt;LEGION&gt; CHARACTER</b> does not lose a wound, but this unit suffers a mortal wound.</p> <p><b>Company Banner:</b> Friendly <b>&lt;LEGION&gt;</b> units within 6" of any friendly company banner add 1 to their Leadership.</p> <p><b>Turbo-boost:</b> A model on a legion space marine bike or legion scimitar jetbike adds 6" to its move characteristic for that Movement phase, when it Advances, instead of rolling a dice.</p> <p><b>Jump Pack Assault:</b> During deployment, a unit equipped with jump packs can be set up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.</p>
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FACTION KEYWORDS	<b>&lt;FEALTY&gt;, LEGIONES ASTARTES, &lt;LEGION&gt;</b>
KEYWORDS	<b>INFANTRY, COMMAND SQUAD, ASTARTES</b>





# LEGION TERMINATOR COMMAND SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Terminator Chosen	5"	3+	3+	4	4	3	2	8	2+

This unit consists of 3 Legion Terminator Chosen. It can include up to 2 additional Legion Temroniator Chosen (**Power Rating +8**).

- A Legion Terminator Chosen is a single model armed with a power weapon and combi-bolter.
- One Legion Terminator Chosen also carries a Company Banner.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

UNIT OPTIONS	<p>If the <b>MASTER OF THE LEGION</b> has taken a unit option then the Legion Command Squad can take the corresponding option:</p> <ul style="list-style-type: none"><li>• A Legion Terminator Command Squad can take Cataphractii Armour. If it does, its Move characteristic is reduced to 4".</li><li>• A Legion Terminator Command Squad can take Tartaros Armour. If it does, its Move characteristic is increased to 6".</li></ul>
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WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• Any model can replace its power weapon with an item from the <i>Melee Weapons</i> list.</li><li>• Any model can replace its combi-bolter with an item from the <i>Ranged Weapons</i> list.</li><li>• Any model can replce it's combi-bolter and power weapon for two lightning claws.</li><li>• One model can replce it's combi-bolter with a heavy flamer, plasma blaster or reaper autocannon.</li><li>• The model with the Company Banner can take a grenade harness.</li></ul>
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ABILITIES	<p><b>Legion Traits</b></p> <p><b>Honour Guard:</b> This unit does not fill any Battlefield Role Slots when choosing an army. This unit can only be taken if the army contains a unit with the <b>MASTER OF THE LEGION</b> keyword. The number of <b>COMMAND SQUADS</b> taken cannot exceed the number of units with <b>MASTER OF THE LEGION</b>. Roll a D6 each time a friendly <b>&lt;LEGION&gt; CHARACTER</b> loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the <b>&lt;LEGION&gt; CHARACTER</b> does not lose a wound, but this unit suffers a mortal wound.</p> <p><b>Company Banner:</b> Friendly <b>&lt;LEGION&gt;</b> units within 6" of any friendly company banner add 1 to their Leadership.</p> <p><b>Terminator Armour:</b> A model equipped with Terminator Armour has a 5+ invulnerable save.</p> <p><b>Cataphractii Armour:</b> A model equipped with Cataphractii Armour has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.</p>
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FACTION KEYWORDS	<b>&lt;FEALTY&gt;, LEGIONES ASTARTES, &lt;LEGION&gt;</b>
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KEYWORDS	<b>INFANTRY, COMMAND SQUAD, TERMINATOR, ASTARTES</b>
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# LEGION CENTURION



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Centurion	6"	3+	3+	4	4	4	3	8	2+
Legion Centurion on Bike	14"	3+	3+	4	5	5	3	8	2+
Legion Centurion in Terminator Armour	5"	3+	3+	4	4	5	3	8	2+

- A Legion Centurion is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades.
- A Legion Centurion on Bike is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades. His Legion Space Marine Bike is equipped with a twin boltgun.
- A Legion Centurion in Terminator Armour is a single model armed with a power weapon and combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

UNIT OPTIONS

A Legion Centurion can take one of the following upgrades:

- A Legion Centurion can be upgraded to a Legion Centurion on Bike (**+2 Power Rating**). If it does, it replaces its **INFANTRY** keyword with **BIKER**.
  - A Legion Centurion on Bike can replace its legion space marine bike with a legion scimitar jetbike (heavy bolter) (**+1 Power Rating**). If it does, its Move characteristic is increased to 16", its Save characteristic is improved to 2+, and it gains the **FLY** keyword.
- A Legion Centurion can be upgraded to a Legion Centurion in Terminator Armour (**+2 Power Rating**). If it does, it gains the **TERMINATOR** keyword.
  - A Legion Centurion in Terminator Armour can take Cataphractii Armour. If it does, its Move characteristic is reduced to 4".
  - A Legion Centurion in Terminator Armour can take Tartaros Armour. If it does, its Move characteristic is increased to 6".
- A Legion Centurion can take a jump pack (**+1 Power Rating**). If it does, its Move characteristic is increased to 12", and it gains the **FLY** and **JUMP PACK** keywords.

WARGEAR OPTIONS

- This model can replace its chainsword with an item from the *Pistols* or *Melee Weapons* lists.
- This model can replace its bolt pistol with an item from the *Pistols* or *Melee Weapons* lists.
- This model can take an item from each of the *Ranged Weapons\**, and the *Protective Wargear\** lists.
- This model can replace its combi-bolter and/or power weapon with items from the *Melee Weapons* list.
- This model can replace its combi-bolter with items from the *Ranged Weapons* list.
- This model can take melta bombs\*.
- This model can take a single Consul option from the Consul list on the next page.

\* Not available to a Centurion in Terminator Armour.

ABILITIES

Legion Traits

**Turbo-boost:** A model on a legion space marine bike or legion scimitar jetbike adds 6" to its move characteristic for that Movement phase, when it Advances, instead of rolling a dice.

**Terminator Armour:** A model equipped with Terminator Armour has a 5+ invulnerable save.

**Cataphractii Armour:** A model equipped with Cataphractii Armour has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.

**Jump Pack Assault:** During deployment, a unit equipped with a jump pack can be set up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.

**Tactical Precision:** You can re-roll Wound rolls of 1 for friendly **<LEGION>** units that are within 6" of a this model.

**Legion Consul:** Any centurion in your army may be upgraded to a Legion Consul, by paying the additional points listed. A consul loses the **CENTURION** keyword and the **Tactical Precision** ability, and gains any abilities and equipment listed under that consul type. Additional equipment must be paid for separately.



FACTION KEYWORDS

**<FEALTY>, LEGIONES ASTARTES, <LEGION>**

KEYWORDS

**INFANTRY, CHARACTER, CENTURION, ASTARTES**

# LEGION CONSULS LIST

WARGEAR	DESCRIPTION	
Champion Consul	<ul style="list-style-type: none"> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>CHAMPION</b> and <b>CONSUL</b> keywords.</li> <li>Increase this model's Weapon Skill characteristic to 2+.</li> <li><b>Killing Stroke:</b> You can add 1 to the Damage characteristic of this model's melee weapons.</li> <li><b>Honour or Death:</b> This model must make a Heroic Intervention if it is able to do so. In addition, you can re-roll any failed hit rolls for this model in the Fight phase.</li> </ul>	
Chaplain Consul	<ul style="list-style-type: none"> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>CHAPLAIN</b> and <b>CONSUL</b> keywords.</li> <li>This model has a power weapon.</li> <li><b>Litanies of Hate:</b> You can re-roll failed hit rolls in the Fight phase for friendly <b>&lt;LEGION&gt;</b> units within 6" of this model.</li> </ul>	
Delegatus Consul	<ul style="list-style-type: none"> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>DELEGATUS</b>, <b>MASTER OF THE LEGION</b> and <b>CONSUL</b> keywords.</li> <li><b>Master-crafted:</b> You can add 1 to the Damage characteristic of this model's weapons.</li> </ul>	
Forge Lord Consul	<ul style="list-style-type: none"> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>FORCE LORD</b> and <b>CONSUL</b> keywords.</li> <li>This model has a servo arm.</li> <li>This model can take a cortex conroller, rad grenades, a cyber-familiar and/or items from the <i>Techmarine Equipment</i> list.</li> <li><b>Battlesmith:</b> At the end of your Movement phase this model can repair a single <b>&lt;LEGION&gt; VEHICLE</b> within 1". That model regains D3 wounds. A model can only be repaired once per turn.</li> </ul>	
Herald Consul	<ul style="list-style-type: none"> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>HERALD</b>, <b>MASTER OF THE LEGION</b> and <b>CONSUL</b> keywords.</li> <li><b>Legion Banner:</b> <b>&lt;LEGION&gt;</b> units within 6" of any friendly <b>&lt;LEGION&gt; HERALD</b> units add 1 to their Leadership. In addition, roll a D6 each time a <b>&lt;LEGION&gt; INFANTRY</b> model is destroyed within 6" of a friendly <b>&lt;LEGION&gt; HERALD</b>, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as though it were the Shooting phase, or make a single attacks if it were the Fight phase.</li> </ul>	
Librarian Consul	<ul style="list-style-type: none"> <li>May not take a Jump Pack, Jetbike, Bike or Terminator armour.</li> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>LIBRARIAN</b>, <b>PSYKER</b>, <b>SUPPORT</b> and <b>CONSUL</b> keywords.</li> <li>Replace this model's chainsword (or power weapon if in Terminator Armour) with a force weapon.</li> <li><b>Psyker:</b> This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the <i>Librarius</i> discipline.</li> </ul>	
Master of Signals Consul	<ul style="list-style-type: none"> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>MASTER OF SIGNALS</b>, <b>SUPPORT</b> and <b>CONSUL</b> keywords.</li> <li>This model has a cognis signum, nuncio-vox and bombardment.</li> <li><b>Cognis-signum:</b> At the start of the Shooting phase, you can choose one unit which is within 3" of a model with the cognis-signum. You can add 1 to hit rolls made for your chosen unit's weapons this phase.</li> </ul>	
	<ul style="list-style-type: none"> <li>May not take a combi-weapon, boarding shield, boltgun, power fist, thunder hammer, lightning claw(s), chainfist, Bike, Jetbike or Terminator armour.</li> </ul>	
Moritat Consul	<ul style="list-style-type: none"> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>MORITAT</b>, <b>SUPPORT</b> and <b>CONSUL</b> keywords.</li> <li>This model has a bolt pistol and rad grenades.</li> <li><b>Ill Omened:</b> Friendly <b>DESTROYER</b> units within 3" add 1 to the Shots characteristic of any of their Pistol weapons.</li> <li><b>Chain Fire:</b> This model can add D6 to the Shots characteristic of its Pistol weapons in the Shooting phase (roll separately for each weapon). If it does, this model cannot charge this turn or make any ranged attacks during the next turn.</li> </ul>	
	<ul style="list-style-type: none"> <li>May not take a combi-weapon, boarding shield, bolter, power fist, thunder hammer, lightning claw(s), chainfist, Bike, Jetbike or Terminator armour.</li> </ul>	
Praevian Consul	<ul style="list-style-type: none"> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>PRAEVIAN</b>, <b>SUPPORT</b>, <b>CORTX CONTROLLER</b> and <b>CONSUL</b> keywords.</li> <li>This model has a cortex controller.</li> <li><b>Cortex Designator:</b> You can re-roll wound rolls of 1 made in the Shooting phase, for friendly <b>CYBERNETICA CORTX</b> units within 6".</li> <li><b>Master of Cybernetica:</b> A single unit of Castellax or Vorax Battle-automata must be selected along with the Praevian Consul. This unit does not use up an additional Force Organisation choice and gains the <b>Saviour Protocols</b> ability. <ul style="list-style-type: none"> <li><b>Saviour Protocols:</b> Roll a D6 each time a friendly <b>PRAEVIAN</b> loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the <b>PRAEVIAN</b> does not lose a wound, but this unit suffers a mortal wound.</li> </ul> </li> </ul>	
Primus Medicae Consul	<ul style="list-style-type: none"> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>PRIMUS MEDICAE</b>, <b>SUPPORT</b> and <b>CONSUL</b> keywords.</li> <li>This model has a needle pistol.</li> <li><b>Narthecium:</b> At the end of any of your Movement phases, the Primus Medicae can attempt to heal or revive a single model. Select a friendly <b>&lt;LEGION&gt; INFANTRY</b> or <b>BIKER</b> unit within 3" of the Primus Medicae. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen units contains no wounded models, but one or more of its models have been slain during the battle, roll a D6. On a 3+ a single slain model is returned to the unit with 1 wound remaining. If the Primus Medicae fails to revive a model he can do nothing for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.</li> </ul>	
	<ul style="list-style-type: none"> <li>May not take power fists, chainfists, boarding shields or paired lightning claws.</li> </ul>	
Siege Breaker Consul	<ul style="list-style-type: none"> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>SIEGE BREAKER</b> and <b>CONSUL</b> keywords.</li> <li>This model can take a breaching charge, or up to 3 phosphex bombs.</li> <li><b>Art of Destruction:</b> Friendly <b>&lt;LEGION&gt; INFANTRY</b> units within 3" can re-roll failed wound rolls made with heavy and grenade weapons. Additionally they can re-roll damage rolls for heavy and grenade weapons with variable damage characteristics.</li> </ul>	
Vigilator Consul	<ul style="list-style-type: none"> <li>This model loses the <b>CENTURION</b> keyword and gains the <b>VIGILATOR</b> and <b>CONSUL</b> keywords.</li> <li>Increase this model's Ballistic Skill characteristic to 2+.</li> <li>This model has a boltgun and cameleoline, and can use the Special Issue Ammunition ability (see the <b>Legion Seeker Squad</b> entry)</li> <li><b>From the Shadows:</b> Friendly <b>&lt;LEGION&gt; INFANTRY</b> units within 3" count as being in cover.</li> <li><b>Sabotage!:</b> Once both sides have deployed but before the first player takes their turn, this unit can inflict D3 mortal wounds to any one unit that is deployed on the board. <b>CHARACTER</b> units cannot be targeted by this ability.</li> </ul>	
	<ul style="list-style-type: none"> <li>May not take a combi-weapon, boarding shield, power fist, thunder hammer, lightning claw(s), chainfist, Bike, Jetbike or Terminator armour.</li> </ul>	





# DAMOCLES COMMAND RHINO



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Damocles Command Rhino	12"		3+			6-10	3		
	6"	6+	4+	6	7	3-5	D3	8	3+
	3"		5+			1-2	1		

A Damocles Command Rhino is a single model equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take items from the <i>Vehicle Upgrades</i> list.</li><li>This model can take an item from the <i>Pintle Weapons</i> list.</li></ul>					
ABILITIES	<p><b>Self-repair:</b> Roll a D6 at the start of each of your turns; on a 6, this model regains 1 lost wound.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Orbital Strike Augur:</b> Once per battle in the Shooting phase, the controlling player may make a special Orbital Strike attack. To do so, nominate a point on the board and roll a D6 for every unit within 6" of that point. Subtract 1 from the result if the unit being targeted is a <b>CHARACTER</b>. On a 4+, the unit being targeted suffers D3 mortal wounds.</p> <p><b>Command Interface Unit:</b> Roll 2D6 at the end of each of your turns if your Warlord is embarked within a Damocles Command Rhino. If the total rolled is less than your Warlord's Leadership characteristic, you gain one Command point.</p>					
TRANSPORT	This model can transport 1 <LEGION> INFANTRY model with the <b>CHARACTER</b> keyword. It cannot transport <b>JUMP PACK</b> , <b>TERMINATOR</b> or <b>PRIMARCH</b> models.					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>VEHICLE</b> , <b>TRANSPORT</b> , <b>RHINO</b> , <b>DAMOCLES COMMAND RHINO</b> , <b>TANK</b>					



# MASTER OF ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master of Armour (Legion Sicaran)	14"		2+			7-14	4		
	10"	5+	3+	6	7	3-6	3	8	3+
	8"		4+			1-2	2		
Master of Armour (Legion Predator)	12"		2+			7-12	3		
	6"	5+	3+	6	7	3-6	D3	8	3+
	3"		4+			1-2	1		

- A Master of Armour is single model in either a Legion Sicaran or a Legion Predator.
- A Master of Armour (Legion Sicaran) is armed with a heavy bolter and a twin accelerator autocannon. **(Power rating 15)**
  - A Master of Armour (Legion Predator) is armed with a predator autocannon. **(Power Rating 12)**

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Executioner plasma cannon	36"	Heavy 2D3	7	-3	2	-
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Twin accelerator autocannon	48"	Assault 8	7	-1	2	Attacks made with this weapon suffer no penalty to its hit roll when targeting units with the <b>FLY</b> keyword. In addition, every wound roll of 6+ made with this weapon increases the AP of that individual wound to -3.
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• This model can replace its predator autocannon with a flamestorm cannon, executioner plasma cannon, C-beam cannon or magna-melta cannon.</li><li>• This model can take Power of the Machine Spirit.</li><li>• This model can take items from the <i>Vehicle Upgrades</i> list.</li><li>• This model can take an item from each of the <i>Pintle Weapons</i> and <i>Sponson Weapons</i> lists.</li></ul>					
ABILITIES	<p><b>Field Commander:</b> This unit may only be taken in a deachment which uses the Armoured Breakthrough rite of war. This unit may grant access to that Rite of War.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes (Legion Sicaran):</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p> <p><b>Explodes (Legion Predator):</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p>					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS (Legion Sicaran)	<b>VEHICLE, SICARAN BATTLE TANK, TANK, MASTER OF THE LEGION</b>					
KEYWORDS (Legion Predator)	<b>VEHICLE, PREDATOR, RHINO, TANK, MASTER OF THE LEGION</b>					





# LEGION TERMINATOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Terminator	5"	3+	3+	4	4	2	2	7	2+
Legion Sergeant	5"	3+	3+	4	4	2	3	8	2+

This unit consists of 1 Legion Sergeant and 4 Legion Terminator. It can include up to 5 additional Legion Space Marines (**Power Rating +13**).

- Each model is armed with a combi-bolter and power weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Grenade harness	12"	Assault D6	4	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Power axe	Melee	Melee	1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	2	-1	1	-
Power maul	Melee	Melee	2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

UNIT OPTIONS	<ul style="list-style-type: none"><li>A Legion Terminator Squad can take Cataphractii Armour. If it does its Move characteristic is reduced to 4".</li><li>OR</li><li>A Legion Terminator Squad can take Tartaros Armour. If it does its Move characteristic is increased to 6".</li></ul>
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace its combi-bolter with a Volkite charger, or an item from the <i>Combi-Weapons</i> list.</li><li>Any model can replace its power weapon with a power fist, chainfist, thunder hammer or lightning claw.</li><li>Any model can replace its power weapon and combi-bolter with two lightning claws.</li><li>For every five models in the unit, one Legion Terminator can replace its combi-bolter with a heavy flamer, reaper autocannon or plasma blaster.</li><li>The Legion Sergeant can take a grenade harness.</li></ul>
ABILITIES	<p><b>Legion Traits</b></p> <p><b>Terminator Armour:</b> This unit has a 5+ invulnerable save.</p> <p><b>Cataphractii Armour:</b> A model equipped with Cataphractii Armour has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.</p>
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	INFANTRY, TERMINATOR, ASTARTES



# LEGION VETERAN TACTICAL SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Veteran Marine	6"	3+	3+	4	4	1	2	7	3+
Legion Veteran Sergeant	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Legion Veteran Sergeant and 4 Legion Veteran Marines. It can include up to 5 additional Legion Veteran Marines (+6 Power rating).

- Each model is armed with a chainsword, boltgun, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
Volkite serpenta	10"	Pistol 1	5	0	2	-

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model in the unit can replace its chainsword with an item from the <i>Power Weapons</i> list.</li><li>Any model in the unit can replace its boltgun with an item from the <i>Combi-Weapons</i> list.</li><li>Any model in the unit can replace its bolt pistol with a volkite serpenta.</li><li>For every five models in the unit, one Legion Veteran Marine can replace its boltgun with an item from the <i>Veteran Weapons</i> list. Alternatively, the model can replace both its boltgun and chainsword with a pair of lightning claws.</li><li>One Legion Veteran Marine can take a nuncio-vox.</li><li>One Legion Veteran Marine can take a legion vexilla.</li><li>The Legion Veteran Sergeant can replace his chainsword with an item from the <i>Melee Weapons</i> list.</li><li>The Legion Veteran Sergeant can replace his boltgun with an item from the <i>Pistols</i> list.</li><li>The Legion Veteran Sergeant can take melta bombs.</li></ul>
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ABILITIES	<p><b>Legion Traits, Objective Secured</b></p> <p><b>Suspensor Web:</b> A weapon with a suspensor web does not suffer the penalty for moving and firing Heavy weapons. However, if it does move and fire in the same turn, half the weapon's maximum range.</p> <p><b>Veteran Tactics:</b> Before the game begins select one of the following options. This unit gains the benefit of that ability for the duration of the game.</p> <ul style="list-style-type: none"><li><b>Machine Killers:</b> This unit adds 1 to the Damage value of any of its weapons if the target is a <b>VEHICLE</b> unit.</li><li><b>Marksmen:</b> Any hit rolls of a 6+ that this unit makes with ranged weapons improve their AP value by 1 (e.g. an AP-1 weapon becomes AP -2).</li><li><b>Resolve:</b> This unit suffers half the number of casualties (rounded up) as indicated by the dice for a failed Morale check during the Morale phase.</li><li><b>Weapon Masters:</b> This unit can re-roll hit rolls of 1 during the Fight phase..</li><li><b>Xenobane:</b> This unit can re-roll failed to wound rolls against <b>MONSTER</b> units.</li></ul>
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FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>INFANTRY, VETERAN TACTICAL SQUAD, ASTARTES</b>





# LEGION TECHMARINE COVENANT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Techmarine	6"	3+	3+	4	4	3	2	7	2+

This unit consists of 1 Legion Techmarine. It can include up to 2 additional Legion Techmarines (+3 Power rating per model).

- Each model is armed with a servo arm, power axe, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Light c-beam cannon	42"	Heavy D3	6	0	1	Attacks from a light c-beam cannon that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
Power axe	Melee	Melee	1	-2	1	-
Rad grenade	6"	Grenade 1	0	0	0	A unit hit by one or more Rad weapons counts its Toughness as 1 less for the rest of the battle round.
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can take melta bombs.</li><li>Any model can take rad grenades.</li><li>Any model can take an augury scanner.</li><li>Any model can replace its power axe with a thunder hammer.</li><li>Any model can replace its servo arm with a light c-beam cannon.</li><li>Any model can take an item from the <i>Techmarine Equipment</i> list.</li><li>Any model can take a cyber-familiar.</li></ul>
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ABILITIES	<p><b>Legion Traits</b></p> <p><b>Battlesmith:</b> At the end of your Movement phase this model can repair a single <b>&lt;LEGION&gt; VEHICLE</b> within 1". That model regains D3 wounds. A model can only be repaired once per turn.</p> <p><b>Covenant:</b> During deployment, all models in this unit must be set up at the same time, they do not need to be in unit coherency. From that point on, each Legion Techmarine is treated as a separate unit.</p> <p><b>Cyber-familiar:</b> A unit with a cyber-familiar is never slowed by battlefield terrain.</p>
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FACTION KEYWORDS	<b>&lt;FEALTY&gt;, LEGIONES ASTARTES, &lt;LEGION&gt;</b>
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KEYWORDS	<b>INFANTRY, CHARACTER, TECHMARINE, ASTARTES</b>
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# LEGION SERVO-AUTOMATA



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Servo-automata	5"	5+	5+	3	3	1	1	6	4+

This unit consists of 4 Servo-automata.

- Each model is armed with a chainsword and boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascutter	Melee	Melee	9	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll. Each lascutter can only be used to make one attack each time this model fights.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
- Rad missile	48"	Heavy D3	4	-2	1	Your opponent must subtract 1 from the Toughness characteristic of any <b>Infantry</b> or <b>Biker</b> units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Rotor cannon	30"	Rapid Fire 3	3	0	1	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace its boltgun with a lascutter, power fist, flamer, rotor cannon, heavy bolter, multi-melta or missile launcher (frag &amp; krak missiles).</li><li>Any model with a missile launcher can replace its frag &amp; krak missiles with rad missiles.</li></ul>					
ABILITIES	<p><b>Field Control:</b> This unit may only be taken in a detachment which includes either a <b>TECHMARINE</b> or <b>FORCE LORD</b>. One unit may be taken for each <b>TECHMARINE</b> or <b>FORCE LORD</b> model in the detachment.</p> <p><b>Mindlock:</b> If there is a friendly <b>TECHMARINE</b> or <b>FORCE LORD</b> model within 6", this unit's Weapon Skill and Ballistic Skill increase to 4+ and their Leadership increases to 9.</p>					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>INFANTRY</b> , <b>SERVO-AUTOMATA</b>					





## LEGION DREADNOUGHT TALON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Dreadnought	6"	3+	3+	6	7	8	4	8	3+

This unit consists of 1 Legion Dreadnought. It can include up to 2 additional Legion Dreadnoughts (**+7 Power rating per model**).

- Each model is armed with a dreadnought close combat weapon and twin heavy bolter.

A Legion Dreadnought Talon that takes a Dedicated Transport can only consist of a single Legion Dreadnought.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought chainfist	Melee	Melee	x2	-4	4	-
Dreadnought close combat weapon	Melee	Melee	x2	-3	3	-
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Havoc launcher	48"	Heavy D6	5	0	1	-
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Siege wrecker	Melee	Melee	x2	-4	5	When attacking with this weapon, you must subtract 1 from the hit roll.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
Volkite culverin	45"	Heavy 4	6	0	2	-

<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"><li>Any model can replace its twin heavy bolter with a multi-melta, twin autocannon, twin missile launcher (frag &amp; krak missiles), heavy plasma cannon, flamestorm cannon, twin lascannon, volkite culverin or dreadnought close combat weapon.</li><li>Any model can replace its dreadnought close combat weapon with a twin heavy bolter, twin autocannon, volkite culverin, twin missile launcher (frag &amp; krak missiles), dreadnought chainfist or siege wrecker.<ul style="list-style-type: none"><li>Each model <u>must</u> take an item from the <i>Dreadnought Secondary Weapons</i> list for each dreadnought close combat weapon, dreadnought chainfist or siege wrecker.</li></ul></li><li>Any model can take either a havoc launcher or up to two hunter-killer missiles.</li><li>Any model can take frag assault launchers.</li></ul>
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<b>ABILITIES</b>	<p><b>Legion Traits</b></p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Talon:</b> During deployment, all models in this unit must be set up at the same time, within 6" of one another. From that point on, each Legion Dreadnought is treated as a separate unit.</p> <p><b>Frag Assault Launchers:</b> Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.</p> <p><b>Unstoppable Fury:</b> You can re-roll hit rolls of 1 for this model if it equipped with two melee weapons.</p>
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<b>FACTION</b>	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
<b>KEYWORDS</b>	
<b>KEYWORDS</b>	<b>VEHICLE</b> , <b>DREADNOUGHT</b>



# LEGION MORTIS DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Mortis Dreadnought	6"	3+	3+	6	7	8	4	8	3+

A Legion Mortis Dreadnought is a single model equipped with two twin heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Havoc launcher	48"	Heavy D6	5	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can replace its two twin heavy bolters with two multi-meltas, two twin autocannons, two twin missile launchers (frag &amp; krak missiles) or two twin lascannons.</li><li>This model can take either a havoc launcher or up to two hunter-killer missiles.</li></ul>					
ABILITIES	<p><b>Legion Traits</b></p> <p><b>Helical Targeting Array:</b> At the beginning of any turn, the controlling player may declare that its helical targeting array is active. While it is active, this model may not move and adds +1 to hit rolls against models with the <b>FLY</b> keyword.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.</p>					
FACTION	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS						
KEYWORDS	<b>VEHICLE</b> , <b>DREADNOUGHT</b> , <b>MORTIS</b>					





# CONTEMPTOR DREADNOUGHT TALON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor	9"	2+	2+			6-10			
Dreadnought	6"	3+	3+	7	7	3-5	4	8	3+
	4"	4+	4+			1-2			

This unit consists of 1 Contemptor Dreadnought. It can include up to 2 additional Contemptor Dreadnoughts (+8 Power rating per model).

- Each model is armed with a dreadnought close combat weapon and twin heavy bolter.

A Contemptor Dreadnought Talon that takes a Dedicated Transport can only consist of a single Contemptor Dreadnought.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Dreadnought chainfist	Melee	Melee	x2	-4	4	-
Dreadnought close combat weapon	Melee	Melee	x2	-3	3	-
Havoc launcher	48"	Heavy D6	5	0	1	-
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Kheres assault cannon	24"	Heavy 6	7	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin volkite culverin	45"	Heavy 8	6	0	2	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace its twin heavy bolter with a multi-melta, twin autocannon, heavy plasma cannon, twin lascannon, twin volkite culverin, kheres assault cannon, C-beam cannon or dreadnought close combat weapon.</li><li>Any model can replace its dreadnought close combat weapon with a multi-melta, twin heavy bolter, twin autocannon, twin volkite culverin, heavy plasma cannon, kheres assault cannon, twin lascannon or dreadnought chainfist.<ul style="list-style-type: none"><li>Each model <u>must</u> take an item from the <i>Dreadnought Secondary Weapons</i> list for each dreadnought close combat weapon or dreadnought chainfist.</li></ul></li><li>Any model can take a havoc launcher.</li></ul>					
ABILITIES	<p><b>Legion Traits</b></p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Atomantic Shielding:</b> This model has a 5+ invulnerable save.</p> <p><b>Talon:</b> During deployment, all models in this unit must be set up at the same time, within 6" of one another. From that point on, each Contemptor Dreadnought is treated as a separate unit.</p> <p><b>Unstoppable Fury:</b> You can re-roll hit rolls of 1 for this model if it equipped with two melee weapons.</p>					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, DREADNOUGHT, CONTEMPTOR					



# CONTEMPTOR-MORTIS DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor-Mortis Dreadnought	9"	2+	2+			6-10			
	6"	3+	3+	7	7	3-5	4	8	3+
	3"	4+	4+			1-2			

A Contemptor-Mortis Dreadnought is a single model equipped with two twin heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Havoc launcher	48"	Heavy D6	5	0	1	-
Kheres assault cannon	24"	Heavy 6	7	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can replace its two twin heavy bolters with two multi-meltas, two twin autocannons, two kheres assault cannons or two twin lascannons.</li><li>This model can take a havoc launcher.</li></ul>					
ABILITIES	<p><b>Legion Traits</b></p> <p><b>Helical Targeting Array:</b> At the beginning of any turn, the controlling player may declare that its helical targeting array is active. While it is active, this model may not move and adds +1 to hit rolls against models with the <b>FLY</b> keyword.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Atomantic Shielding:</b> This model has a 5+ invulnerable save.</p>					
FACTION KEYWORDS	< <b>FEALTY</b> >, <b>LEGIONES ASTARTES</b> , < <b>LEGION</b> >					
KEYWORDS	<b>VEHICLE</b> , <b>DREADNOUGHT</b> , <b>CONTEMPTOR</b> , <b>MORTIS</b>					





# CONTEMPTOR-CORTUS DREADNOUGHT TALON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor-Cortus	9"	3+	3+			6-9			
Dreadnought	6"	4+	4+	7	7	3-5	4	7	3+
	4"	5+	5+			1-2			

This unit consists of 1 Contemptor-Cortus Dreadnought. It can include up to 2 additional Contemptor-Cortus Dreadnoughts (+7 Power rating per model).

- Each model is armed with a dreadnought close combat weapon and twin heavy bolter.

A Contemptor-Cortus Dreadnought Talon that takes a Dedicated Transport can only consist of a single Contemptor-Cortus Dreadnought.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Dreadnought chainfist	Melee	Melee	x2	-4	4	-
Dreadnought close combat weapon	Melee	Melee	x2	-3	3	-
Kheres assault cannon	24"	Heavy 6	7	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin volkite culverin	45"	Heavy 8	6	0	2	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace its twin heavy bolter with a multi-melta, twin autocannon, heavy plasma cannon, twin lascannon, twin volkite culverin, kheres assault cannon, dreadnought close combat weapon, dreadnought chainfist or C-beam cannon (only one model may take a C-beam cannon).</li><li>Any model can replace its dreadnought close combat weapon with a multi-melta, twin autocannon, heavy plasma cannon, twin lascannon, twin volkite culverin, kheres assault cannon or dreadnought chainfist.<ul style="list-style-type: none"><li>Each model <u>must</u> take an item from the <i>Dreadnought Secondary Weapons</i> list for each dreadnought close combat weapon or dreadnought chainfist.</li></ul></li><li>Any model can take a havoc launcher.</li></ul>					
ABILITIES	<p><b>Legion Traits</b></p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 7" suffers D3 mortal wounds.</p> <p><b>Atomantic Deflector:</b> This model has a 6+ invulnerable save.</p> <p><b>Talon:</b> During deployment, all models in this unit must be set up at the same time, within 6" of one another. From that point on, each Contemptor-Cortus Dreadnought is treated as a separate unit.</p> <p><b>Atomantic Overcharge:</b> At the beginning of the controlling player's turn, they may declare that a Contemptor-Cortus is overcharging. If it does, it suffers one mortal wound and gains one of the following benefits until the end of the turn:</p> <ul style="list-style-type: none"><li>A 5+ invulnerable save.</li><li>+1 Attack when charging</li><li>+1"Move</li></ul> <p><b>Unstoppable Fury:</b> You can re-roll hit rolls of 1 for this model if it equipped with two melee weapons.</p>					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, DREADNOUGHT, CONTEMPTOR, CORTUS					



# LEGION RAPIER WEAPONS BATTERY



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rapier Weapons Carrier	3"	6+	3+	3	5	4	1	7	3+
Legion Space Marine Crew	6"	3+	3+	4	4	1	1	7	3+

This unit consists of 1 Rapier Weapons Carrier and 2 Space Marine Crew. It can include up to 2 additional Rapier Weapons Carriers (each with 2 Space Marine Crew) **(+4 Power rating per Rapier Weapons Carrier)**.

- Each Rapier Weapons Carrier is equipped with a quad heavy bolter.
- Each Space Marine Crew is armed with a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Graviton cannon	36"	Heavy D3	7	-4	2	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to 3. For every five models in the target units, add D3 to the number of attacks made by this weapon.
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of 3-5, the weapon's damage is increased to 2D6. On a result of a 6, the weapon's damage is increased to 3D6.
Quad heavy bolter	36"	Heavy 12	5	-1	1	-
Quad launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag shells	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
- Shatter shells	24"	Heavy 4	8	-2	3	-
- Incendiary shells	60"	Heavy 4D3	4	0	1	This weapon can target units that are not visible to the bearer. Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
- Splinter shells	36"	Heavy 4D3	2	0	1	This weapon can target units that are not visible to the bearer. On a wound roll of 6+, change the AP of that hit to -3.
- Phosphex canister shot	36"	Heavy 2D6+2	5	-3	1	You can re-roll failed wound rolls against <b>INFANTRY</b> and <b>BIKER</b> units. This weapon can target units that are not visible to the bearer.

**UNIT OPTIONS**

- The entire unit can replace its quad heavy bolters with quad launchers (frag shells).
- The entire unit can take shatter shells, incendiary shells or splinter shells.
- If a **SIEGE BREAKER** unit is in the army; the entire unit can take phosphex canister shot **(+1 Power rating per Rapier Weapons Carrier)**.

**WARGEAR OPTIONS**

- Any model can replace its quad heavy bolter with a laser destroyer or graviton cannon.

**ABILITIES**

**Legion Traits**

**Artillery:** A Rapier Weapons Carrier can only fire its ranged weapon if a friendly **<LEGION> CREW** is within 3". A single **CREW** model cannot operate multiple Rapier Weapons Carriers in this way in a single turn. If at any point, there are no **CREW** within 6" of a Rapier Weapons Carrier, it is immediately removed from play.

**Space Marine Crew:** When a Rapier Carrier is set up on the battlefield, its Legion Space Marine Crew are set up in unit coherency with it. From that point onwards the Legion Space Marine Crew are treated as one unit and the Rapier Carrier as another. The Legion Space Marine Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the firer.

**FACTION KEYWORDS**

**<FEALTY>, LEGIONES ASTARTES, <LEGION>**

**KEYWORDS**

**VEHICLE, ARTILLERY, RAPIER CARRIER**

(Rapier Weapons Carrier)

**KEYWORDS**

**INFANTRY, CREW, ASTARTES**

(Legion Space Marine Crew)





## LEGION DESTROYER SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Destroyer Marine	6"	3+	3+	4	4	1	1	8	3+
Legion Destroyer Sergeant	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Legion Destroyer Sergeant and 4 Legion Destroyer Marines. It can include up to 5 additional Legion Destroyer Marines (**+6 Power rating**).

- Each model is armed with a chainsword or combat blade, two bolt pistols, frag grenades, krak grenades and rad grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Rad missile	48"	Heavy D3	4	-2	1	Your opponent must subtract 1 from the Toughness characteristic of any <b>Infantry</b> or <b>Biker</b> units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Phosphex bomb	6"	Grenade D3+1	5	-3	1	You can re-roll failed wound rolls against <b>Infantry</b> and <b>Biker</b> units. This weapon can only be used once per battle.
Rad grenade	6"	Grenade D3	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from the Toughness characteristic of any <b>Infantry</b> or <b>Biker</b> units that have suffered any hits from rad grenades or rad missiles until the end of the turn.

UNIT OPTIONS	<ul style="list-style-type: none"><li>The entire unit can be equipped with jump packs. If it does its Move characteristic is increased to 12" and it gains the <b>JUMP PACK</b> and <b>FLY</b> keywords (<b>+1 Power rating per 5 models</b>).</li></ul>
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>For every five models in the unit, one model can replace one of it's bolt pistols with an item from the <i>Pistols</i> list or a missile launcher (rad missiles) with suspensor web.</li><li>The Legion Sergeant can take melta bombs.</li><li>The Legion Sergeant can replace his chainsword with an item from the <i>Melee Weapons</i> list.</li><li>The Legion Sergeant can take up to three phosphex bombs.</li></ul>
ABILITIES	<p><b>Legion Traits</b></p> <p><b>Suspensor Web:</b> A weapon with a suspensor web does not suffer the penalty for moving and firing Heavy weapons. However, if it does move and fire in the same turn, half the weapon's maximum range.</p> <p><b>Jump Pack Assault:</b> During deployment, a unit equipped with a jump pack can be set up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.</p>
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>INFANTRY</b> , <b>DESTROYER</b> , <b>ASTARTES</b>



# LEGION APOTHECARION DETACHMENT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Apothecary	6"	3+	3+	4	4	3	2	7	3+
Legion Apothecary on Bike	14"	3+	3+	4	5	4	2	7	3+

This unit consists of 1 Legion Apothecary. It can include up to 2 additional Legion Apothecaries (+3 Power rating per model).

- A Legion Apothecary is armed with a chainsword, bolt pistol, frag grenades and krak grenades.
- A Legion Apothecary on Bike is armed with a chainsword, bolt pistol, frag grenades and krak grenades. His Legion Space Marine Bike is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Power sword	Melee	Melee	User	-3	1	-

**UNIT OPTIONS** A Legion Apothecary can take one of the following upgrades:

- A Legion Apothecary can be upgraded to a Legion Apothecary on Bike (+1 Power Rating). If it does, it replaces its **INFANTRY** keyword with **BIKER**.
- A Legion Apothecary can take a jump pack (+1 Power Rating). If it does, its Move characteristic is increased to 12", and it gains the **FLY** and **JUMP PACK** keywords and the **Jump Pack Assault** ability..

**WARGEAR OPTIONS**

- A Legion Apothecary can replace its chainsword with a power sword.
- A Legion Apothecary can take either a volkite charger or an item from the *Combi-Weapons* list.

**ABILITIES** **Legion Traits**

**Narthecium:** At the end of any of your Movement phases, the Apothecary (or Apothecary on Bike) can attempt to heal or revive a single model. Select a friendly <LEGION> **INFANTRY** or **BIKER** unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen units contains no wounded models, but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Apothecary fails to revive a model he can do nothing for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.

**Tend the Fallen:** During deployment, all models in this unit must be set up at the same time, they do not need to be in unit coherency. From that point on, each Legion Apothecary or Legion Apothecary on Bike is treated as a separate unit.

**Turbo-boost:** A model on a legion space marine bike adds 6" to it's move characteristic for that Movement phase, when it Advances, instead of rolling a dice.

**Jump Pack Assault:** During deployment, a unit equipped with a jump pack can be set up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION** <FEALTY>, **LEGIONES ASTARTES**, <LEGION>

**KEYWORDS**

**KEYWORDS** **INFANTRY**, **CHARACTER**, **APOTHECARY**, **ASTARTES**





# LEGION TACTICAL SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Space Marine	6"	3+	3+	4	4	1	1	7	3+
Legion Sergeant	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Legion Sergeant and 9 Legion Space Marines. It can include up to 5 additional Legion Space Marines (**Power Rating +3**) or up to 10 Legion Space Marines (**Power Rating +6**).

- Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
UNIT OPTIONS	<ul style="list-style-type: none"><li>• The entire unit can replace their boltguns with chainswords OR</li><li>• The entire unit can take chainswords (<b>Power Rating +1</b>).</li></ul>					
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• One Legion Space Marine can take a legion vexilla.</li><li>• One Legion Space Marine can take a nuncio-vox.</li><li>• The Legion Sergeant can replace his chainsword and/or bolt pistol with items from the <i>Pistols</i> or <i>Melee Weapons</i> lists.</li><li>• The Legion Sergeant can replace his boltgun with an item from the <i>Ranged Weapons</i> or <i>Melee Weapons</i> lists.</li><li>• The Legion Sergeant can take melta bombs.</li><li>• The Legion Sergeant can take an augury scanner.</li></ul>					
ABILITIES	<b>Legion Traits</b>					
FACTION	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS						
KEYWORDS	<b>INFANTRY, TACTICAL SQUAD, ASTARTES</b>					



## LEGION ASSAULT SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Space Marine	12"	3+	3+	4	4	1	1	7	3+
Legion Sergeant	12"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Legion Sergeant and 9 Legion Space Marines. It can include up to 5 additional Legion Space Marines (**Power Rating +5**) or up to 10 Legion Space Marines (**Power Rating +10**).

- Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.

UNIT OPTIONS	<ul style="list-style-type: none"><li>The entire unit can take combat shields.</li></ul>
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>For every five models in the unit, one model can replace his chainsword with an item from the <i>Power Weapons</i> list, or replace his bolt pistol with a plasma pistol, or hand flamer.</li><li>The Legion Sergeant can replace his chainsword and/or bolt pistol with items from the <i>Melee Weapons</i> list.</li><li>The Legion Sergeant can replace his bolt pistol with an item from the <i>Pistols</i> list.</li><li>If the unit hasn't taken combat shields, the Legion Sergeant can take a combat shield.</li><li>The Legion Sergeant can take melta bombs.</li></ul>
ABILITIES	<p><b>Legion Traits</b></p> <p><b>Jump Pack Assault:</b> During deployment you can set the unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.</p> <p><b>Combat shield:</b> A model with a combat shield has a 5+ invulnerable save.</p>
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>INFANTRY, ASSAULT SQUAD, JUMP PACK, FLY, ASTARTES</b>





# LEGION BREACHER SIEGE SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Space Marine	5"	3+	3+	4	4	1	1	7	3+
Legion Sergeant	5"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Legion Sergeant and 9 Legion Space Marines. It can include up to 5 additional Legion Breacher Space Marines (**Power Rating +5**) or up to 10 Legion Breacher Space Marines (**Power Rating +9**).

- Each model is armed with a boltgun, bolt pistol, boarding shield, hardened armour, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Breaching charge	6"	Grenade D6	8	-3	D3	This weapon can only be used once per game.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Graviton gun	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascutter	Melee	Melee	9	-3	D3	When attacking with this weapon, a model may only ever make a single attack
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Volkite charger	15"	Assault 2	5	0	2	-

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>For every five models in the unit, one model can replace its boltgun with either a volkite charger, graviton gun, meltagun, lascutter or flamer.</li><li>One Legion Space Marine can take a legion vexilla.</li><li>One Legion Space Marine can take a nuncio-vox.</li><li>The Legion Sergeant can replace his boltgun or bolt pistol with an item from the <i>Melee Weapons</i> list.</li><li>The Legion Sergeant can replace his boltgun with a plasma pistol or an item from the <i>Combi-Weapons</i> list.</li><li>The Legion Sergeant can take a single breaching charge.</li><li>The Legion Sergeant can take melta bombs.</li></ul>
ABILITIES	<p><b>Legion Traits</b></p> <p><b>Hardened Armour:</b> This unit has a 5+ invulnerable save.</p> <p><b>Boarding Shields:</b> Add 1 to the Armour Saving Throws for models equipped with boarding shields if the attack has a Damage characteristic of 1.</p>
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>INFANTRY, BREACHER SQUAD, VOID HARDENED, ASTARTES</b>



## LEGION TACTICAL SUPPORT SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Space Marine	6"	3+	3+	4	4	1	1	7	3+
Legion Sergeant	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Legion Sergeant and 4 Legion Space Marines. It can include up to 5 additional Legion Space Marines (**Power Rating +5**).

- Each model is armed with a flamer, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Rotor cannon	30"	Rapid Fire 3	3	0	1	-
Volkite caliver	30"	Heavy 2	6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers 1 mortal wound in addition to any other damage.
Volkite charger	15"	Assault 2	5	0	2	-

### UNIT OPTIONS

- The entire unit can replace their flamers with rotor cannons, volkite chargers, volkite calivers, plasma guns or meltaguns.
- The entire unit can take chainswords (**Power Rating +1**).

### WARGEAR OPTIONS

- One Legion Space Marine can take a legion vexilla.
- One Legion Space Marine can take a nuncio-vox.
- The Legion Sergeant can replace his bolt pistol with items from the *Melee Weapons*, *Ranged Weapons* or *Pistols* lists.
- The Legion Sergeant can take melta bombs.

### ABILITIES

**Legion Traits**

### FACTION

<FEALTY>, **LEGIONES ASTARTES**, <LEGION>

### KEYWORDS

### KEYWORDS

**INFANTRY**, **TACTICAL SUPPORT SQUAD**, **SUPPORT**, **ASTARTES**





# LEGION RECONNAISSANCE SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Space Marine	6"	3+	3+	4	4	1	1	7	3+
Legion Sergeant	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Legion Sergeant and 4 Legion Space Marines. It can include up to 5 additional Legion Tactical Space Marines (**Power Rating +4**).

- Each model is armed with a boltgun, bolt pistol, shroud bombs, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
Shroud bombs	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for <b>Infantry</b> units that have suffered any hits from shroud bombs until the end of the turn.
Sniper rifle	36"	Heavy 1	4	0	1	This weapon can target a Character even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Space marine shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.

UNIT OPTIONS	<ul style="list-style-type: none"><li>The entire unit can take cameleoline.</li><li>The entire unit can take recon armour</li></ul>
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace his boltgun with a sniper rifle, space marine shotgun, or chainsword.</li><li>One Legion Space Marine can take a nuncio-vox.</li><li>The Legion Sergeant can replace his bolt pistol with items from the <i>Melee Weapons</i>, <i>Ranged Weapons</i> or <i>Pistols</i> lists.</li><li>The Legion Sergeant can take melta bombs.</li></ul>
ABILITIES	<p><b>Legion Traits</b></p> <p><b>Cameleoline:</b> Add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.</p> <p><b>Recon Armour:</b> A model with recon armour changes it's Save to 4+. When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone.</p>
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>INFANTRY</b> , <b>RECON SQUAD</b> , <b>SUPPORT</b> , <b>ASTARTES</b>



# LEGION SEEKER SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Seeker Space Marine	6"	3+	2+	4	4	1	1	7	3+
Legion Strike Leader	6"	3+	2+	4	4	1	2	8	3+

This unit consists of 1 Legion Strike Leader and 4 Legion Seeker Space Marines. It can include up to 5 additional Legion Seeker Space Marines (**Power Rating +7**).

- Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace his boltgun with items from the <i>Combi-weapon</i> List.</li><li>One Legion Seeker Space Marine can take a nuncio-vox.</li><li>The Legion Strike Leader can replace his boltgun an item from the <i>Pistols</i> list.</li><li>The Legion Strike Leader can take an item from the <i>Melee Weapons</i> list.</li><li>The Legion Strike Leader can take melta bombs.</li></ul>
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ABILITIES	<p><b>Legion Traits</b></p> <p><b>Special Issue Ammunition:</b> When this unit fires any boltgun (or the boltgun part of combi-weapons), you can choose for it to fire special ammunition. If you do so, choose one kind of ammunition and apply the modifiers listed.</p>
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Kraken shells	Change the Range to 30" and the AP to -1
Tempest shells	Change the Range to 18", the Strength to 3 and the Type to Rapid Fire D3
Scorpius shells	Change the Strength to 5, the AP to -2 and the Type to Heavy 1

**Marked for Death:** This unit can re-roll hit and wound rolls of 1, against **CHARACTER** units.

FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>INFANTRY</b> , <b>SEEKER SQUAD</b> , <b>ASTARTES</b>





## LEGION OUTRIDER SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Space Marine Outrider	14"	3+	3+	4	5	2	1	7	3+
Legion Outrider Sergeant	14"	3+	3+	4	5	2	2	8	3+

This unit consists of 3 Legion Space Marine Outriders. It can include up to 3 additional Legion Space Marine Outriders (**Power Rating +7**) or up to 7 Legion Space Marine Outriders (**Power Rating +15**).

- Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades. Each of their Legion Space Marine Bikes is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Twin flamer	8"	Assault 2D6	4	0	1	This weapon automatically hits it's target.
Twin meltagun	12"	Assault 2	8	-4	D6	If target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 2	7	-3	1	-
- Supercharge	24"	Rapid Fire 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

UNIT OPTIONS	<ul style="list-style-type: none"><li>The entire unit can replace the twin boltguns on their Legion Space Marine Bikes with twin plasma guns, twin meltaguns, or twin flamers.</li></ul>
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>For every three models in the unit, one can replace his chainsword with a power weapon, or replace his bolt pistol with a plasma pistol, or hand flamer.</li><li>One Legion Space Marine Outrider can be upgraded to a Legion Outrider Sergeant.</li><li>The Legion Outrider Sergeant can replace his chainsword with an item from the <i>Melee Weapons</i> list.</li><li>The Legion Outrider Sergeant can replace his bolt pistol with an item from the <i>Pistols</i> list.</li><li>The Legion Outrider Sergeant can take melta bombs.</li></ul>
ABILITIES	<b>Legion Traits</b>  <b>Turbo-boost:</b> A model on a legion space marine bike or legion scimitar jetbike adds 6" to it's move characteristic for that Movement phase, when it Advances, instead of rolling a dice.
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>BIKER, OUTRIDER SQUAD, ASTARTES</b>



# LEGION ATTACK BIKE SQUADRON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Attack Bike	14"	3+	3+	4	5	4	2	7	3+

This unit consists of 1 Legion Attack Bike. It can include up to 4 additional Legion Attack Bikes (**Power Rating +3 per model**).

- Each model is armed with a twin boltgun and a heavy bolter, and is crewed by two Space Marines armed with bolt pistols, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Volkite culverin	45"	Heavy 4	6	0	2	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace its heavy bolter with a multi-melta, volkite culverin, or autocannon.</li><li>One model can take melta bombs.</li></ul>					
ABILITIES	<b>Legion Traits</b>  <b>Turbo-boost:</b> A model on a legion space marine bike or legion scimitar jetbike adds 6" to it's move characteristic for that Movement phase, when it Advances, instead of rolling a dice.					
FACTION KEYWORDS	< <b>FEALTY</b> >, <b>LEGIONES ASTARTES</b> , < <b>LEGION</b> >					
KEYWORDS	<b>BIKER</b> , <b>ATTACK BIKE SQUADRON</b> , <b>ASTARTES</b>					





## LEGION SKY HUNTER SQUADRON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Space Marine Sky Hunter	16"	3+	3+	4	5	2	1	7	2+
Legion Sky Hunter Sergeant	16"	3+	3+	4	5	2	2	8	2+

This unit consists of 3 Legion Space Marine Sky Hunters. It can include up to 3 additional Legion Space Marine Sky Hunters (**Power Rating +8**) or up to 7 Legion Space Marine Sky Hunters (**Power Rating +17**).

- Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades. Each of their Legion Space Marine Scimitar Bikes is equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Volkite culverin	45"	Heavy 4	6	0	2	-

<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"><li>For every three models in the unit, one can replace the heavy bolter on his Legion Space Marine Scimitar Jetbike with a multi-melta, volkite culverin, or plasma cannon.</li><li>One Legion Space Marine Sky Hunter can be upgraded to a Legion Sky Hunter Sergeant.</li><li>The Legion Sky Hunter Sergeant can replace his chainsword with an item from the <i>Melee Weapons</i> list.</li><li>The Legion Sky Hunter Sergeant can replace his bolt pistol with an item from the <i>Pistols</i> list.</li><li>The Legion Sky Hunter Sergeant can take melta bombs.</li></ul>
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<b>ABILITIES</b>	<p><b>Legion Traits</b></p> <p><b>Turbo-boost:</b> A model on a legion space marine bike or legion scimitar jetbike adds 6" to it's move characteristic for that Movement phase, when it Advances, instead of rolling a dice.</p> <p><b>Sky Hunters:</b> During deployment you can set the unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.</p>
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<b>FACTION KEYWORDS</b>	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
<b>KEYWORDS</b>	<b>BIKER</b> , <b>SKY HUNTER SQUADRON</b> , <b>FLY</b> , <b>ASTARTES</b>



# LEGION LAND SPEEDER SQUADRON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Land Speeder	16"	3+	3+	4	5	6	2	7	3+

This unit consists of 1 Legion Land Speeder. It can include up to 4 additional Legion Land Speeders (**Power Rating +6 per model**).

- Each model is equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Graviton gun	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Havoc launcher	48"	Heavy D6	5	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Volkite culverin	45"	Heavy 4	6	0	2	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• Any model can replace its heavy bolter with a heavy flamer, multi-melta, or volkite culverin.</li><li>• Any model can take a havoc launcher, heavy bolter, plasma cannon, or graviton gun.</li><li>• Any model can take up to two hunter-killer missiles.</li></ul>					
ABILITIES	<p><b>Anti-grav Upwash:</b> Models in this unit have a Move characteristic of 20", instead of 16" whilst the unit contains 3 or more models.</p> <p><b>Explodes:</b> If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers a mortal wound.</p>					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, FLY, LAND SPEEDER					





# LEGION JAVELIN ATTACK SPEEDER SQUADRON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Javelin Attack Speeder	15"	3+	3+	4	6	9	3	8	3+

This unit consists of 1 Legion Land Speeder. It can include up to 2 additional Legion Land Speeders (**Power Rating +9 per model**).

- Each model is equipped with a heavy bolter and a twin missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• Any model can replace its heavy bolter with a heavy flamer, or multi-melta.</li><li>• Any model can replace its twin missile launcher with a twin lascannon.</li><li>• Any model can take up to two hunter-killer missiles.</li></ul>					
ABILITIES	<b>Gravitic Augur Haze:</b> Your opponent subtracts 1 from all hit rolls made for models that target this model at ranges greater than 8".  <b>Explodes:</b> If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers a mortal wound.					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, FLY, JAVELIN ATTACK SPEEDER					



# LEGION TARANTULA SENTRY GUN BATTERY



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula Sentry Gun	0"	-	4+	4	5	4	-	10	3+
Air defence Tarantula	0"	-	4+	4	5	4	-	10	3+

This unit consists of 1 Tarantula Sentry Gun. It can include up to 2 additional Tarantula Sentry Guns (**Power Rating +3 per model**).

- Each model equipped with a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Air-defence missiles	48"	Heavy D3	8	-2	D3	This weapon gets +1 to hit against units with the <b>Fly</b> keyword. However it gets -1 to hit all other units.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin rotor cannon	30"	Rapid Fire 6	3	0	1	-
UNIT OPTIONS	<ul style="list-style-type: none"><li>The entire unit can be upgraded to Air defence Tarantulas. Air defence Tarantulas replace their twin heavy bolters with air-defence missiles.</li><li>One model can replace its air-defence missiles with a hyperios command platform.</li><li>The entire unit can take concealment.</li></ul>					
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace its twin heavy bolters with twin heavy flamers, two twin rotor cannons, twin lascannon or multi-melta.</li></ul>					
ABILITIES	<p><b>Immobilized:</b> This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase - do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy models that are within 1" of this model.</p> <p><b>Automated Weapons:</b> If this model has a twin heavy bolter, twin heavy flamer or twin rotor cannon; it will automatically target the nearest enemy <b>INFANTRY</b> unit in the Shooting phase within range. If this model has a multi-melta or twin lascannon; it will automatically target the nearest non-<b>INFANTRY</b> model in the Shooting phase within range. If this model has air-defence missiles; it will automatically target the nearest visible enemy unit that can <b>Fly</b> and is within range. If there are none of the specified types of unit types of unit in range then the closest enemy unit of any kind must be targeted, however in all cases this model may only shoot at an enemy <b>CHARACTER</b> if it is the closest model of any type.</p> <p><b>Hyperios Command Platform:</b> A model equipped with a hyperios command platform gives a +1 to hit rolls for air-defence missiles within 3".</p> <p><b>Concealment:</b> Enemy units targeting this unit suffer a -1 to hit rolls with ranged attacks, until this unit shoots.</p>					
FACTION	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS						
KEYWORDS	<b>VEHICLE</b> , <b>ARTILLERY</b> , <b>TARANTULA SENTRY GUN</b>					





# ANVILLUS PATTERN DREADCLAW DROP POD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dreadclaw	15"	4+	4+ 5+ 6+	5	7	8-10 4-7 1-3	4 3 D3	8	3+

A Dreadclaw is a single model equipped with blade struts and thermal jets.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blade struts	Melee	Melee	User	-2	2	-
Thermal jets	6"	Pistol D6	6	-1	1	When fired, this weapon automatically targets all units within range (friend or foe). This weapon can only be fired if more enemy units will be affected than friendly ones. This weapon automatically hits.
ABILITIES	<p><b>Orbital Assault:</b> During deployment, you can set up this model, along with any units embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases this model can perform an orbital assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked can choose to disembark immediately but cannot move or advance this turn - charges are unaffected, they must be set up more than 9" away from any enemy models. Any models that cannot be set up because there is not enough room are slain.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.</p>					
TRANSPORT	This model can transport 10 <LEGION> INFANTRY, or 1 <LEGION> DREADNOUGHT model(s) (each JUMP PACK, TERMINATOR or PRIMARCH model takes up the space of two other INFANTRY models)					
FACTION	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS						
KEYWORDS	VEHICLE, TRANSPORT, FLY, DROP POD, DREADCLAW					





# LEGION TERMITE ASSAULT DRILL



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Termite	6"	4+	3+	7	8	6-10	4	8	3+
		5+	4+			3-5	3		
		6+	5+			1-2	D3		

This unit consists of a single Termite Assault Drill equipped with a melta cutter and two combi-bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Melta cutter	8"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Twin volkite charger	15"	Assault 4	5	0	2	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can replace either of its combi-bolters with a heavy flamer or a twin volkite charger.</li></ul>					
ABILITIES	<p><b>Subterranean Assault:</b> During deployment, you can set up this model along with ay units embarked within it underground, instead of placing it on the battlefield. At the end of any of your Movement phases, this model can perform a subterranean assault - set it up anywhere on the battlefield that is more than 9" away from enemy models.</p> <p><b>Breaching Tremor:</b> When this unit arrives on the battlefield by performing a subterranean assault, enemy units within 12" suffer a single mortal wound.</p> <p><b>Explodes:</b> If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers a mortal wound.</p>					
TRANSPORT	This model can transport 12 <LEGION> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR or PRIMARCH models.					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, TRANSPORT, TERMITE ASSAULT DRILL					





# LEGION DEATHSTORM DROP POD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathstorm Drop Pod	0"	-	4+	6	6	8	0	8	3+

A Deathstorm Drop Pod is a single model equipped with a deathstorm frag launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathstorm frag launcher	12"	Heavy 6	6	-1	1	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except <b>CHARACTERS</b> . A unit consisting entirely of <b>CHARACTERS</b> may only be attacked if it is the closest enemy unit to the Deathstorm Drop Pod when the attack is declared.
Deathstorm krak launcher	18"	Heavy 2	8	-2	D3	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except <b>CHARACTERS</b> . A unit consisting entirely of <b>CHARACTERS</b> may only be attacked if it is the closest enemy unit to the Deathstorm Drop Pod when the attack is declared.
WARGEAR OPTIONS	• The Deathstorm Drop Pod can replace its deathstorm frag launcher with a deathstorm krak launcher.					
ABILITIES	<b>Drop Pod Assault:</b> During deployment, you can set up this model in orbit instead of placing it on the battlefield. At the end of any of your movement phases this model can perform a Drop Pod Assault - Set it up anywhere on the battlefield that is more than 6" away from enemy models.  <b>Immobile:</b> After this model has been set up on the battlefield it cannot move for any reason.					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>VEHICLE</b> , <b>DROP POD</b> , <b>DEATHSTORM</b>					



## LEGION HEAVY SUPPORT SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Space Marine	6"	3+	3+	4	4	1	1	7	3+
Legion Sergeant	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Legion Sergeant and 4 Legion Space Marines. It can include up to 5 additional Legion Space Marines (**Power Rating +7**).

- Each model is armed with a heavy bolter, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Missile Launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharged	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Volkite culverin	45"	Heavy 4	6	0	2	Each time you make a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage.
UNIT OPTIONS	<ul style="list-style-type: none"><li>The entire unit can replace their heavy bolters with heavy flamers, autocannons, multi-meltas, missile launchers, plasma cannons, volkite culverins, or lascannons.</li><li>The entire unit can take hardened armour</li></ul>					
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>One Legion Space Marine can take a legion vexilla.</li><li>One Legion Space Marine can take a nuncio-vox.</li><li>The Legion Sergeant can replace his heavy bolter with a chainsword or combat blade and a nuncio-vox. If they do this, they can then replace his bolt pistol with an item from the <i>Pistols</i> or <i>Ranged Weapons</i> lists and his chainsword with an item from the <i>Melee Weapons</i> list.</li><li>The Legion Sergeant can take melta bombs.</li><li>The Legion Sergeant can take an augury scanner.</li></ul>					
ABILITIES	<b>Legion Traits</b>  <b>Hardened Armour:</b> This unit has a 5+ invulnerable save and gains the <b>VOID HARDENED</b> keyword.					
FACTION KEYWORDS	< <b>FEALTY</b> >, <b>LEGIONES ASTARTES</b> , < <b>LEGION</b> >					
KEYWORDS	<b>INFANTRY</b> , <b>HEAVY SUPPORT SQUAD</b> , <b>ASTARTES</b>					





# LEGION PREDATOR STRIKE SQUADRON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Predator	12"		3+			7-12	3		
	6"	6+	4+	6	7	3-6	D3	8	3+
	3"		5+			1-2	1		

This unit consists of 1 Legion Predator. It can include up to 2 additional Legion Predators (+11 Power rating per model).

- Each model is equipped with a predator autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Executioner plasma cannon	36"	Heavy 2D3	7	-3	2	-
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace its predator autocannon with a flamestorm cannon, executioner plasma cannon, C-beam cannon or magna-melta cannon.</li><li>Any model can take a machine spirit.</li><li>Any model can take items from the <i>Vehicle Upgrades</i> list.</li><li>Any model can take an item from each of the <i>Pintle Weapons</i> and <i>Sponson Weapons</i> lists.</li></ul>					
ABILITIES	<p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p>					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, RHINO, PREDATOR, TANK					



## LEGION LAND RAIDER BATTLE SQUADRON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Phobos/Proteus Land Raider	10"		3+			9-16	6		
	5"	6+	4+	8	8	5-8	D6	9	2+
	3"		5+			1-4	1		
Achilles Land Raider	10"		3+			10-19	6		
	5"	6+	4+	8	8	5-9	D6	9	2+
	3"		5+			1-4	1		

This unit consists of 1 Phobos Land Raider. It can include up to 2 additional Phobos Land Raiders (**+19 Power rating per model**).

- Each model is equipped with two twin lascannons, a twin heavy bolter and a machine spirit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Quad launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag shells	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
- Shatter shells	24"	Heavy 4	8	-1	3	-
- Incendiary shells	60"	Heavy 4D3	4	0	1	This weapon can target units that are not visible to the bearer. Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
- Splinter shells	36"	Heavy 4D3	2	0	1	This weapon can target units that are not visible to the bearer. On a wound roll of 6+, change the AP of that hit to -3.
- Phosphex canister shot	36"	Heavy 2D6+2	5	-3	1	You can re-roll failed wound rolls against <b>INFANTRY</b> and <b>BIKER</b> units. This weapon can target units that are not visible to the bearer.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

UNIT OPTIONS	Each model can be upgraded to either:
	<ul style="list-style-type: none"><li>A Land Raider Proteus. Replace the <b>PHOBOS</b> keyword with <b>PROTEUS</b>.<ul style="list-style-type: none"><li>Any Land Raider Proteus may remove its twin heavy bolter, or replace it with a twin lascannon or twin heavy flamer.</li><li>Any Land Raider Proteus may take an explorator web. If this option is taken then the number of models that Proteus can transport is reduced to 6.</li></ul></li></ul> OR <ul style="list-style-type: none"><li>A Land Raider Achilles (<b>+2 Power rating</b>). Replace the two twin lascannons with two twin multi-meltas. and replace the tin heavy bolter with a quad launcher (frag &amp; shatter shells). The number of models an Achilles can transport is reduced to 6. Replace the <b>PHOBOS</b> keyword with <b>ACHILLES</b>.<ul style="list-style-type: none"><li>Any Land Raider Achilles can take incendiary shells or splinter shells.</li><li>If a <b>SIEGE BREAKER</b> unit is in the army; any Land Raider Achilles can take phosphex canister shot (<b>+1 Power rating</b>).</li></ul></li></ul>

WARGEAR OPTIONS	Any model can take items from the <i>Vehicle Upgrades</i> list.
	Any model can take an item from the <i>Pintle Weapons</i> list.
	Any Land Raider Phobos can take frag assault launchers.

ABILITIES	<b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
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**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

**Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

**Ferromantic Invulnerability:** A Land Raider Achilles has a 4+ invulnerable save.

**Explorator Web:** Enemy units opting to deploy using abilities during the battle which allow them to deploy outside their normal deployment zone (such as via teleportation, grav-shute insertion etc.) may not do so within 12" of this model.

**Frag Assault Launchers:** Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.

TRANSPORT	Up to 10 <LEGION> <b>INFANTRY</b> . Each <b>JUMP PACK</b> , <b>TERMINATOR</b> or <b>PRIMARCH</b> model takes the space of two other models.
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>VEHICLE</b> , <b>TRANSPORT</b> , <b>LAND RAIDER</b> , <b>PHOBOS</b> , <b>TANK</b>





# ACHILLES-ALPHA PATTERN LAND RAIDER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Achilles-Alpha Land Raider	10"		3+			10-19	6		
	5"	6+	4+	8	8	5-9	D6	9	2+
	3"		5+			1-4	1		

An Achilles-Alpha Land Raider is a single model. It is equipped with a quad launcher (frag & shatter shells), two twin volkite culverins and a machine spirit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Quad launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag shells	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
- Shatter shells	24"	Heavy 4	8	-1	3	-
- Incendiary shells	60"	Heavy 4D3	4	0	1	This weapon can target units that are not visible to the bearer. Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
- Splinter shells	36"	Heavy 4D3	2	0	1	This weapon can target units that are not visible to the bearer. On a wound roll of 6+; change the AP of that hit to -3.
- Phosphex canister shot	36"	Heavy 2D6+2	5	-3	1	You can re-roll failed wound rolls against <b>INFANTRY</b> and <b>BIKER</b> units. This weapon can target units that are not visible to the bearer.
Twin volkite culverin	45"	Heavy 8	6	0	2	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take incendiary shells or splinter shells.</li><li>If a <b>SIEGE BREAKER</b> unit is in the army; this model can take phosphex canister shot (+1 Power rating).</li></ul>					
ABILITIES	<p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p> <p><b>Enhanced Ferromantic Rites:</b> Reduce the damage of each hit against the Achilles-Alpha Land Raider by 1 (to a minimum of 1). This model has a 4+ invulnerable save.</p>					
TRANSPORT	Up to 6 <LEGION> <b>INFANTRY</b> . Each <b>JUMP PACK</b> , <b>TERMINATOR</b> or <b>PRIMARCH</b> model takes the space of two other models.					
FACTION	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS						
KEYWORDS	<b>VEHICLE</b> , <b>TRANSPORT</b> , <b>LAND RAIDER</b> , <b>ACHILLES-ALPHA</b> , <b>TANK</b>					



## LEGION ARTILLERY TANK SQUADRON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Basilisk/	12"		3+			6-11	3		
Legion Medusa/	6"	6+	4+	6	7	3-5	D3	8	3+
Legion Whirlwind	3"		5+			1-2	1		

This unit must include between 1 and 3 Legion Basilisks, Legion Medusas or Legion Whirlwinds. The power rating of the unit depends on the models selected:

- A Legion Basilisk is equipped with a heavy bolter and earthshaker cannon (**Power rating +7 per model**)
- A Legion Medusa is equipped with a heavy bolter and medusa siege gun. (**Power rating +7 per model**)
- A Legion Whirlwind is equipped with a twin boltgun and whirlwind castellan launcher. (**Power rating +5 per model**)

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Hyperios air-defence launcher	72"	Heavy 2D3	8	-2	D3	This weapon gets +1 to hit against units with the <b>FLY</b> keyword. However it gets -1 to hit all other units. This weapon can target units that are not visible to the bearer.
Medusa phosphex cannon	36"	Heavy D6+1	5	-3	1	Re-roll failed wound rolls against <b>INFANTRY</b> and <b>BIKER</b> units. This weapon can target units that are not visible to the bearer.
Medusa siege gun	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.

<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>• Any Legion Whirlwind can replace its whirlwind castellan launcher with a whirlwind vengeance launcher or hyperios air-defence launcher.</li> <li>• If a <b>SIEGE BREAKER</b> unit is in the army; any Medusa can replace its medusa siege gun with a medusa phosphex cannon.</li> <li>• Any model can take items from the <i>Vehicle Upgrades</i> list.</li> <li>• Any model can take an item from the <i>Pintle Weapons</i> list.</li> </ul>
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<b>ABILITIES</b>	<p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p>
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**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

<b>FACTION KEYWORDS</b>	< <b>FEALTY</b> >, <b>LEGIONES ASTARTES</b> , < <b>LEGION</b> >
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<b>KEYWORDS</b>	<b>VEHICLE</b> , <b>ARTILLERY</b> , <b>ARTILLERY TANK SQUADRON</b> , <b>TANK</b> , <b>BASILISK</b> (Legion Basilisk only), <b>MEDUSA</b> (Legion Medusa only), <b>WHIRLWIND</b> , <b>RHINO</b> (Legion Whirlwind only).
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# LEGION VINDICATOR SIEGE TANK SQUADRON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Vindicator	10"		3+			6-11	3		
	5"	6+	4+	6	8	3-5	D3	8	3+
	3"		5+			1-2	1		

This unit consists of 1 Legion Vindicator. It can include up to 2 additional Legion Vindicators (+10 Power rating per model).

- Each model is equipped with a twin boltgun and demolisher cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Laser volley cannon	When firing this weapon, choose one of the following profiles:					
- Volley fire	36"	Heavy 2	9	-3	3	-
- Overcharge fire	36"	Heavy 2	10	-5	6	If any hit rolls made for this weapon result in one or more results of a '1', the firing model suffers 3 mortal wounds.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace its demolisher cannon with a laser volley cannon and power capacitor.</li><li>Any model can take a machine spirit.</li><li>Any model can take items from the <i>Vehicle Upgrades</i> list.</li><li>Any model can take an item from the <i>Pintle Weapons</i> list.</li></ul>					
ABILITIES	<p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Power Capacitator:</b> On any turn in which a Vindicator does not move in the Movement phase, it may fire twice with its laser volley cannon, but may only use volley fire if it does so.</p>					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, RHINO, VINDICATOR, TANK					



# LEGION SPARTAN ASSAULT TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Spartan	10"		3+			12-20	8		
	5"	5+	4+	8	8	6-11	D6	9	2+
	3"		5+			1-5	D3		

A Legion Spartan is a single model. It is equipped with a twin heavy bolter, two quad lascannon, a machine spirit and crushing tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of 3-5, the weapon's damage is increased to 2D6. On a result of a 6, the weapon's damage is increased to 3D6.
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
WARGEAR OPTIONS	<ul style="list-style-type: none"> <li>This model can replace its two quad lascannon with two laser destroyer.</li> <li>This model can take items from the <i>Vehicle Upgrades</i> list.</li> <li>This model can take an item from the <i>Pintle Weapons</i> list.</li> </ul>					
ABILITIES	<p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p> <p><b>Steel Behemoth:</b> This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it. In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
TRANSPORT	This model can transport 25 <LEGION> INFANTRY models (each JUMP PACK, TERMINATOR or PRIMARCH model takes up the space of two other models).					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	TITANIC, VEHICLE, TRANSPORT, SPARTAN, TANK					



# SICARAN VENATOR TANK DESTROYER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sicaran Venator	14"		3+			7-14	4		
	10"	6+	4+	6	7	3-6	3	8	3+
	8"		5+			1-2	2		

A Sicaran Venator is a single model. It is equipped with a heavy bolter and neutron beam laser.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Neutron beam laser	48"	Heavy 3	12	-4	D6	Any <b>VEHICLE</b> which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take items from the <i>Vehicle Upgrades</i> list.</li><li>This model can take an item from each of the <i>Pintle Weapons</i> and <i>Sponson Weapons</i> lists.</li></ul>					
ABILITIES	<p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p> <p><b>Gyro-stabilised Mounting:</b> This model does not suffer the penalty to hit rolls from moving and firing Heavy weapons.</p>					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>VEHICLE</b> , <b>SICARAN</b> , <b>SICARAN VENATOR TANK DESTROYER</b> , <b>TANK</b>					





# LEGION SICARAN BATTLE TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Sicaran	14"		3+			7-14	4		
	10"	6+	4+	6	7	3-6	3	8	3+
	8"		5+			1-2	2		

A Legion Sicaran is a single model. It is equipped with a heavy bolter and a twin accelerator autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Twin accelerator autocannon	48"	Assault 8	7	-1	2	Attacks made with this weapon suffer no penalty to its hit roll when targeting units with the <b>FLX</b> keyword. In addition, every wound roll of 6+ made with this weapon increases the AP of that individual wound to -3.
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take items from the <i>Vehicle Upgrades</i> list.</li><li>This model can take an item from each of the <i>Pintle Weapons</i> and <i>Sponson Weapons</i> lists.</li></ul>					
ABILITIES	<p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p>					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>VEHICLE</b> , <b>SICARAN</b> , <b>SICARAN BATTLE TANK</b> , <b>TANK</b>					



# LEGION SICARAN PUNISHER ASSAULT TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Sicaran	14"		3+			7-14	4		
	10"	6+	4+	6	7	3-6	3	8	3+
	8"		5+			1-2	2		

A Legion Sicaran Punisher is a single model. It is equipped with a heavy bolter and a punisher rotary cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Punisher rotary cannon	36"	Heavy 18	5	-1	1	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take items from the <i>Vehicle Upgrades</i> list.</li><li>This model can take an item from each of the <i>Pintle Weapons</i> and <i>Sponson Weapons</i> lists.</li></ul>					
ABILITIES	<p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p> <p><b>Rolling Thunder:</b> If this model does not move or Advance in the Movement phase, it may re-roll all failed hit rolls of '1' for the punisher rotary cannon in the Shooting phase.</p>					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, SICARAN, SICARAN BATTLE TANK, TANK					



# LEGION SICARAN OMEGA TANK DESTROYER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Sicaran	14"		3+			7-14	4		
	10"	6+	4+	6	7	3-6	3	8	3+
	8"		5+			1-2	2		

A Legion Sicaran Omega is a single model. It is equipped with a heavy bolter and an omega plasma array.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Omega plasma array	When attacking with this weapon, choose one of the profiles below.					
- Plasma volley	24"	Heavy 10	7	-3	1	-
- Sustained burn	24"	Heavy 2	9	-3	2	If this weapon causes a wound against a <b>VEHICLE</b> , roll a D6; on a roll of 4+, the target suffers an additional D3 mortal wounds.
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take items from the <i>Vehicle Upgrades</i> list.</li><li>This model can take an item from each of the <i>Pintle Weapons</i> and <i>Sponson Weapons</i> lists.</li></ul>					
ABILITIES	<p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Volatile Plasma Containment:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes and each unit within 2D6" suffers D6 mortal wounds.</p>					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>VEHICLE</b> , <b>SICARAN</b> , <b>SICARAN BATTLE TANK</b> , <b>TANK</b>					







# LEGION SICARAN ARCUS STRIKE TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Sicaran	14"		3+			7-14	4		
	10"	6+	4+	6	7	3-6	3	8	3+
	8"		5+			1-2	2		

A Legion Sicaran Arcus is a single model. It is equipped with a heavy bolter and a twin arcus launcher with arcus warheads.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Twin arcus launcher	When attacking with this weapon, choose one of the profiles below, based on which warheads were purchased.					
- Arcus warheads	36"	Heavy 8	8	-3	1	If this weapon inflicts at least one wound gainst a <b>VEHICLE</b> , it inflicts an additional D3 mortal wounds.
- Skyspear warheads	48"	Heavy 8	7	-2	1	Add 1 to all hit rolls made for this weapon against targets that can <b>FLY</b> .
- Neutron-flux warheads	24"	Heavy 8	7	-1	1	Against <b>CYBERNETICA CORTEX</b> units, this weapon is Damage 3.
- Pyrax warheads	36"	Heavy 3D6	5	-1	1	Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• This model can take items from the <i>Vehicle Upgrades</i> list.</li><li>• This model can take an item from each of the <i>Pintle Weapons</i> and <i>Sponson Weapons</i> lists.</li></ul>					
ABILITIES	<p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p> <p><b>Ripple fire:</b> If this model does not move or Advance in the Movement phase, it may fire its twin arcus launcher twice. However, both attacks must be made against the same target.</p>					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>VEHICLE</b> , <b>SICARAN</b> , <b>SICARAN BATTLE TANK</b> , <b>TANK</b>					





# LEVIATHAN PATTERN SIEGE DREADNOUGHT TALON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Leviathan Siege Dreadnought	8"	2+	2+			8-14			
	5"	3+	3+	8	8	4-7	4	8	2+
	3"	4+	4+			1-3			

This unit consists of 1 Leviathan Siege Dreadnought. It can include up to 2 additional Leviathan Siege Dreadnoughts (+16 Power rating per model).

- Each model is equipped with two leviathan siege claws, two meltaguns and two heavy flamers.

A Leviathan Pattern Siege Dreadnought Talon that takes a Dedicated Transport can only consist of a single Leviathan Siege Dreadnought.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cyclonic melta lance	18"	Heavy 2D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model is a <b>MONSTER</b> , <b>TITANIC</b> or <b>VEHICLE</b> then the amount of Damage suffered from successful attacks becomes 5 per hit. For every five models in the target units, add D3 to the number of attacks made by this weapon.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Leviathan siege claw	Melee	Melee	x2	-3	3	Re-roll failed wounds rolls against <b>INFANTRY</b> .
Leviathan siege drill	Melee	Melee	x2	-4	4	-
Leviathan storm cannon	24"	Heavy 10	7	-2	2	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Phosphex discharger	18"	Heavy 2D3+2	5	-3	1	You can re-roll failed wound rolls against <b>INFANTRY</b> and <b>BIKER</b> units. This weapon can only be used once per battle.
Twin volkite caliver	30"	Heavy 4	6	0	2	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace one or both siege claws with siege drills.</li><li>Any model can replace one or both heavy flamers with twin volkite calivers.</li><li>Any model can replace one siege claw and meltagun or both siege claws and meltaguns with a leviathan storm cannon, cyclonic melta lance or grav-flux bombard.</li><li>Any model can take a phosphex discharger.</li></ul>					
ABILITIES	<p><b>Legion Traits</b></p> <p><b>Reinforced Atomantic Shielding:</b> This model has a 4+ invulnerable save.</p> <p><b>Containment Breach:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of 5+ it explodes; each unit within 9" suffers D3 mortal wounds.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Talon:</b> During deployment, all models in this unit must be set up at the same time, within 6" of one another. From that point on, each Leviathan Dreadnought is treated as a separate unit.</p> <p><b>Unstoppable Fury:</b> You can re-roll hit rolls of 1 for this model if it equipped with two melee weapons.</p>					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>VEHICLE</b> , <b>DREADNOUGHT</b> , <b>LEVIATHAN DREADNOUGHT</b>					





# DEREDEO PATTERN DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deredeo Pattern	7"	4+	2+			10-14			
Dreadnought	5"	5+	3+	7	7	5-9	2	8	3+
	3"	6+	4+			1-4			

A Deredeo Pattern Dreadnought is a single model. It is equipped with a twin heavy bolter and an anvillus pattern autocannon battery.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aiolos missile launcher	60"	Heavy 2D3	6	-1	1	-
Anvillus pattern autocannon battery	36"	Heavy 8	8	-1	2	-
Arachnus heavy lascannon battery	48"	Heavy 2	10	-4	D6	When attacking with this weapon, if at least one dice roll when determining damage inflicted is a natural '6' then a mortal wounds is inflicted on the target in addition to all other damage
Plasma hellfire carronade	24"	Heavy 5	8	-3	3	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can replace its anvillus pattern autocannon battery with a plasma hellfire carronade or an arachnus heavy lascannon battery.</li><li>This model can replace its twin heavy bolter with a twin heavy flamer.</li><li>This model can take an aiolos missile launcher or atomantic pavaise.</li></ul>
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ABILITIES	<p><b>Legion Traits</b></p> <p><b>Helical Targeting Array:</b> At the beginning of any turn, the controlling player may declare that its helical targeting array is active. While it is active, this model may not move and adds +1 to hit rolls against models with the <b>FLY</b> keyword.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Layered Atomantic Barriers:</b> A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks, and a 4+ invulnerable save against Melee attacks in the Fight phase.</p> <p><b>Atomantic Pavaise:</b> If equipped with an atomantic pavaise, all friendly <b>&lt;LEGION&gt;</b> units that are wholly within 6" of this model gain a 5+ invulnerable save. This invulnerable save does not stack with or improve existing invulnerable saves.</p>
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FACTION KEYWORDS	<b>&lt;FEALTY&gt;, LEGIONES ASTARTES, &lt;LEGION&gt;</b>
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KEYWORDS	<b>VEHICLE, DREADNOUGHT, DEREDEO</b>
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# LEGION WHIRLWIND SCORPIUS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Whirlwind Scorpius	12"		3+			6-11	3		
	6"	6+	4+	6	7	3-5	D3	8	3+
	3"		5+			1-2	1		

A Legion Whirlwind Scorpius is a single model. It is equipped with a twin boltgun and scorpius missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scorpius multi-launcher	48"	Heavy 3D3	8	-2	1	This weapon can target units that are not visible to the bearer.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take items from the <i>Vehicle Upgrades</i> list.</li><li>This model can take an item from the <i>Pintle Weapons</i> list.</li></ul>					
ABILITIES	<p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Missile Barrage:</b> On any turn in which the Scorpius does not move during the Movement phase, it may fire its scorpius multi-launcher twice in the following Shooting phase.</p>					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, RHINO, WHIRLWIND SCORPIUS, TANK					



# LEGION MALCADOR ASSAULT TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Malcador	10"		3+			10-18	3		
	7"	6+	4+	7	8	5-9	D3	8	3+
	5"		5+			1-4	1		

This unit consists of 1 Legion Malcador. It can include up to 2 additional Legion Malcadors (+16 Power rating per model).

- Each model is equipped with a battle cannon and three heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Battle cannon	72"	Heavy D6	8	-2	D3	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace its battle cannon with a twin lascannon.</li><li>Any model can replace one heavy bolter with a heavy flamer, autocannon, lascannon or demolisher cannon.</li><li>Any model can replace two heavy bolters with two heavy flamers, two autocannons or two lascannons.</li><li>Any model can take items from the <i>Vehicle Upgrades</i> list.</li><li>Any model can take an item from the <i>Pintle Weapons</i> list.</li></ul>					
ABILITIES	<p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D3 mortal wounds.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Grinding Advance:</b> This model does not suffer the penalty to its turret weapon hit rolls for shooting a Heavy weapon on a turn in which it has moved. The following weapons are turret weapons: battle cannon twin lascannon.</p>					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, MALCADOR, TANK					





## LEGION JETBIKE SKY SLAYER SUPPORT SQUADRON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Space Marine Sky Slayer	16"	3+	3+	4	5	2	1	7	2+
Legion Sky Slayer Sergeant	16"	3+	3+	4	5	2	2	8	2+

This unit consists of 3 Legion Space Marine Sky Slayers. It can include up to 2 additional Legion Space Marine Sky Slayers (**Power Rating +6**).

- Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades. Each of their Legion Space Marine Scimitar Jetbikes is equipped with a multi-melta.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Volkite culverin	45"	Heavy 4	6	0	2	-

UNIT OPTIONS	<ul style="list-style-type: none"><li>The entire unit can replace the multi-meltas on their Legion Space Marine Scimitar Jetbikes with volkite culverins, or plasma cannons</li></ul>
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>One Legion Space Marine Sky Slayer can be upgraded to a Legion Sky Slayer Sergeant.</li><li>The Legion Sky Slayer Sergeant can replace his chainsword with an item from the <i>Melee Weapons</i> list.</li><li>The Legion Sky Slayer Sergeant can replace his bolt pistol with an item from the <i>Pistols</i> list.</li><li>The Legion Sky Slayer Sergeant can take melta bombs.</li></ul>
ABILITIES	<p><b>Turbo-boost:</b> A model on a legion space marine bike or legion scimitar jetbike adds 6" to its move characteristic for that Movement phase, when it Advances, instead of rolling a dice.</p> <p><b>Sky Hunters:</b> During deployment you can set the unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.</p>
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	BIKER, FLY, SKY SLAYER SQUADRON, ASTARTES





# LEGION KHARYBDIS ASSAULT CLAW



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kharybdis Assault Claw	15"	4+	3+	7	8	11-16	8	8	3+
			4+			5-9	6		
			5+			1-4	D6		

A Kharybdis Assault Claw is a single model equipped with five kharybdis storm launchers, blade struts, melta cutters and a thermal jet array.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Thermal jet array	6"	Pistol D6	8	-1	D3	When fired, this weapon automatically targets all units within range (friend or foe). This weapon can only be fired if more enemy units will be affected than friendly ones. This weapon automatically hits.
Kharybdis storm launcher	24"	Heavy 3	6	-1	1	-
Blade struts	Melee	Melee	User	-2	2	-
Melta cutters	Melee	Melee	16	-5	2D6	Normal attacks may not be made using this profile, instead if the Kharybdis Assault Claw successfully charges a model with the <b>VEHICLE</b> , <b>MONSTER</b> or <b>TITANIC</b> keywords, the controlling player may choose to forfeit all of its standard attacks to make a single attack with this profile that hits its target on a 2+.
ABILITIES	<p><b>Orbital Assault:</b> During deployment, you can set up this model, along with any units embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases this model can perform an orbital assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked can choose to disembark immediately but cannot move or advance this turn - charges are unaffected, they must be set up more than 9" away from any enemy models. Any models that cannot be set up because there is not enough room are slain.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.</p>					
TRANSPORT	This model can transport 20 <LEGION> INFANTRY or RAPIER CARRIERS, or 1 <LEGION> DREADNOUGHT model(s) (each JUMP PACK, TERMINATOR or PRIMARCH model takes up the space of two other INFANTRY models, each Rapier Carrier model takes up the space of three INFANTRY models).					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, TRANSPORT, FLY, DROP POD, RAPIER CARRIERS					





# LEGION RHINO ARMoured CARRIER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Rhino	12"		3+			6-10	3		
	6"	6+	4+	6	7	3-5	D3	8	3+
	3"		5+			1-2	1		

A Legion Rhino is a single model equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take items from the <i>Vehicle Upgrades</i> list.</li><li>This model can take an item from the <i>Pintle Weapons</i> list.</li></ul>					
ABILITIES	<p><b>Self-repair:</b> Roll a D6 at the start of each of your turns; on a 6, this model regains 1 lost wound.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p>					
TRANSPORT	This model can transport 10 <LEGION> INFANTRY models. It cannot transport <b>JUMP PACK</b> , <b>TERMINATOR</b> or <b>PRIMARCH</b> models.					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>VEHICLE</b> , <b>TRANSPORT</b> , <b>RHINO</b> , <b>TANK</b>					



# LEGION DROP POD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Drop Pod	0"	-	3+	6	6	8	0	8	3+

A Legion Drop Pod is a single model equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
ABILITIES	<p><b>Drop Pod Assault:</b> During deployment, you can set up this model, along with any units embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases this model can perform a drop pod assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked inside must immediately disembark, but they must be set up more than 9" away from any enemy models. Any models that cannot be set up because there is not enough room are slain.</p> <p><b>Immobile:</b> After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.</p>					
TRANSPORT	This model can transport 10 <LEGION> INFANTRY or RAPIER CARRIER models. Each RAPIER CARRIER model takes up the space of three INFANTRY models, it cannot transport JUMP PACK, TERMINATOR or PRIMARCH models.					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, TRANSPORT, DROP POD					

**Specialised Wargear**

Legion Drop Pods are only utilised by the Legiones Astartes under certain specific conditions. As such, a Legion Drop Pod cannot be taken as a Dedicated Transport unless a Rite of War or unit Ability specifically allows them.





# LEGION DREADNOUGHT DROP POD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dreadnought Drop Pod	0"	-	-	6	7	8	0	8	3+

A Dreadnought Drop Pod is a single model.

ABILITIES	<p><b>Drop Pod Assault:</b> During deployment, you can set up this model, along with any units embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases this model can perform a drop pod assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked inside must immediately disembark, but they must be set up more than 9" away from any enemy models. Any models that cannot be set up because there is not enough room are slain.</p> <p><b>Immobile:</b> After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.</p>
TRANSPORT	This model can transport 1 <LEGION> DREADNOUGHT model.
FACTION	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	
KEYWORDS	VEHICLE, TRANSPORT, DROP POD, DREADNOUGHT DROP POD

**Specialised Wargear**  
Legion Dreadnought Drop Pods are only utilised by the Legiones Astartes under certain specific conditions. Unless stated otherwise by a Rite of War, a Dreadnought Talon can take a single Legion Dreadnought Drop Pod as a Dedicated Transport if the Talon only consists of of a single Dreadnought.



# PRIMARIS-LIGHTNING STRIKE FIGHTER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris-Lightning	20-45"		3+			7-14			
	20-30"	6+	4+	7	7	4-6	3	8	3+
	20"		5+			1-3			

A Primaris-Lightning is a single model equipped with a twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin multi-laser	36"	Heavy 6	6	0	1	-
Twin missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
- Rad missile	48"	Heavy 2D3	4	-2	1	Your opponent must subtract 1 from the Toughness characteristic of any <b>Infantry</b> or <b>Biker</b> units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Sunfury missile	36"	Heavy D6	6	-2	1	
Kraken penetrator	36"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Phosphex Bomb cluster	----- See Bomb cluster below -----					Each Phosphex bomb cluster can only be used once per battle.
UNIT OPTIONS	<ul style="list-style-type: none"><li>This model can take up to three hardpoint weapon systems, which may either be twin autocannons, twin multi-lasers, twin missile launchers (frag &amp; krak missiles), two sunfury missiles, two kraken penetrator missiles or a phosphex bomb cluster.</li><li>Any twin missile launcher can take rad missiles.</li></ul>					
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take battle servitor control.</li><li>This model can take ground-tracking auguries.</li><li>This model can take a ramjet diffraction grid.</li></ul>					
ABILITIES	<p><b>Airborne:</b> This model cannot charge, can only be charged by units that can <b>FLY</b>, and can only attack or be attacked in the Fight phase by units that can <b>FLY</b>.</p> <p><b>Crash and Burn:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Supersonic:</b> Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice.</p> <p><b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p><b>Phosphex Bomb cluster:</b> Once per turn a Primaris-Lightning equipped with a Phosphex Bomb cluster can drop it as it flies over enemy units in its Movement phase. After the Primaris-Lightning has moved, pick one enemy unit that it flew over. Then roll a D6 for each model in the unit, up to a maximum of 10 dice (roll two dice for each <b>VEHICLE</b> or <b>MONSTER</b> in the unit). For each roll of a 4+, the unit being bombed suffers a mortal wound.</p> <p><b>Battle servitor control:</b> A model with Battle Servitor Control increases by one the Strength of any ranged weapons that target a <b>VEHICLE</b> unit.</p> <p><b>Ground-tracking auguries:</b> A model with ground-tracking auguries can re-roll hit rolls of a '1' when targeting a unit that does not have the <b>FLY</b> keyword.</p> <p><b>Ramjet diffraction grid:</b> This model has a 5+ invulnerable save against ranged weapons.</p>					
FACTION	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS						
KEYWORDS	VEHICLE, FLY, PRIMARIS-LIGHTNING					



# LEGION STORM EAGLE ASSAULT GUNSHIP



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Storm Eagle	20-45"		3+			8-16	3		
	20-30"	6+	4+	8	7	4-7	D3	9	3+
	20"		5+			1-3	1		

A Storm Eagle is a single model equipped with a twin heavy bolter, vengeance launcher, two hellstrike launchers and a machine spirit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellstrike launcher	72"	Heavy 2	8	-3	3	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Vengeance launcher	48"	Heavy 2D6	5	-1	1	-
WARGEAR OPTIONS	<ul style="list-style-type: none"> <li>This model can replace its two hellstrike launchers with two twin lascannons.</li> <li>This model can replace its twin heavy bolter with a twin multi-melta or twin missile launcher (frag &amp; krak missiles).</li> </ul>					
ABILITIES	<p><b>Airborne:</b> This model cannot charge, can only be charged by units that can <b>Fly</b>, and can only attack or be attacked in the Fight phase by units that can <b>Fly</b>.</p> <p><b>Crash and Burn:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Supersonic:</b> Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice.</p> <p><b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p><b>Hover Jet:</b> Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase and it loses the <b>Airborne</b>, <b>Supersonic</b> and <b>Hard to Hit</b> abilities until the beginning of your next Movement phase.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p>					
TRANSPORT	This model can transport 20 <LEGION> INFANTRY models (each <b>JUMP PACK</b> , <b>TERMINATOR</b> or <b>PRIMARCH</b> model takes up the space of two other models).					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>VEHICLE</b> , <b>TRANSPORT</b> , <b>FLY</b> , <b>STORM EAGLE</b>					





# XIPHON PATTERN INTERCEPT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
	20-50"		3+			8-11			
Xiphon Interceptor	20-30"	6+	4+	6	7	4-7	2	8	3+
	20"		5+			1-3			

A Xiphon Interceptor is a single model equipped with two twin lascannons and a xiphon rotary missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Xiphon rotary missile launcher	60"	Heavy 3	6	-2	3	-

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take ground-tracking auguries.</li></ul>
ABILITIES	<p><b>Airborne:</b> This model cannot charge, can only be charged by units that can <b>Fly</b>, and can only attack or be attacked in the Fight phase by units that can <b>Fly</b>.</p> <p><b>Crash and Burn:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Supersonic:</b> Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice.</p> <p><b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p><b>Interceptor:</b> You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can <b>Fly</b>.</p> <p><b>Terminal Targeting:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p>
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>VEHICLE</b> , <b>Fly</b> , <b>XIPHON INTERCEPTOR</b>



# LEGION FIRE RAPTOR ASSAULT GUNSHIP



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fire Raptor	20-45"		3+			8-16	3		
	20-30"	6+	4+	8	7	4-7	D3	9	3+
	20"		5+			1-3	1		

A Fire Raptor is a single model equipped with a twin avenger bolt cannon, two quad heavy bolters, two hellstrike launchers and a machine spirit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellstrike launcher	72"	Heavy 2	8	-3	3	-
Quad heavy bolter	36"	Heavy 12	5	-1	1	-
Reaper autocannon battery	36"	Heavy 6	7	-1	1	-
Twin avenger bolt cannon	36"	Heavy 10	6	-2	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can replace its two quad heavy bolters with two reaper autocannon batteries.</li><li>This model can replace its two twin hellstrike launchers with two twin lascannons.</li></ul>					
ABILITIES	<p><b>Airborne:</b> This model cannot charge, can only be charged by units that can <b>Fly</b>, and can only attack or be attacked in the Fight phase by units that can <b>Fly</b>.</p> <p><b>Crash and Burn:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Supersonic:</b> Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice.</p> <p><b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p><b>Hover Jet:</b> Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase and it loses the <b>Airborne</b>, <b>Supersonic</b> and <b>Hard to Hit</b> abilities until the beginning of your next Movement phase.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p>					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, FLY, FIRE RAPTOR ASSAULT GUNSHIP					



# LEGION CAESTUS ASSAULT RAM



NAME	M	WS	BS	S	T	W	A	Ld	Sv
	20-50"		3+			8-14	4		
Caestus Assault Ram	20-30"	5+	4+	8	7	4-7	2	9	2+
	20"		5+			1-3	1		

A Caestus Assault Ram is a single model equipped with a caestus ram, twin magna-melta, two havoc launchers and a machine spirit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Caestus ram	Melee	Melee	User	-3	D6	Add 3 to hit rolls made with this weapon when targeting <b>BUILDINGS</b> if the Caestus Assault Ram charged this turn.
Havoc launcher	48"	Heavy D6	5	0	1	-
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Twin magna-melta	24"	Heavy 2D3	10	-4	D6	If target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can replace its two havoc launchers with two missile launchers.</li><li>This model can take frag assault launchers.</li></ul>					
ABILITIES	<p><b>Airborne Ram:</b> This model can only declare charges in the Charge phase against units that can <b>FLY</b>, and can only attack or be attacked by units that can <b>FLY</b>.</p> <p><b>Crash and Burn:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Supersonic:</b> Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice.</p> <p><b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p><b>Hover Jet:</b> Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase and it loses the <b>Airborne</b>, <b>Supersonic</b> and <b>Hard to Hit</b> abilities until the beginning of your next Movement phase.</p> <p><b>Frag Assault Launchers:</b> Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p>					
TRANSPORT	This model can transport 10 <LEGION> <b>INFANTRY</b> models (each <b>PRIMARCH</b> model takes up the space of two other <b>INFANTRY</b> models). It cannot transport <b>JUMP PACK</b> models.					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>VEHICLE</b> , <b>TRANSPORT</b> , <b>FLY</b> , <b>CAESTUS ASSAULT RAM</b> , <b>TANK</b>					





# LEGION CERBERUS HEAVY TANK DESTROYER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Cerberus	10"		3+			17-22	8		
	5"	5+	4+	8	9	6-16	6	9	2+
	3"		5+			1-5	D3		

A Legion Cerberus is a single model equipped with a Heavy neutron laser battery, a machine spirit and crushing tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	-
Heavy neutron laser battery	72"	Heavy 3	14	-4	3+D6	Any <b>VEHICLE</b> which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take a hunter-killer missile.</li><li>This model can take an item from the <i>Sponson Weapons</i> list.</li><li>This model can take an item from the <i>Pintle Weapons</i> list.</li></ul>
ABILITIES	<p><b>Unstable Reactor:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p> <p><b>Steel Behemoth:</b> This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (except for its heavy neutron laser battery which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>VEHICLE</b> , <b>TITANIC</b> , <b>CERBERUS</b> , <b>TANK</b>



# LEGION TYPHON HEAVY SIEGE TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Typhon	10"		3+			17-22	8		
	5"	5+	4+	8	9	6-16	6	9	2+
	3"		5+			1-5	D3		

A Legion Typhon is a single model equipped with a Dreadhammer siege cannon, a machine spirit and crushing tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	-
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the model carrying this weapon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration of the current turn.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take a hunter-killer missile.</li><li>This model can take an item from the <i>Sponson Weapons</i> list.</li><li>This model can take an item from the <i>Pintle Weapons</i> list.</li></ul>
ABILITIES	<p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p> <p><b>Steel Behemoth:</b> This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (except for its dreadhammer siege cannon which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	VEHICLE, TITANIC, TYPHON, TANK



# LEGION FALCHION SUPER-HEAVY TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Falchion	10"		3+			14-26	9		
	7"	5+	4+	9	9	7-13	6	9	2+
	4"		5+			1-6	3		

A Legion Falchion is a single model equipped with a twin heavy bolter, twin volcano cannon, two quad lascannons, a machine spirit and crushing tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	-
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targeting <b>TITANIC</b> units with this weapon.

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take a hunter-killer missile.</li><li>This model can take an item from the <i>Pintle Weapons</i> list.</li></ul>
ABILITIES	<p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Steel Behemoth:</b> This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (except for its twin volcano cannon which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p>
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>VEHICLE</b> , <b>TITANIC</b> , <b>FALCHION</b> , <b>TANK</b>





# LEGION STORMBLADE SUPER-HEAVY TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		3+			14-26	9		
Legion Stormblade	7"	5+	4+	9	8	7-13	6	9	3+
	4"		5+			1-6	3		

A Legion Stormblade is a single model equipped with a plasma blastgun, heavy bolter and crushing tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Plasma blastgun	When attacking with this weapon, choose one of the profiles below.					
- Standard	72"	Heavy 2D6	8	-3	2	-
- Supercharge	96"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take up to two pairs of sponsons (each sponson consists of a twin heavy bolter and lascannon).</li><li>Any twin heavy bolter can be replaced with a twin heavy flamer.</li><li>This model can take a hunter-killer missile.</li><li>This model can take an item from the <i>Pintle Weapons</i> list.</li></ul>					
ABILITIES	<p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Steel Behemoth:</b> This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its heavy bolters or heavy flamers may target unit within 1" of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>					
KEYWORDS	VEHICLE, TITANIC, STORMBLADE, TANK					





# LEGION FELLBLADE SUPER-HEAVY TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Fellblade	10"		3+			14-26	9		
	7"	5+	4+	9	9	7-13	6	9	2+
	4"		5+			1-6	3		

A Legion Fellblade is a single model equipped with a fellblade accelerator cannon, demolisher cannon, twin heavy bolter, two quad lascannons, a machine spirit and crushing tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Fellblade accelerator cannon	When attacking with this weapon, choose one of the profiles below.					
- HE shell	100"	Heavy 2D6	8	-3	2	When attacking units with 5 or more models, the dice rolled to determine the number of shots fired may be re-rolled.
- AE shell	100"	Heavy 2	14	-4	6	-
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can replace its two quad lascannons with two laser destroyers.</li><li>This model can replace its twin heavy bolter with a twin heavy flamer.</li><li>This model can take a hunter-killer missile.</li><li>This model can take an item from the <i>Pintle Weapons</i> list.</li></ul>
ABILITIES	<p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p> <p><b>Steel Behemoth:</b> This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (except for its fellblade accelerator cannon and demolisher cannon which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>VEHICLE</b> , <b>TITANIC</b> , <b>FELLBLADE</b> , <b>TANK</b>



# LEGION GLAIVE SUPER-HEAVY SPECIAL WEAPONS TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Glaive	10"		3+			14-26	9		
	7"	5+	4+	9	9	7-13	6	9	2+
	4"		5+			1-6	3		

A Legion Glaive is a single model equipped with a volkite carronade, twin heavy bolter, two quad lascannons, a machine spirit and crushing tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	-
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Volkite carronade	48"	Heavy 1	8	-3	2	Draw a line 48" long from this model; each unit (friend or enemy) that gets passed over/through by the line suffers D6 shots. If the line passes through/over a <b>TITANIC</b> unit it is terminated at that unit. The <b>TITANIC</b> unit suffers D3 mortal wounds in addition to the D6 shots.
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can replace its two quad lascannons with two laser destroyers.</li><li>This model can replace its twin heavy bolter with a twin heavy flamer.</li><li>This model can take a hunter-killer missile.</li></ul>					
ABILITIES	<p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Steel Behemoth:</b> This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it. In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p>					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>VEHICLE</b> , <b>TITANIC</b> , <b>GLAIVE</b> , <b>TANK</b>					







# LEGION THUNDERHAWK TRANSPORTER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderhawk Transporter	20-50"		2+			20-26	6		
	20-40"		3+			14-19	4		
	20-30"	6+	4+	10	9	6-13	3	9	3+
	20"		5+			1-5	2		

A Thunderhawk Transporter is a single model equipped with four twin heavy bolters, a machine spirit and a hellstrike battery.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellstrike battery	72"	Heavy 4	8	-3	3	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-

ABILITIES	<p><b>Airborne:</b> This model cannot charge, can only be charged by units that can <b>FLY</b>, and can only attack or be attacked in the Fight phase by units that can <b>FLY</b>.</p> <p><b>Colossal Flyer:</b> When targeting this unit with shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit has the Fly keyword, add 12" to the measured distance to determine the range when making shooting attacks against the Sokar Pattern Stormbird. Note that this means that many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks against this model during the Shooting phase.</p> <p><b>Supersonic:</b> Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.</p> <p><b>Void-hardened Hull:</b> The Thunderhawk Transporter has a 5+ invulnerable save.</p> <p><b>Crash and Burn:</b> If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers 2D6 mortal wounds.</p> <p><b>Hover Jet:</b> Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p>
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TRANSPORT	<p>The Thunderhawk Transporter can transport 15 &lt;LEGION&gt; INFANTRY models. Each JUMP PACK, TERMINATOR or PRIMARCH model takes up the space of two other INFANTRY models. It may also transport &lt;LEGION&gt; BIKER models who take up the space of three INFANTRY models each.</p> <p>In addition it may transport vehicles in one of the two following configurations:</p> <ul style="list-style-type: none"><li>• One model with the LAND RAIDER or SPARTAN keywords.</li><li>• Up to two models with the RHINO keyword.</li></ul> <p>Note that transported vehicles may also transport additional units where able.</p>
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FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	VEHICLE, TRANSPORT, TITANIC, FLY, THUNDERHAWK TRANSPORTER



# LEGION THUNDERHAWK GUNSHIP



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderhawk Gunship	20-50"		2+			24-30	8		
	20-40"		3+			15-23	4		
	20-30"	6+	4+	10	9	8-14	3	9	3+
	20"		5+			1-7	2		

A Thunderhawk gunship is a single model equipped with a thunderhawk cannon, four twin heavy bolters, two lascannons and a machine spirit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellstrike battery	72"	Heavy 4	8	-3	3	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Thunderhawk cannon	48"	Heavy 2D6	8	-2	D6	-
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can replace its thunderhawk cannon with a turbo-laser destructor.</li><li>This model can take a hellstrike missile battery. If this option is chosen then the Thunderhawk Gunship loses the Thunderhawk Cluster Bombs ability.</li></ul>
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ABILITIES	<p><b>Airborne:</b> This model cannot charge, can only be charged by units that can <b>Fly</b>, and can only attack or be attacked in the Fight phase by units that can <b>Fly</b>.</p> <p><b>Colossal Flyer:</b> When targeting this unit with shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit has the Fly keyword, add 12" to the measured distance to determine the range when making shooting attacks against the Sokar Pattern Stormbird. Note that this means that many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks against this model during the Shooting phase.</p> <p><b>Supersonic:</b> Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.</p> <p><b>Void-hardened Hull:</b> The Thunderhawk Gunship has a 5+ invulnerable save.</p> <p><b>Crash and Burn:</b> If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers 2D6 mortal wounds.</p> <p><b>Hover Jet:</b> Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p> <p><b>Thunderhawk Cluster Bombs:</b> Once per battle, a Thunderhawk Gunship with this ability can make a bombing run against a single enemy unit it has moved over during one of its Movement phases. After the Thunderhawk Gunship has moved, pick an enemy unit that it flew over. Roll 3D6 for every <b>VEHICLE</b> or <b>MONSTER</b>, or a D6 for every other model, up to a maximum of 12D6. For each roll of a 5+, the unit suffers a mortal wound. Units consisting only of <b>CHARACTERS</b> may not be targeted by this ability.</p>
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TRANSPORT	The Thunderhawk Gunship can transport 30 <LEGION> INFANTRY models. Each JUMP PACK, TERMINATOR or PRIMARCH model takes the space of two other INFANTRY models. It may also transport <LEGION> BIKER models who take up the place of three INFANTRY models each.
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	VEHICLE, TRANSPORT, TITANIC, FLY, THUNDERHAWK GUNSHIP





# LEGION MASTODON HEAVY ASSAULT TRANSPORT



NAME	M	WS	BS	S	T	W	A	Ld	Sv	Void Shield
Legion Mastodon	10"		3+			16-30	8			5+
	7"	5+	4+	9	9	8-15	6	9	2+	6+
	4"		5+			1-7	D6			7+

A Legion Mastodon is a single model equipped with a siege melta array, two heavy flamers, two lascannons, a skyreaper battery, a machine spirit and crushing tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Siege melta array	12"	Heavy 4D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Skyreaper battery	48"	Heavy 8	7	-1	5	This weapon gets +1 to hit against units with the <b>Flx</b> keyword. However it gets -1 to hit all other units.

WARGEAR OPTIONS	<ul style="list-style-type: none"> <li>This model can take up to four hunter-killer missiles.</li> </ul>
ABILITIES	<p><b>Explodes:</b> If this model is reduced to 0 wounds, roll 2D6 before removing it from the battlefield and before any models disembark; on a 6 it explodes and each unit within 2D6" suffers 2D6 mortal wounds.</p> <p><b>Machine Spirit:</b> This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.</p> <p><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p><b>Steel Behemoth:</b> This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its heavy flamers and lascannons can target units within 1" of it - its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p> <p><b>Reinforced Structure:</b> A model with an armoured cockpit rolls a dice each time it loses a wound. On a 6 it does not lose that wound.</p> <p><b>Void Shields:</b> The Legion Mastodon is protected by specialised void shield generators. In game terms, these void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves, they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the unit, with the mortal wound being ignored if the save roll is passed. Void shields must be continuously re-energised and renewed in combat operations and so as the unit is damaged, the defensive potential of its void shields is reduced (see above).</p>
TRANSPORT	This model can transport 40 <LEGION> INFANTRY or DREADNOUGHT models (each JUMP PACK, TERMINATOR or PRIMARCH model takes up the space of two other INFANTRY models, DREADNOUGHT models take up the space of 10 other INFANTRY models).
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	VEHICLE, TRANSPORT, TITANIC, MASTODON, TANK





# SOKAR PATTERN STORMBIRD



NAME	M	WS	BS	S	T	W	A	Ld	Sv	Void Shield
Sokar Pattern Stormbird	20-50"		2+			30-40	6			4+
	20-40"	6+	3+	10	9	20-29	4	9	3+	5+
	20-30"		4+			10-19	3			6+
	20"		5+			1-9	2			7+

A Sokar Pattern Stormbird is a single model equipped with four twin lascannons, three twin heavy bolters, a hellstrike battery and a machine spirit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellstrike battery	72"	Heavy 4	8	-3	3	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

**ABILITIES**

**Airborne:** This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

**Colossal Flyer:** When targeting this unit with shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit has the Fly keyword, add 12" to the measured distance to determine the range when making shooting attacks against the Sokar Pattern Stormbird. Note that this means that many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks against this model during the Shooting phase.

**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.

**Void-hardened Hull:** The Sokar Pattern Stormbird has a 5+ invulnerable save.

**Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers 2D6 mortal wounds.

**Hover Jet:** Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase.

**Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

**Projected Void Shields:** The Sokar Pattern Stormbird is protected by specialised void shield generators. In game terms, these void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves, they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the unit, with the mortal wound being ignored if the save roll is passed. Void shields must be continuously re-energised and renewed in combat operations and so as the unit is damaged, the defensive potential of its void shields is reduced (see above).

**Shield Projection:** As long as the Sokar Pattern Stormbird's controlling player has chosen to make it hover (as described previously) and does not move at all during the turn, you may declare that the Sokar Pattern Stormbird is projecting its void shields beyond its hull at the start of the Movement phase. If this is the case, the void shields' save is extended to all models and **BUILDINGS** within 8" of the Sokar Pattern Stormbird's hull and wings.

**TRANSPORT**

The Sokar Pattern Stormbird can transport 50 **<LEGION> INFANTRY** models. Each **JUMP PACK**, **TERMINATOR** or **PRIMARCH** model takes the space of two other **INFANTRY** models. It may also transport **<LEGION> BIKER** or **RAPIER CARRIER** models who take up the place of three **INFANTRY** models each; or **<LEGION> DREADNOUGHT** models who take up the place of 10 **INFANTRY** models. The Sokar Pattern Stormbird may also transport a single **<LEGION> RHINO**, including its own transported models, occupying 25 models' worth of space. When disembarking, the Rhino may only exit via the rear of the Sokar Pattern Stormbird.

**FACTION** **<FEALTY>, LEGIONES ASTARTES, <LEGION>**

**KEYWORDS**

**KEYWORDS** **VEHICLE, TRANSPORT, TITANIC, FLY, SOKAR PATTERN STORMBIRD**



# IMPERIAL PRIMUS REDOUBT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primus Redoubt	-	-	4+	-	8	20	-	-	3+

A Primus Redoubt is a single model equipped with a dual turbo-laser destructor and force dome.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Air-defence missiles	48"	Heavy D3	8	-2	D3	This weapon gets +1 to hit against units with the Fly keyword. However it gets -1 to hit all other units.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflict an additional D3 mortal wounds to the target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>This model can take either a twin heavy bolter, twin lascannon, air-defence missiles or whirlwind castellan launcher.</li><li>This model can replace its whirlwind castellan launcher with a whirlwind vengeance launcher.</li><li>This model can take up to two heavy bolters, heavy flamers, multi-meltas or lascannons.</li></ul>					
ABILITIES	<p><b>Reactor Explosion:</b> If this model is reduced to 0 wounds, before removing it from the battlefield and before any embarked models disembark, roll a D6. On a 6, it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p><b>Battle Crew:</b> You may add 1 to this model's hit rolls when making shooting attacks against models with the <b>TITANIC</b> keyword.</p> <p><b>Force Dome:</b> This model has a 5+ invulnerable save.</p> <p><b>Immobile:</b> This model cannot move for any reason, not can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase - do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.</p>					
TRANSPORT	This model can transport any number of <b>INFANTRY CHARACTERS</b> and one other <b>INFANTRY</b> unit, up to a total of 20 models.					
FACTION KEYWORDS	<b>UNALIGNED</b>					
KEYWORDS	<b>BUILDING, VEHICLE, TRANSPORT, PRIMUS REDOUBT</b>					





## IMPERIAL CASTELLUM STRONGHOLD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tacticus Bunker	0"	-	3+	-	9	16-20	-	9	3+
			4+			6-15			
			5+			1-5			
Bunker Annex	0"	-	3+	-	9	8-12	-	9	3+
			4+			4-7			
			5+			1-3			

A Castellum Stronghold is a single Realm of Battle tile which is composed of four linked Buildings that are treated separately during the game. These comprise a single large Tacticus Bunker and three Bunker Annexes bordering an open dock area.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battlecannon	72"	Heavy D6	8	-2	D3	-
Castellum air-defence missiles	48"	Heavy D3	8	-2	D3	This weapon gets +1 to hit against units with the <b>FLY</b> keyword. However it gets -1 to hit all other units. This weapon can target units that are not visible to the firing model.
Icarus lascannon	96"	Heavy 1	9	-3	D6	This weapon gets +1 to hit against units with the <b>FLY</b> keyword. However it gets -1 to hit all other units.
Icarus quad lascannon	96"	Heavy 4	9	-3	D6	This weapon gets +1 to hit against units with the <b>FLY</b> keyword. However it gets -1 to hit all other units.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Quad gun	48"	Heavy 8	7	-4	2	This weapon gets +1 to hit against units with the <b>FLY</b> keyword. However it gets -1 to hit all other units.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.

WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Each bunker annex can take a twin heavy bolter, twin heavy flamer, twin lascannon, multi-melta, castellum air-defence missiles, whirlwind castellan launcher, icarus lascannon or quad gun.</li><li>The tacticus bunker can take up to two twin heavy bolters, twin heavy flamers, twin lascannons, multi-melta, castellum air-defence missiles, whirlwind castellan launchers, icarus lascannons, quad guns, command relays, battlecannons or icarus quad lascannons.</li></ul>
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ABILITIES	<p><b>Immobile (Tacticus Bunker &amp; Bunker Annex):</b> This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase. However, this model can still shoot if there are models within 1" of it, and friendly models can still target enemy models that are within 1" of this model.</p> <p><b>Automated Weapons (Tacticus Bunker &amp; Bunker Annex):</b> Unless a friendly unit is embarked inside this model, each of its weapons can only target the nearest visible enemy model. If two units are equally close, you choose which is targeted.</p> <p><b>Magazine Explosion (Tacticus Bunker &amp; Bunker Annex):</b> If this model is reduced to 0 wounds, roll a D6 before any embarked models disembark, on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p><b>Firing Ports:</b> Up to 15 models in the Tacticus Bunker can shoot in the Shooting phase, measuring and drawing line of sight from any part of the Tacticus Bunker. Up to 1 models in each Bunker Annex can shoot in the Shooting phase, measuring and drawing line of sight from any part of the Bunker Annex in which they are embarked. In both cases, embarked models may shoot even if enemy models are within 1" of their Bunker.</p> <p><b>Battlements:</b> Infantry models on the Castellum Stronghold receive the benefit of cover against attacks from units not on the Castellum Stronghold tile.</p> <p><b>Shield Gate Barriers:</b> Unless the Tacticus Bunker has been destroyed, all Infantry, Dreadnought or Biker units on the Castellum Stronghold tile have a 4+ invulnerable save against Shooting attacks.</p> <p><b>Command Relay:</b> While your army's Warlord is embarked within this model, one Stratagem played in a turn by the controlling player costs one fewer Command point than normal (to a minimum of 1).</p>
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TRANSPORT	The Tacticus Bunker can transport any number of <b>INFANTRY CHARACTERS</b> and one other <b>INFANTRY</b> unit, up to a total of 30 models. Each Bunker Annex can transport any number of <b>INFANTRY CHARACTERS</b> and one other <b>INFANTRY</b> unit, up to a total of 12 models. Each <b>JUMP PACK</b> , <b>TERMINATOR</b> or <b>PRIMARCH</b> model takes up the space of two other models.
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FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>BUILDING</b> , <b>VEHICLE</b> , <b>TRANSPORT</b> , <b>TITANIC</b> , <b>CASTELLUM STRONGHOLD</b>





# CASTELLAX BATTLE-AUTOMATA MANIPLE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Castellax	7"	4+	3+	6	7	6	2	6	3+

A Castellax Battle-automata Maniple consists of 1 Castellax. It can include up to 2 additional Castellax (**Power Rating +12**) or up to 4 Castellax (**Power Rating +24**).

- Each model is armed with a mauler pattern bolt cannon, two boltguns and shock chargers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle-automata power blades	Melee	Melee	User	-3	2	Each time the bearer fights, it can make 1 additional attack with this weapon.
Boltgun	24"	Rapid Fire 1	4	0	1	-
Darkfire cannon	60"	Heavy 2	7	-4	D3	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Mauler bolt cannon	24"	Heavy 3	6	-2	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Siege wrecker	Melee	Melee	x2	-4	5	When attacking with this weapon, you must subtract 1 from the hit roll.
Shock chargers	Melee	Melee	User	-3	1	-

UNIT OPTIONS	<ul style="list-style-type: none"><li>The entire unit can take enhanced targeting arrays.</li></ul>
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace its mauler bolt cannon with a multi-melta or darkfire cannon.</li><li>Any model can replace one or both of its boltgun(s) with a flamer(s).</li><li>Any model can replace its shock chargers with battle-automata power blades.</li><li>Any model can replace its shock chargers and one boltgun with a siege wrecker.</li></ul>
ABILITIES	<p><b>Cybernetica Cortex:</b> This model automatically passes Morale tests. Additionally, unless a friendly <b>CORTEX CONTROLLER</b> unit is within 6"; this model can only target the nearest visible enemy unit if it shoots, and if it charges it can only declare a charge against the nearest visible enemy unit.</p> <p><b>Atomantic Shielding:</b> This model has a 5+ invulnerable save.</p> <p><b>Reactor Blast:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Enhanced Targeting Array:</b> Enemy units targeted by a model with an enhanced targeting array do not gain any bonus to their saving throw for being in cover. Additionally, this model's Ballistic Skill characteristic increases to 2+.</p>
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>
KEYWORDS	<b>MONSTER, CASTELLAX, CYBERNETICA CORTEX, SUPPORT</b>





# VORAX BATTLE-AUTOMATA MANIPLE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vorax	9"	3+	3+	6	6	4	2	6	4+

A Vorax Battle-automata Manipule consists of 1 Vorax. It can include up to 2 additional Vorax (**Power Rating +8**) or up to 5 Vorax (**Power Rating +20**).

- Each model is armed with a lightning gun, two rotor cannons and battle-automata power blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle-automata power blades	Melee	Melee	User	-3	2	Each time the bearer fights, it can make 1 additional attack with this weapon.
Irak-cleanser	8"	Assault D6	*	0	1	This weapon automatically hits its target. This weapon always wounds on a 2+, unless the target model is a <b>VEHICLE</b> . A unit hit by one or more Rad weapons counts its Toughness as 1 less for the rest of the battle round.
Lightning gun	18"	Heavy 1	7	0	1	You can re-roll failed wound rolls with this weapon. On a wound roll of 6+; change this weapon's AP to -3 and Damage to 2.
Rotor cannon	30"	Rapid Fire 3	3	0	1	-
Rotor cannon (bio-corrosive rounds)	16"	Rapid Fire 3	1	0	1	This weapon always wounds on a 4+, unless the target model is a <b>VEHICLE</b> .
UNIT OPTIONS	<ul style="list-style-type: none"><li>The entire unit can take enhanced targeting arrays.</li><li>The entire unit can take bio-corrosive rounds for their rotor cannons.</li></ul>					
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any model can replace it's lightning gun with an irak-cleanser.</li></ul>					
ABILITIES	<p><b>Cybernetica Cortex:</b> This model automatically passes Morale tests. Additionally, unless a friendly <b>CORTEX CONTROLLER</b> unit is within 6"; this model can only target the nearest visible enemy unit if it shoots, and if it charges it can only declare a charge against the nearest visible enemy unit.</p> <p><b>Fleet:</b> Roll two dice and take the highest when making an Advance move with this unit.</p> <p><b>Vanguard:</b> Once both sides have deployed but before the first player takes their turn, this unit can move as if it were their Movement phase. If both players have units that can do this, the player who is taking the first turn move their units first.</p> <p><b>Enhanced Targeting Array:</b> Enemy units targeted by a model with an enhanced targeting array do not gain any bonus to their saving throw for being in cover. Additionally, this model's Ballistic Skill characteristic increases to 2+.</p>					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	<b>MONSTER, VORAX, CYBERNETICA CORTEX, SUPPORT</b>					





# THALLAX COHORT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thallax	8"	4+	3+	5	5	3	2	7	4+

A Thallax Cohort consists of 3 Thallax. It can include up to 3 additional Thallax (**Power Rating +6**) or up to 6 Thallax (**Power Rating +12**).

- Each model is armed with a lightning gun and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Lightning gun	18"	Heavy 1	7	0	1	You can re-roll failed wound rolls with this weapon. On a wound roll of 6+; change this weapon's AP to -3 and Damage to 2.
UNIT OPTIONS	• The unit can take one of the Icarian, Ferrox, Destructor or Empyrite upgrades.					
WARGEAR OPTIONS	• For every three models in the unit, one model can replace its lightning gun with an item from the <i>Thallax Weapons</i> list. • Any model can take a heavy chainsword.					
ABILITIES	<b>Djinn-sight:</b> Enemy units targeted by this unit do not gain any bonus to their saving throw for being in cover. Additionally, units that use an ability to deploy during deployment cannot be set up within 18" of this unit.  <b>Lorica Thallax:</b> Roll a D6 each time this unit loses a wound, on a 6 it does not lose that wound.  <b>Icarian:</b> At the beginning of the Move phase this unit may activate this ability. If it does, it cannot move or Advance during the Move phase, add 1 to all hit rolls made for this model against targets that can <b>FLY</b> and subtract 1 from the hit rolls made for this model against all other targets. These effects last until the end of the turn.  <b>Ferrox:</b> This unit gets +1 Attack when charging; cannot replace its lightning guns and gains the following ability on its melee attacks during the Fight phase- "On a wound roll of 6+ change this weapons AP to -3."  <b>Destructor:</b> This unit increases the Strength of its attacks against <b>VEHICLE</b> units by 1.  <b>Empyrite:</b> During deployment, you can set up this unit in the teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can perform a teleport assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models. Additionally this unit gains the <b>VOID HARDENED</b> keyword.					
FACTION KEYWORDS	<FEALTY>, <b>LEGIONES ASTARTES</b> , <LEGION>					
KEYWORDS	INFANTRY, JUMP PACK, FLY, THALLAX, SUPPORT					







# DOMITAR BATTLE-AUTOMATA MANIPLE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Domitar	7"	3+	4+	7	7	7	3	6	3+

A Domitar Battle-automata Maniple consists of 1 Domitar. It can include up to 2 additional Domitar (**Power Rating +14**) or up to 4 Domitar (**Power Rating +28**).

- Each model is armed with a missile launcher (ignis-frag & krak missiles) and two graviton hammers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Graviton hammer	Melee	Melee	x2	-3	4	When attacking with this weapon, you must subtract 1 from the hit roll.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Ignis-frag missile	48"	Heavy D6	5	0	1	Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
- Krak missile	48"	Heavy 1	8	-2	D6	-

ABILITIES	<p><b>Cybernetica Cortex:</b> This model automatically passes Morale tests. Additionally, unless a friendly <b>Cortex Controller</b> unit is within 6"; this model can only target the nearest visible enemy unit if it shoots, and if it charges it can only declare a charge against the nearest visible enemy unit.</p> <p><b>Atomantic Shielding:</b> This model has a 5+ invulnerable save.</p> <p><b>Reactor Blast:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p><b>Brutal charge:</b> When a domitar finishes a charge move, roll a dice; on a 4+ one enemy unit within 1" suffers a mortal wound.</p>
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FACTION	<FEALTY>, <b>Legiones Astartes</b> , <LEGION>
KEYWORDS	
KEYWORDS	<b>Monster, Domitar, Cybernetica Cortex, Support</b>



# PRINCIPIA BELICOSA

In this section you'll find rules for Battle-forged armies that include **Legiones Astartes Detachments** - that is, any Detachment which only includes **LEGIONES ASTARTES** units. These rules include the abilities below and a series of Stratagems. This section also includes the Astartes' unique Warlord Traits, Psychic Disciplines and Relics. Together, these rules reflect the character and fighting style of the Legiones Astartes in your games.

## ABILITIES

If your army is Battle-forged, Legiones Astartes Detachments within it gain the following abilities:

### OBJECTIVE SECURED

If this detachment is comprised of only **LEGIONES ASTARTES** units with the same **<LEGION>** keyword, all Troops and non-HQ **TERMINATOR** units within this detachment gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

Other units may also have the Objective Secured ability, this is listed in the abilities section of their datasheet where appropriate. Additionally certain Rites of War give units the Objective Secured ability.

### SHATTERED LEGIONS

If this detachment is comprised of only **LEGIONES ASTARTES** units, but with a mix of **<LEGION>** keywords, it is considered to be a Shattered Legion Detachment. Super-heavy, Super-heavy Auxiliary or Fortification Network detachments cannot be Shattered Legion Detachments.

You must include a **PRAETOR**, **CENTURION** or **CONSUL** for each different **<LEGION>** keyword in a detachment. For example, if your detachment includes White Scars and Iron Hands, you might take a White Scars Praetor and an Iron Hands Siege Breaker Consul. In addition, your army may not include any models with the **PRIMARCH** or **BLACKSHIELD** keywords.

## ADDITIONAL LORDS OF WAR

In addition to the vehicles listed in this document, bear in mind that your army can also include detachments of Crusade Reserves as listed in the *Battles in the Age of Darkness* document.

If the Warlord in a is slain, models in Shattered Legion Detachment will suffer -1 to their Leadership characteristic when within 6" of a unit with a different **<LEGION>** keyword to their own.

## rites of war

The full panoply of war of a Legion is terrible to behold, and is capable of obliterating an enemy through many means ranging from sheer brute force to armoured assault, siege-craft or attack from close orbit.

To represent this, any Battle-forged **LEGIONES ASTARTES** detachment containing a model with the **MASTER OF THE LEGION** keyword and totalling at least 1000pts/50PR, may take a Rite of War from the selection on the following pages, or one of the Legion-specific Rites of War detailed in their Legion rules. Shattered Legion Detachments may only take Legion-specific Rites of War that correspond to the **<LEGION>** of the Warlord.

The Rite of War will list what types of Detachment it may be applied to. These Rites commonly alter what units can be included in the detachment, grant access to special Stratagems or rules, or limit what other detachments the army can contain. Because of the fundamental changes the use of Rites of War create, the decision to use them should be taken when you are starting to assemble your army.

## ARMY THEME: ARMY OF DARK COMPLIANCE

This theme represents an army of mortal soliders raised to serve the dark vision of the Warmaster Horus and under the direct command of a Traitor Legiones Astartes warleader. Such forces were often founded to impose 'Dark Compliance' on those worlds crushed by the forces of the Warmaster.

- You may declare your entire army to be an Army of Dark Compliance, in which case detachments within it can and must include models with the **LEGIONES ASTARTES** faction keyword and models with the **MILITIA** faction keyword (with the exception of Super-heavy, Super-heavy Auxiliary or Fortification Network detachments).
- The largest detachment in the army (by number of units) must include a **PRAETOR**, **CENTURION** or **CONSUL**, who must be army's warlord, and must include more units with the **MILITIA** faction keyword than with the **LEGIONES ASTARTES** faction keyword. It may not include a **Discipline Master Cadre**.
- Your army must be **TRAITOR**.
- LEGIONES ASTARTES** units in the army gain The Warmaster's Due ability and **MILITIA** units in the army may choose to take the **Disposeable** ability.
- Detachments in the army may not make use of Rites of War.
- Any Legion Traits that apply to models in a **<LEGION>** detachment apply only to **<LEGION>** models, and not to **MILITIA** models.

**The Warmaster's Due:** This unit may claim the benefit of cover if they are the target of a shooting attack which would pass through a friendly **MILITIA** unit. As soon as they declare that they are claiming this, the **MILITIA** unit suffers D3 mortal wounds.

**Disposeable:** If the mission being played awards victory points for killing units, this unit will not yield any victory points. In addition, this unit loses the **Objective Secured** ability (if they had it).



## rites of War

### Angel's Wrath

Though the Legions were large, they were often confronted with armies numbering in the millions. The answer to this was often to retain air superiority, allowing the Legion's force to rapidly redeploy again and again without becoming mired amid a sea of foes.

#### Advantages:

- Storm Eagles can be taken as Dedicated Transports.
- Flyers in this detachment can re-roll 1s to hit in the Shooting phase when targeting units that don't have the **FLY** keyword.
- Your army may make use of the Hit & Run Stratagem.

#### Drawbacks:

- This rite may only be taken by a Patrol or Battalion detachment.
- Legion Assault Squads must be taken as compulsory Troops.
- All units in this detachment must have the **FLY** keyword, or be capable of being transported in a **VEHICLE** with the **FLY** keyword.
- Your army may not include a Fortification Network detachment.

### HIT & RUN Angel's Wrath Stratagem



Use this Stratagem at the beginning of the Movement phase.  
Any Legion Assault Squads that Fall Back this turn can Charge later in the turn.

### Armoured Breakthrough

When a Legiones Astartes force gives battle on a planetary scale, a mass of far-ranging armoured vehicles often deploys far in advance.

#### Advantages:

- The **MASTER OF ARMOUR** datasheet can be taken in this detachment.
- Legion Sicarans can be taken as Elites choices in this detachment.
- In the first battle round, **VEHICLES** in this detachment may move and fire heavy weapons without suffering the -1 penalty to their hit rolls.

#### Drawbacks:

- This rite may only be taken by a Spearhead detachment.
- Legion Predator Strike Squadrons must be taken as the compulsory Heavy Support choices in this detachment, and those units taken as compulsory choices may not replace their predator cannon with another weapon, and must take sponson weapons.
- All **INFANTRY** in this detachment must be capable of being transported by a **VEHICLE** and must begin the game embarked within vehicles.
- This detachment must have more **VEHICLES** without the **FLY** keyword than with it.
- This detachment cannot include any models with the **Immobile** ability.

### Armoured Spearhead

A common main-line battle formation, the spearhead is designed to deliver the Legion's main strength into combat while shielding it from hostile shot.

#### Advantages:

- **LAND RAIDERS** without the **ACHILLES** keyword can be taken as Dedicated Transports in this detachment.
- **VEHICLES** in this detachment get +1 to Hit in the Fight phase.

#### Drawbacks:

- This rite may only be taken by a Patrol or Battalion detachment.
- If all **VEHICLES** from this detachment are completely destroyed at the end of the battle, your opponent gains D3 victory points.
- All **INFANTRY** in this detachment must be capable of being transported by a **VEHICLE** and must begin the game embarked within vehicles.
- Your army may not include a Fortification Network detachment.

### Brethren of Iron

As the wars of the Heresy ground on, Legions found many ways of bolstering their ranks. One method was the use of Cybernetica maniples as an expendable assault wave, attacking ahead of the more valuable and hard-to-replace Legionaries.

#### Advantages:

- Any **TECHMARINE** or **FORGE LORD** in this detachment can take a Cortex Controller. (Must take at least 1 per 3 Battle-automata units)
- The detachment may take Castellax Battle-automata as Troops; Vorax Battle-automata as Fast Attack and Domitar Battle-automata as Elites choices.

#### Drawbacks:

- This rite may only be taken by a Patrol or Battalion detachment.
- The detachment cannot have more **CYBERNETICA CORTEX** units than **ASTARTES** units.
- A **FORGE LORD** (or **IRON FATHER/WARSMITH**) must be taken in this detachment.
- Only **FORGE LORD** and **PRAEVIAN CONSULS** can be taken in this detachment.



### DROP ASSAULT VANGUARD

A Legion doctrine mastered early in the crusade, an assault vanguard involved massed dropships passing low over the battlefield in order to deploy jump pack equipped assault squads from their open hatches and overwhelm the foe.

#### Advantages:

- At least half of the Legion Assault Squads in this detachment must be set up as reinforcements and use their Jump Pack Assault ability to deploy at the end of your first Movement phase. Enemy units shooting at these squads suffer -2 to hit the turn after they are deployed.

#### Drawbacks:

- This rite may only be taken by a Patrol or Battalion detachment.
- Legion Assault Squads must be taken as the compulsory Troops choices.
- Your army may not include a Fortification Network detachment.

### FURY OF THE ANCIENTS

It was always considered wise to keep those Legionnaires interred in Dreadnought chassis in stasis-slumber as much as possible, to spare the collapse of their fragile sanity. At times though, circumstances dictated that every available Dreadnought be awakened and committed to battle.

#### Advantages:

- This detachment generates 5 command points instead of 1.

#### Drawbacks:

- This rite may only be taken by a Vanguard detachment.
- An army containing this detachment cannot attempt to Seize the Initiative.
- This detachment must include unit(s) with the **FORGE LORD** and **PRIMARIS MEDICAE** keywords.
- Legion Dreadnought Talons or Contemptor Dreadnought Talons must be taken as the compulsory Elites choices in this detachment.
- If at the end of the game all **DREADNOUGHT** models from this detachment have been slain, your opponent gains +D3 victory points.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units with a different **<LEGION>** keyword than the units in this detachment.

### ORBITAL ASSAULT

One of the most famed strategies of the Legions was the assault from orbit. With this sudden, calamitous strike, hundreds of worlds were brought into compliance, their leadership decapitated and their centres of power taken at a bloody stroke.

#### Advantages:

- **TERMINATOR** units in this detachment gain the Teleport Assault ability.  
**Teleport Assault:** During deployment, you can set up this unit in the teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can perform a teleport assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
- Legion Drop Pods, Legion Dreadnought Drop Pods and Anvillus Pattern Dreadclaw Drop Pods can be taken as Dedicated Transport choices, and Legion Deathstorm Drop Pods can be taken as Fast Attack choices in this detachment.

#### Drawbacks:

- This rite may only be taken by a Patrol or Battalion detachment. If taken for a Battalion detachment, the detachment only generates 2 command points instead of 5.
- All units in the detachment must either be able to deploy using the Teleport Assault or Drop Pod Assault abilities or have the **FLY** keyword.
- If, at the end of deployment but before the first turn, you do not have 50% of your army set up on the table (as per the Tactical Reserves rule), you may make a **Preliminary Assault**. To do this, select one of your units in reinforcements and immediately set it up on the table using its normal reinforcements rules. Continue setting up units in this manner until 50% of your army is set up on the table. Units that deploy in this way may not make a Charge move in the first battle round.
- Your army may not include a Fortification Network detachment.

### ORPHANS OF BETRAYAL

There were elements of the Traitor legions who refused to follow their masters into rebellion - often those serving far from the refts for their Legion in the service of far-ranging expeditions or rogue trader convoys. Upon returning to known space, these units often carried out a covert war against their former brethren.

#### Advantages:

- **CHARACTERS** in this detachment can roll a D6 for each wound caused by **TRAITOR LEGIONES ASTARTES**; on a 5+ the wound is ignored.
- Against a **TRAITOR <LEGION>** enemy, units in this detachment can re-roll failed hit rolls during the first round of each close combat.

#### Drawbacks:

- This rite may only be taken by a Patrol, Battalion, Outrider or Vanguard detachment in an army with the **LOYALIST <ALLEGIANCE>**.
- This detachment cannot include more Heavy Support choices than Troops choices.
- The Warlord in this army must have the **SONS OF HORUS**, **DEATH GUARD**, **WORLD EATERS**, **EMPERORS CHILDREN**, **IRON WARRIORS**, **NIGHT LORDS**, **WORD BEARERS** or **ALPHA LEGION** keyword.



### OUTCAST SONS

*During the Heresy, even Legions through wholly loyal were found to be tainted in some way, with small contingents of warriors - often war from the front-lines - declaring for the Warmaster.*

#### Advantages:

- **CHARACTERS** in this detachment can re-roll hit and wound rolls of 1 against **LOYALIST LEGIONES ASTARTES**.
- Against a **LOYALIST <LEGION>** enemy, before the first turn 3 units in this detachment can make a move as if it were the Movement phase.

#### Drawbacks:

- This rite may only be taken by a Patrol, Battalion, Outrider or Spearhead detachment in an army with the **TRAITOR <ALLEGIANCE>**
- This detachment cannot include more Elites choices than Troops choices.
- The Warlord in this army must have the **RAVEN GUARD, SALAMANDERS, ULTRAMARINES, WHITE SCARS, BLOOD ANGELS, IRON HANDS, IMPERIAL FISTS, SPACE WOLVES** or **DARK ANGELS** keyword.

### PRIDE OF THE LEGION

*Every Legion had its core of battle-hardened veterans. At times, these veterans could be deployed together like a clenched fist, focusing and maximising their killing power through fluency with their Legion's chosen doctrines.*

#### Advantages:

- This detachment generates 4 command points instead of 1.
- Legion Veteran Tactical Squads in this detachment gain the **Objective Secured** ability.
- **Objective Secured:** If this unit is within range of an objective marker (as specified in the mission), it controls the objective marker even if there are more enemy models within range of that objective marker.

#### Drawbacks:

- This rite may only be taken by a Vanguard detachment.
- Legion Veteran Tactical Squads, Legion Terminator Squads, or Legion-specific **TERMINATOR** Elites must be taken as the compulsory Elites choices in this detachment.
- If at the end of the game all Veteran Tactical Squads and **TERMINATORS** taken as Elites from this detachment have been slain, your opponent gains +D3 victory points.
- Your army may not include any units with a different **<LEGION>** keyword than the units in this detachment.

### PRIMARCH'S CHOSEN

*While the Primarchs often led whole planet-conquering armies from the front, it was not unusual for them to take command of actions of a smaller scale, leading a core of their close retainers and veterans on missions of great strategic import.*

#### Advantages:

- The **<LEGION>**'s **PRIMARCH** can be taken as a HQ choice in this detachment.
- Legion Veteran Tactical Squads in this detachment gain the **Objective Secured** ability.
- **Objective Secured:** If this unit is within range of an objective marker (as specified in the mission), it controls the objective marker even if there are more enemy models within range of that objective marker.

#### Drawbacks:

- This rite may only be taken by a Vanguard detachment.
- Legion Veteran Tactical Squads or Legion Terminator Squads must be taken as the compulsory Elites choices in this detachment.
- Your army may not include a Super-heavy or Super-heavy Auxiliary detachment.

### RECON COMPANY

*All of the Legions maintained warriors dedicated to the vital battlefield duty of reconnaissance. The main force of a Legion was often preceded by a force of these warriors, serving as pathfinders and scouts.*

#### Advantages:

- Legion Recon Squads taken in this detachment do not have the **SUPPORT** keyword.
- An enemy unit that targets a Legion Recon Squad deployed in cover during the Shooting phase of the first battle round suffers -1 to their hit rolls.
- In missions where one player is allowed to Seize the Initiative, this army may do so on a 4+ rather than just a 6.

#### Drawbacks:

- This rite may only be taken by a Patrol or Battalion detachment.
- Legion Recon Squads must be taken as the compulsory Troops choices in this detachment.

### SACRIFICIAL OFFERING

A tactic occasionally used by those more bloodyminded of the Legions was to use auxilia militia forces as bait, the main strength of the Legion attacking when the enemy has moved into their sights.

#### Advantages:

- All models in this detachment gain the **Flanking Manoeuvres** ability and must start the game as reinforcements.
- **Flanking Manoeuvres:** During deployment, you can set up this unit moving around the flanks instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle - set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" from enemy models.

#### Drawbacks:

- This rite may only be taken by a Battalion detachment, and only generates 3 command points instead of 5.
- Your army must include a Patrol detachment with the **MILITIA** faction keyword and a Fortification Network detachment. All models in the Patrol detachment must be set up on the battlefield at the start of the game and may re-roll Morale tests while in their own deployment zone.

### SKY HUNTER PHALANX

A large mustering of the Legion's anti-grav assets, phalanxes are tasked with running ahead of the main Legion strength and engaging enemy units before they have time to react, embarking on wide flanking movements to isolate the foe.

#### Advantages:

- Legion Sky Hunter Squadrons in this detachment can move off of the battlefield in the movement phase if all the models in the unit can reach a table edge. When this happens, the unit is placed in reinforcements and replaces its **Sky Hunters** ability with the **Flanking Manoeuvres** ability. A unit cannot use its **Flanking Manoeuvres** ability in the same turn that it moved off the board.
- **Flanking Manoeuvres:** At the end of any of your Movement phases the unit can join the battle - set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" from enemy models.

#### Drawbacks:

- This rite may only be taken by an Outrider detachment.
- Any **VEHICLE** in this detachment must have the **FLY** keyword.
- Any unit in this detachment without the **BIKER** and **FLY** keywords must be transported in a **VEHICLE**.
- Legion Sky Hunter Squadrons must be taken as the compulsory Fast Attack choices.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units with a different **<LEGION>** keyword than the units in this detachment.

### ZONE MORTALIS ASSAULT FORCE

The Legiones Astartes are superbly armed and equipped for shock boarding actions, their skill, ferocity and sheer toughness reaching its apex when called to fight in such inhospitable situations.

#### Advantages:

- Legion Breacher Squads in this detachment, whose members are all currently in base-to-base contact forming an unbroken chain, may add +1 to all their invulnerable saves.
- Legion Terminator Squads may be taken as non-compulsory Troops choices in this detachment
- One Legion Terminator Squad in this detachment gains the **Teleport Assault** ability.
- **Teleport Assault:** During deployment, you can set up this unit in the teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can perform a teleport assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models.

#### Drawbacks:

- This rite may only be taken by a Patrol detachment.
- No unit in this detachment may be comprised of more than 15 models.
- Your army may not include a Super-heavy or Super-heavy auxiliary detachment.



# RELICS OF THE DARK AGE

By the opening of the Horus Heresy, the armouries of the Legions and the Expeditionary Fleets they led contained many wondrous relics, from master-crafted weapons and armour gifted by many of the cultures encountered in the Great Crusade, to lost technologies of the Dark Age of Technology, taken as trophies from smoking battlefields.

If your army is led by a Legiones Astartes Warlord, you may give one of the following Relics to a Legiones Astartes Character in your army. Named characters already have one or more rare artefacts, and so cannot be given any of the following relics. Note that some weapons replace one of the character's existing weapons. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapons being replaced. Write down any Relics your charcaters may have on your army roster.

### CLOAKING ARRAY

This relic generates a highly localised refraction field that distorts light and other waveforms in such a way as to render the bearer invisible to the naked eye and most forms of machine scanner.

Ranged attacks targeting the bearer of the Cloaking Array suffer a -1 penalty to hit rolls.

### COMBAT AUGMENT ARRAY

It is posited that this device was once used to transform entire plantary populations into killing machines at a single command, enabling simple colonists to become super-soldiers. Though dangerous to use, extant examples command a high price indeed.

Add 1 to the bearer's Strength and Attacks characteristics.

### FALSEHOOD

A rare technology even in the times of the Heresy, a falsehood was a complex system of stealth fields and energy cloaks that served to hide the bearer in plain sight. While most effective when used for delicate subterfuge, it's shimmering field could still be used to mask the wearer on the battlefield.

Your opponent must subtract 1 from all Hit rolls that target the bearer.

### NANYTE BLASTER

This is a bullet shaped weapon of gleaming metal that hosts a hive of nanoscopic machines. Upon release, they are capable of stripping a target to it's constituent atoms in an instant.

This weapon replaces a model's bolt pistol. It has the following profile:

WEAPON	R	TYPE	S	AP	D	ABILITIES
Blaster	12"	Pistol	3	5	-2	1 -

### PHASE WALKER

Very few examples of this technology have been recovered. The relic uses a phase dilation generator to allow it's bearer to 'phase-walk' from one location to the next in an instant, making it highly prized by assassins and saboteurs.

Once per game, at the end of any of your Movement phases, the bearer of the Phase-walker can teleport instead of moving normally. When they do so, remove them from the battlefield and then replace them anywhere that is within 18" of their starting position and more than 9" from any enemy models.

### VOID SHIELD HARNESS

An extremely rare advancement in void shield technology, this harness carries enough energy to project a field around the wearer, enveloping them in the same fields that are used to protect starships.

The Void Shield Harness gives a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves, they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the unit, with the mortal wound being ignored if the save roll is passed. While the bearer of the Void Shield Harness has more than 1 wound remaining the void shield save is a 6+, if the bearer ever drops to 1 wound the save is reduced to a 7+ for the remainder of the game.

### WARP SHUNT FIELD

A fearful hybrid of displacer field and void shield technolgy, the device projects a localised warp interface field, which is activated when it detects a high energy attack. Enemy shots are absorbed through microscopic, short-lived warp openings to protect the bearer from harm.

The bearer of a Warp Shunt Field always gains the benefit to its saving throw for being in cover. Additionally, any saving throws of 7+ made against ranged attacks inflict a mortal wound on the unit that made the attack.

# STRATAGEMS

If your army is Battle-forged and includes any Legiones Asartes Detachments (excluding Auxiliary Support Detachments) you have access to the Stratagems shown here, and can spend Command Points to activate them. These reflect the unique strategies used by the Legiones Astartes on the battlefield.

As well as the ones shown below, you may be granted the use of additional Stratagems through your chosen Legion rules, as well as through certain Rites of War.

## FURY OF THE LEGION

Legiones Astartes Stratagem

1  
CP

Use this Stratagem at the end of the Shooting phase. Select a **Legion Tactical Squad** - that unit can immediately shoot for a second time.

## FLAKK MISSILE

Legiones Astartes Stratagem

1  
CP

You can use this Stratagem just before a friendly **LEGIONES ASTARTES INFANTRY** model attacks a unit that can **FLY** with a missile launcher. You only make a single hit roll with the weapon this phase; however, add 1 to the hit roll and, if it hits, the targets suffers D3 mortal wounds.

## DATA UPLINK

Legiones Astartes Stratagem

1  
CP

Use this Stratagem in the Shooting phase just before a Legion Artillery Squadron shoots. If the target of the Squadron's shooting attacks are visible to a friendly **<LEGION> LAND SPEEDER** unit that is within 12" of the target unit, the Squadron's attacks automatically hit.

## KILLSHOT

Legiones Astartes Stratagem

1  
CP

Use this Stratagem in your Shooting phase if a **PREDATOR** is within 6" of 2 other friendly **<LEGION> PREDATORS**. If you do so, you can add 1 to the wound rolls and damage for all of the Predators' attacks that target **MONSTERS** or **VEHICLES** this phase.

## ADVANCED SCANNERS

Legiones Astartes Stratagem

2  
CP

Use this Stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements within 18" of one of your units equipped with an Augury Scanner or Helical Targeting Array. Your unit can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from all resulting hit rolls.

## LEGION RELICS

Legiones Astartes Stratagem

1/3  
CP

Use this Stratagem before the battle. Your army can have one extra Legion Relic for 1CP, or two extra Legion Relics for 3CPs. All of the Legion Relics that you include must be different and be given to different **LEGIONES ASTARTES CHARACTERS**.

## LINEBREAKER BOMBARDMENT

Legiones Astartes Stratagem

1  
CP

Use this Stratagem in your Shooting phase if a Vindicator is within 6" of 2 other friendly **<LEGION> VINDICATORS**. If you do so, the Vindicators cannot fire their demolisher cannons this phase – instead, select a visible point on the battlefield within 24" of all three vehicles. Roll a dice for each unit (friend or foe) within 3" of that point. Add 1 to the result if the unit being rolled for has 10 or more models, but subtract 1 if the unit being rolled for is a Character. On a 4+ that unit suffers 3D3 mortal wounds.



### DESTROYER OF WORLDS

Legiones Astartes Stratagem

3  
CP

You can use this Stratagem at the start of the battle round, if you have no models with the **MASTER OF THE LEGION** keyword on the battlefield. For the rest of the game at the start of each battle round, roll a dice for each unit that is on the battlefield (do not roll for units that are embarked inside **TRANSPORTS**). On a roll of 6, that unit is attacked by the Lifeeater Virus; that unit suffers D6 mortal wounds. The player who uses this Stratagem can not achieve better than a draw for this battle.

### FROM THE MARTIAN FORGES

Legiones Astartes Stratagem

1  
CP

Use this Stratagem just before a friendly **LEGIONES ASTARTES** unit attacks in the Shooting phase. Each time you make a wound roll of 6+ for a volkite weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits. Volkite weapons are any weapon that contains the word 'volkite' in its name.

### CRUSADER'S ZEAL

Legiones Astartes Stratagem

1  
CP

Use this Stratagem when an **LEGIONES ASTARTES** unit is chosen to attack in the Fight phase. Each time you roll a hit roll of 6+ for a model in this unit during this phase, it can, if it was targeting a **<FEALTY>**\* **LEGIONES ASTARTES** unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

\* The **<FEALTY>** of the target unit must be different from that of the unit using this Stratagem. E.g. a **LOYALIST** unit can gain the benefits of this Stratagem only against **TRAITOR** or **BLACKSHIELD LEGIONES ASTARTES**.

### TARGET ACQUIRED

Legiones Astartes Stratagem

1  
CP

Use this Stratagem when a **LEGION SEEKER SQUAD** is selected to attack in the Shooting phase. You can add 1 to all wound rolls made for that unit's special issue boltgun attacks in that phase.



# LIBRARIUS DISCIPLINE

Though distrusted in many Legions, the armies of the Great Crusade made use of many psykers, most notably in the Librarius. These battle psykers adhered to strict training protocols devised by the most enlightened of the Primarchs to keep their powers in check and to harness them better on the battlefield.

Before the battle, generate the psychic powers for Psykers that can use powers from the Librarius discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

D6 Roll	Power
1	<b>Veil of Time</b> <i>Warp Charge 6</i> If manifested, select a <b>LEGIONES ASTARTES</b> unit within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll charge rolls and Advance rolls for that unit and they always fight first in the fight phase, even if they didn't charge. If the enemy also has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
2	<b>Might of Heroes</b> <i>Warp Charge 6</i> If manifested, select a <b>LEGIONES ASTARTES</b> model within 12" of the psyker. Until the start of your next Psychic phase, add 1 to that model's Strength, Toughness and Attacks characteristics.
3	<b>Psychic Scourge</b> <i>Warp Charge 6</i> If manifested, select a visible enemy unit within 18". Then, roll a D6 and add the psyker's Leadership to the result. Your opponent then rolls a D6 and adds the Leadership of their unit to the result. If the psyker's total score is greater than the enemy's, the enemy unit suffers D3 mortal wounds; if it is equal to the enemy's score, the enemy unit suffers one mortal wound; if it is less than the enemy's score, nothing happens.
4	<b>Fury of the Ancients</b> <i>Warp Charge 7</i> If manifested, roll 3D6 and select a visible enemy model within that many inches of the psyker (if no enemy models are within this range, this power has no further effect). Draw an imaginary straight line between the psyker and that model; each enemy unit that this line passes over or through suffers a mortal wound.
5	<b>Psychic Fortress</b> <i>Warp Charge 5</i> If manifested, select a friendly <b>LEGIONES ASTARTES</b> unit within 18". Until the start of your next Psychic phase that unit automatically passes Morale tests and you can roll a D6 each time it suffers a mortal wound from a psychic power; on a 4+ that mortal wound is ignored.
6	<b>Null Zone</b> <i>Warp charge 8</i> If manifested, then until the start of your next Psychic phase, while they are within 6" of the psyker, enemy models cannot take invulnerable saves and must halve the result of any Psychic tests (rounding up) that they take.

# WARLORD TRAITS

The lords and officers of the Adeptus Astartes are amongst the greatest warriors in the galaxy, masterful strategists and champions of Humanity who have honed their skills during the centuries of the Great Crusade.

If the Warlord of your army is a Legiones Astartes Character, you can pick their Warlord Trait from the table below, or roll a dice and consult the table to generate their Warlord Trait.

## LEGION WARLORD TRAITS

If you wish, you can pick the Legion Warlord Trait from relevant Legion section in the Legions book instead of the Traits below.

## NAMED CHARACTERS AND WARLORD TRAITS

The mightiest heroes of the Legiones Astartes are exemplars of their Legion's methods of waging war. If a named character is your Warlord, they must be given the associated Warlord Trait of their Legion. However in some instances the named character may have their own unique Warlord Trait listed in their datasheet. In which case, they must take that Warlord Trait over any other.

D6 Roll	Result
1	<b>Bloody Handed</b> <i>The Warlord has overseen the ending of whole species and cultures, and the bloodshed has left its mark upon their soul.</i> Add 1 to your Warlord's Attacks characteristic.
2	<b>Master Tactician</b> <i>The Warlord has long honed their tactical acument to inhuman levels, and their skills allow them to outmanouvre and outthink an enemy before a blow is struck.</i> You can re-roll failed charge rolls for your Warlord and friendly <LEGION> units that are within 6" of him at the start of the Charge phase.
3	<b>World Burner</b> <i>Your Warlord has commanded the purgation of enemy worlds and has battled foul xenofoms and burned them from their lairs time and time again.</i> Each time you roll a wound roll of 6 or more for a friendly <LEGION> unit within 6" of the Warlord in the Shooting phase, the Armour Penetration characteristic of that attack is increased by 1 (i.e. AP 0 becomes AP -1, AP -1 becomes AP -2).
4	<b>Paladin of Glory</b> <i>The Warlord embodies the highest martial ideals of bravery and skill at arms, and inspires their forces to great heights of glory by their presence.</i> Re-roll failed charge rolls for your Warlord. In addition, if your Warlord charges in the Charge phase, add 1 to his Attacks characteristic until the end of the Fight phase.
5	<b>Void Walker</b> <i>The Warlord has spent time at the head of the Great Crusade fleets, piercing the Outer Darkness alongside rogue traders militant and has startes into the abyss of Old Night.</i> Once per battle round, you can re-roll a single hit roll, wound roll, damage roll, Advance roll, charge roll or saving throw made for your Warlord.
6	<b>Child of Terra</b> <i>The Warlord saw the birth of the Great Crusade, and is the veteran of countless battles alongside demigods and warriors of legend.</i> You can re-roll wound rolls of 1 for attacks made by your Warlord.



# POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

## TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL**
Legion Tactical Squad	10-20	13/10
Legion Assault Squad	10-20	16/13
Legion Breacher Siege Squad	10-20	13/10
Legion Tactical Support Squad	5-10	13/10
Legion Reconnaissance Squad	5-10	12/9

## DEDICATED TRANSPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL*
Legion Rhino Armoured Carrier	1	70
Legion Drop Pod	1	55
Legion Dreadnought Drop Pod	1	80

## FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL*
Legion Seeker Squad	5-10	16/13
Legion Outrider Squad	3-10	25
Legion Attack Bike Squadron	1-5	35
Legion Sky Hunter Squadron	3-10	40
Legion Land Speeder Squadron	1-5	70
Legion Javelin Attack Speeder Squadron	1-3	110
Tarantula Sentry Gun	1-3	20
Air defence Tarantula	1-3	50
Anvillus Dreadclaw Drop Pod	1	200
Legion Termite Assault Drill	1	102

## HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL*
Legion Deathstorm Drop Pod	1	160
Legion Heavy Support Squad	5-10	13/10
Legion Predator Strike Squadron	1-3	90
Legion Land Raider Squadron - Proteus		239
Legion Land Raider Squadron - Phobos	1-3	239
Legion Land Raider Squadron - Achilles		270
Achilles-Alpha Pattern Land Raider	1	290
Legion Artillery Squadron - Whirlwind		70
Legion Artillery Squadron - Basilisk	1-3	120
Legion Artillery Squadron - Medusa		125
Legion Vindicator Siege Tank Squadron	1-3	95
Legion Spartan Assault Tank	1	320
Sicaran Venator Tank Destroyer	1	170
Legion Sicaran Battle Tank	1	155
Legion Sicaran Punisher	1	155
Legion Sicaran Omega	1	215
Legion Sicaran Arcus	1	185
Leviathan Pattern Siege Dreadnought Talon	1-3	175
Deredeo Pattern Dreadnought	1	135
Legion Whirlwind Scorpis	1	175
Legion Malcador Assault Tank	1-3	220
Legion Jetbike Sky Slayer Support Squadron	3-5	40
Legion Kharybdis Assault Claw	1	300

## HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL*
Legion Praetor	1	74
Legion Praetor on Bike	1	98
Legion Praetor on Jetbike	1	108
Legion Praetor with Jump Pack	1	93
Legion Praetor in Terminator Armour	1	95
Legion Praetor in Cataphractii Armour	1	115
Legion Praetor in Tartaros Terminator Armour	1	116
Legion Centurion	1	60
Legion Centurion on Bike	1	73
Legion Centurion on Jetbike	1	83
Legion Centurion with Jump Pack	1	78
Legion Centurion in Terminator Armour	1	80
Legion Centurion in Cataphractii Armour	1	85
Legion Centurion in Tartaros Terminator Armour	1	86
Champion Consul	n/a	+10
Chaplain Consul	n/a	+5
Librarian Consul	n/a	+20
Vigilator Consul	n/a	+10
Moritat Consul	n/a	+5
Siege Breaker Consul	n/a	+20
Delegatus Consul	n/a	+3
Master of Signals Consul	n/a	+5
Primus Medicae Consul	n/a	+5
Praevian Consul	n/a	+5
Herald Consul	n/a	+13
Forge Lord Consul	n/a	+3
Legion Command Squad	3-5	21
Legion Command Squad on Bikes	3-5	45
Legion Command Squad on Jetbikes	3-5	49
Legion Command Squad with Jump Packs	3-5	25
Legion Command Squad in Terminator Armour	3-5	42
Legion Command Squad in Cataphractii Armour	3-5	44
Legion Command Squad in Tartaros Armour	3-5	44
Damocles Command Rhino	1	120
Master of Armour (Legion Predator)	1	122
Master of Armour (Legion Sicaran)	1	175

## ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL*
Legion Terminator Squad	5-10	26
Legion Cataphractii Terminator Squad	5-10	30
Legion Tartaros Terminator Squad	5-10	26
Legion Veteran Tactical Squad	5-10	17
Legion Techmarine Covenant	1-3	45
Legion Servo-automata	4	2
Legion Dreadnought Talon	1-3	70
Legion Mortis Dreadnought	1	80
Contemptor Dreadnought Talon	1-3	98
Contemptor-Mortis Dreadnought	1	108
Contemptor-Cortus Dreadnought Talon	1-3	84
Legion Rapier Weapons Battery Carrier	1-3	20
Space Marine Crew	***	10
Legion Destroyer Squad	5-10	14
Legion Destroyer Squad with Jump Packs	5-10	17
Legion Apothecary	1-3	45
Legion Apothecary on Bike	1-3	70
Legion Apothecary with Jump Pack	1-3	68



FLYER

UNIT	MODELS PER UNIT	POINTS PER MODEL *
Primaris-Lightning Strike Fighter	1	125
Legion Storm Eagle Assault Gunship	1	210
Xiphon Pattern Interceptor	1	110
Legion Fire Raptor Gunship	1	190
Legion Caestus Assault Ram	1	250

LORDS OF WAR

UNIT	MODELS PER UNIT	POINTS PER MODEL *
Legion Cerberus Heavy Tank Destroyer	1	480
Legion Typhon Heavy Siege Tank	1	520
Legion Falchion Super-heavy Tank	1	640
Legion Stormblade Super-heavy Tank	1	420
Legion Fellblade Super-heavy Tank	1	540
Legion Glaive Super-heavy Tank	1	640
Legion Thunderhawk Transporter	1	420
Legion Thunderhawk Gunship	1	650
Legion Mastodon Heavy Assault Transport	1	734
Sokar Pattern Stormbird	1	651

FORTIFICATION

UNIT	MODELS PER UNIT	POINTS PER MODEL *
Imperial Primus Redoubt	1	300
Imperial Castellan Stronghold	1	550

MECHANICUM UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL *
Castellax Battle-automata Maniple	1-5	60
Thallax Cohort	3-9	35
Vorax Battle-automata Maniple	1-6	45
Domitar Battle-automata Maniple	1-5	115

- \* Does not include wargear
- \*\* The first number is the points cost for models in the base unit, the second is for any additional models taken by the unit.

WEAPONS

WEAPON	POINTS PER WEAPON
Aiolos missile launcher	30
Air-defence missiles	10
Anvillus pattern autocannon battery	50
Arachnus heavy lascannon battery	75
Archaeotech Pistol	6
Autocannon	15
Battle-automata power blades	35
Battlecannon	29
Blade struts	0
Bolt pistol	0
Boltgun	0
Bomb cluster	20
Bombardment	0
Breaching charge	7
C-beam cannon	30
Caestus ram	0
Castellum air-defence missiles	18
Chainfist	14
Chainsword	0
- Additional Chainsword (Legion Tactical Squad and Legion Tactical Support Squad only)	1
Charnabal sabre	2
Combi-bolter	2

Combi-flamer	11
Combi-grenade launcher	9
Combi-melta	19
Combi-plasma	15
Combi-volkite	8
Crushing tracks	0
Cyclonic melta lance	75
Darkfire cannon	30
Deathstorm frag launcher	0
Deathstorm krak launcher	0
Demolisher cannon	40
Dreadhammer siege cannon	0
Dreadnought chainfist (single/pair)	45/56
Dreadnought close combat weapon (single/pair)	40/50
Dual turbo-laser destructor	0
Earthshaker cannon	0
Executioner plasma cannon	52
Fellblade accelerator cannon	0
Flamer	9
Flamestorm cannon	30
Force axe	10
Force lance	9
Force stave	8
Force sword	8
Frag grenades	0
Grav-flux bombard	65
Graviton cannon	50
Graviton gun	15
Graviton hammer	0
Grenade harness	8
Hand flamer	8
Havoc launcher	11
Heavy bolter	10
Heavy chainsword	2
Heavy flamer	17
Heavy neutron laser battery	0
Heavy plasma cannon	30
Hellstrike battery	60
Hellstrike launcher	48
Hunter-killer missile	6
Hyperios air-defence launcher	30
Icarus lascannon	25
Icarus quad lascannon	80
Inferno pistol	9
Irad-cleanser	17
Kharybdis storm launcher	0
Kheres assault cannon	25
Krak grenades	0
Kraken Penetrator	25
Lascannon	25
Lascutter	10
Laser destroyer	60
Laser volley cannon	63
Leviathan siege claw	55
Leviathan siege drill	65
Leviathan storm cannon	50
Light c-beam cannon	22
Lightning claw	8/12
Lightning gun	12
Magna-melta cannon	70
Master-crafted boltgun	3
Mauler bolt cannon	13
Medusa phosphex cannon	5
Medusa siege gun	0
Melta bombs	5
Melta cutter(s)	0
Meltagun	17

Missile launcher (with frag & krak missiles)	25
- with ignis-frag and krak missiles (for Domitar)	+5
- with rad missiles ONLY (for Destroyers/Servo-Automata)	20
Multi-laser	15
Multi-melta	27
Needle pistol	2
Neutron beam laser	0
Omega plasma array	0
Paragon blade	21
Phased plasma-fusil	16
Phosphex bomb	8
Phosphex bomb cluster	30
Phosphex discharger	20
Photon thruster	23
Plasma blaster	17
Plasma blastgun	0
Plasma cannon	21
Plasma gun	13
Plasma hellfire carronade	40
Plasma pistol	7
Power axe	5
Power fist	12
Power lance	4
Power maul	4
Power sword	4
Predator autocannon	40
Punisher rotary cannon	0
Quad gun	30
Quad heavy bolter	36
Quad lascannon	80
Quad launcher (frag shells)	40
- Shatter shells	+5
- Incendiary shells	+5
- Splinter shells	+5
- Phosphex canister shot	+40
Rad grenades	2
Reaper autocannon	15
Reaper autocannon battery	42
Rotor cannon	6
Rotor cannon (bio-corrosive rounds)	11
Scorpius multi-launcher	40
Servo arm	12
Shock chargers	20
Siege melta array	0
Siege wrecker	48
Skyreaper battery	42
Sniper rifle	4
Space marine shotgun	0
Special issue boltgun	3
Sunfury missile	15
Thermal jet array	0
Thermal jets	0
Thunder hammer ( <b>CHARACTERS</b> )	21
Thunder hammer (other models)	16
Thunderhawk cannon	0
Turbo-laser destructor	0
Twin accelerator autocannon	75
Twin arcus launcher with arcus warheads	0
- Skyspear warheads	15
- Neutron-flux warheads	30
- Pyrax warheads	20
Twin autocannon	30
Twin avenger bolt cannon	0
Twin boltgun	2
Twin flamer	15
Twin heavy bolter	17
Twin heavy flamer	37
Twin lascannon	50

Twin magna-melta	120
Twin meltagun	34
Twin missile launcher (with frag & krak missiles)	50
Twin missile launcher (with rad, frag and krak missiles) [ <i>Lightning</i> ]	60
Twin multi-laser	29
Twin multi-melta	54
Twin plasma gun	20
Twin rotor cannon	10
Twin volcano cannon	0
Twin volkite caliver	10
Twin volkite culverin	32
Vengeance launcher	25
Volkite caliver	12
Volkite carronade	0
Volkite charger	6
Volkite culverin	24
Volkite serpenta	4
Whirlwind castellan launcher	25
Whirlwind vengeance launcher	34
Xiphon rotary missile launcher	30

### OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Atomantic pavaise	35
Augury scanner	15
Battle servitor control	15
Boarding shield	2
Cameleoline ( <b>CHARACTERS</b> )	10
Cameleoline (everything else)	2
Combat shield	4
Company banner	14
Cortex controller	10
Cortex designator	0
Cognis-signum	15
Cyber-familiar	10
Digital lasers	15
Dozer blade	5
Enhanced targeting array	20
Explorator web	25
Frag assault launchers	10
Ground tracking auguries	10
Hardened armour	3
Hyperios command platform	10
Iron halo	0
Narthecium	0
Nuncio-vox	15
Power capacitor	0
Machine spirit (Predator, Master of Armour, Vindicator)	20
Machine spirit (everything else)	0
Ramjet-diffraction grid	15
Recon armour	0
Refractor field	4
Shroud bombs	1
Space marine crew	20
Suspensor web	5
Vexilla	10



# WEAPON PROFILES SUMMARY

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aiolos missile launcher	60"	Heavy 2D3	6	-1	1	-
Air-defence missiles	48"	Heavy D3	8	-2	D3	This weapon gets +1 to hit against units with the <b>FLY</b> keyword. However it gets -1 to hit all other units.
Anvillus pattern autocannon battery	36"	Heavy 8	8	-1	2	-
Arachnus heavy lascannon battery	48"	Heavy 2	10	-4	D6	When attacking with this weapon, if at least one dice roll when determining damage inflicted is a natural '6' then a mortal wounds is inflicted on the target in addition to all other damage
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-
Autocannon	48"	Heavy 2	7	-1	2	-
Battle-automata power blades	Melee	Melee	User	-3	2	Each time the bearer fights, it can make 1 additional attack with this weapon.
Battlecannon	72"	Heavy D6	8	-2	D3	-
Blade struts	Melee	Melee	User	-2	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bombardment	100"	Heavy D6	8	-2	D3	This weapon can only be fired once per battle, and cannot be used if the bearer moved. This weapon can target units that are not visible to the bearer (when doing so, subtract 1 from the hit rolls). You may only use one Bombardment per turn, regardless of how many models in your army are equipped with it.
Breaching charge	6"	Grenade D6	8	-3	D3	This weapon can only be used once per game.
Caestus ram	Melee	Melee	User	-3	D6	Add 3 to hit rolls made with this weapon when targeting <b>BUILDINGS</b> if the Caestus Assault Ram charged this turn.
Castellum air-defence missiles	48"	Heavy D3	8	-2	D3	This weapon gets +1 to hit against units with the <b>FLY</b> keyword. However it gets -1 to hit all other units. This weapon can target units that are not visible to the firing model.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Charnabal sabre	Melee	Melee	User	-2	1	Every time you make a Hit roll of 6+ with this weapon, that attack is resolved with an AP of -4 instead of -2.
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grenade launcher	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Combi-volkite	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Volkite charger	15"	Assault 2	5	0	2	-
Crushing tracks	Melee	Melee	User	-2	D3	-
Cyclonic melta lance	18"	Heavy 2D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Darkfire cannon	60"	Heavy 2	7	-4	D3	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathstorm frag launcher	12"	Heavy 6	6	-1	1	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except <b>CHARACTERS</b> . A unit consisting entirely of <b>CHARACTERS</b> may only be attacked if it is the closest enemy unit to the Deathstorm Drop Pod when the attack is declared.
Deathstorm krak launcher	18"	Heavy 2	8	-2	D3	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except <b>CHARACTERS</b> . A unit consisting entirely of <b>CHARACTERS</b> may only be attacked if it is the closest enemy unit to the Deathstorm Drop Pod when the attack is declared.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Dozer blade	Melee	Melee	User	0	1	Attacks with this weapon get +1 Strength if the bearer successfully charged this turn. Each time the bearer fights with this weapon, it can make 1 additional attack.
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the model carrying this weapon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration of the current turn.
Dreadnought chainfist	Melee	Melee	x2	-4	4	-
Dreadnought close combat weapon	Melee	Melee	x2	-3	3	-
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflict an additional D3 mortal wounds to the target.
Earthshaker cannon	240"	Heavy D6	9	-2	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.
Executioner plasma cannon	36"	Heavy 2D3	7	-3	2	-
Fellblade accelerator cannon	When attacking with this weapon, choose one of the profiles below.					
- HE shell	100"	Heavy 2D6	8	-3	2	When attacking units with 5 or more models, the dice rolled to determine the number of shots fired may be re-rolled.
- AE shell	100"	Heavy 2	14	-4	6	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Force axe	Melee	Melee	+1	-2	D3	-
Force lance	Melee	Melee	+2	-1	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model is a <b>MONSTER</b> , <b>TITANIC</b> or <b>VEHICLE</b> then the amount of Damage suffered from successful attacks becomes 5 per hit. For every five models in the target units, add D3 to the number of attacks made by this weapon.
Graviton cannon	36"	Heavy D3	7	-4	2	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to 3. For every five models in the target units, add D3 to the number of attacks made by this weapon.
Graviton gun	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Graviton hammer	Melee	Melee	x2	-3	4	When attacking with this weapon, you must subtract 1 from the hit roll.
Grenade harness	12"	Assault D6	4	-1	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Havoc launcher	48"	Heavy D6	5	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy chainsword	Melee	Melee	+2	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy neutron laser battery	72"	Heavy 3	14	-4	3+D6	Any <b>VEHICLE</b> which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Hellstrike battery	72"	Heavy 4	8	-3	3	-
Hellstrike launcher	72"	Heavy 2	8	-3	3	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Hyperios air-defence launcher	72"	Heavy 2D3	8	-2	D3	This weapon gets +1 to hit against units with the <b>FLY</b> keyword. However it gets -1 to hit all other units. This weapon can target units that are not visible to the bearer.



WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Icarus lascannon	96"	Heavy 1	9	-3	D6	This weapon gets +1 to hit against units with the <b>FLY</b> keyword. However it gets -1 to hit all other units.
Icarus quad lascannon	96"	Heavy 4	9	-3	D6	This weapon gets +1 to hit against units with the <b>FLY</b> keyword. However it gets -1 to hit all other units.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Irak-cleanser	8"	Assault D6	1	0	1	This weapon automatically hits its target. This weapon always wounds on a 2+, unless the target model is a <b>VEHICLE</b> . A unit hit by one or more Rad weapons counts its Toughness as 1 less for the rest of the battle round.
Kharybdis storm launcher	24"	Heavy 3	6	-1	1	-
Kheres assault cannon	24"	Heavy 6	7	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Kraken Penetrator	36"	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Lascannon	48"	Heavy 1	9	-3	D6	-
Lascutter	Melee	Melee	9	-3	D3	When attacking with this weapon, a model may only ever make a single attack
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of 3-5, the weapon's damage is increased to 2D6. On a result of a 6, the weapon's damage is increased to 3D6.
Laser volley cannon	When firing this weapon, choose one of the following profiles:					
- Volley fire	36"	Heavy 2	9	-3	3	-
- Overcharge fire	36"	Heavy 2	10	-5	6	If any hit rolls made for this weapon result in one or more results of a '1', the firing model suffers 3 mortal wounds.
Leviathan siege claw	Melee	Melee	x2	-3	3	Re-roll failed wounds rolls against <b>INFANTRY</b> .
Leviathan siege drill	Melee	Melee	x2	-4	4	-
Leviathan storm cannon	24"	Heavy 10	7	-2	2	-
Light c-beam cannon	42"	Heavy D3	6	0	1	Attacks from a light c-beam cannon that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Lightning gun	18"	Heavy 1	7	0	1	You can re-roll failed wound rolls with this weapon. On a wound roll of 6+; change that hit's AP to -3 and Damage to 2.
Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Mauler bolt cannon	24"	Heavy 3	6	-2	1	-
Medusa phosphex cannon	36"	Heavy D6+1	5	-3	1	Re-roll failed wound rolls against <b>INFANTRY</b> and <b>BIKER</b> units. This weapon can target units that are not visible to the bearer.
Medusa siege gun	36"	Heavy D6	10	-3	D3	This weapon can target units that are not visible to the bearer.
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>VEHICLE</b> .
Melta cutter (Termite)	8"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Melta cutters (Kharybdis)	Melee	Melee	16	-5	2D6	Normal attacks may not be made using this profile, instead if the Kharybdis Assault Claw successfully charges a model with the <b>VEHICLE</b> , <b>MONSTER</b> or <b>TITANIC</b> keywords, the controlling player may choose to forfeit all of its standard attacks to make a single attack with this profile that hits its target on a 2+.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Ignis-frag missile	48"	Heavy D6	5	0	1	Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
- Krak missile	48"	Heavy 1	8	-2	D6	-
- Rad missile	48"	Heavy D3	4	-2	1	Your opponent must subtract 1 from the Toughness characteristic of any <b>Infantry</b> or <b>Biker</b> units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Multi-laser	36"	Heavy 3	6	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Needle pistol	12"	Pistol 1	1	0	1	A needle pistol always wounds on a 2+, unless the target model is a <b>VEHICLE</b> .
Neutron beam laser	48"	Heavy 3	12	-4	D6	Any <b>VEHICLE</b> which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Omega plasma array	When attacking with this weapon, choose one of the profiles below.					
- Plasma volley	24"	Heavy 10	7	-3	1	-
- Sustained burn	24"	Heavy 2	9	-3	2	If this weapon causes a wound against a <b>VEHICLE</b> , roll a D6; on a roll of 4+, the target suffers an additional D3 mortal wounds.
Paragon blade	Melee	Melee	+2	-3	D3	-
Phased plasma-fusil	24"	Rapid Fire 2	6	-2	1	-
Phosphex bomb	6"	Grenade D3+1	5	-3	1	You can re-roll failed wound rolls against <b>INFANTRY</b> and <b>BIKER</b> units. This weapon can only be used once per battle.
Phosphex discharger	18"	Heavy 2D3+2	5	-3	1	You can re-roll failed wound rolls against <b>INFANTRY</b> and <b>BIKER</b> units. This weapon can only be used once per battle.
Photon thruster	48"	Heavy 2	6	-4	D3	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Plasma blastgun	When attacking with this weapon, choose one of the profiles below.					
- Standard	72"	Heavy 2D6	8	-3	2	-
- Supercharge	96"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma hellfire carronade	24"	Heavy 5	8	-3	3	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Punisher rotary cannon	36"	Heavy 18	5	-1	1	-
Quad gun	48"	Heavy 8	7	-4	2	This weapon gets +1 to hit against units with the Fly keyword. However it gets -1 to hit all other units.
Quad heavy bolter	36"	Heavy 12	5	-1	1	-
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Quad launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag shells	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
- Shatter shells	24"	Heavy 4	8	-2	3	-
- Incendiary shells	60"	Heavy 4D3	4	0	1	This weapon can target units that are not visible to the bearer. Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
- Splinter shells	36"	Heavy 4D3	2	0	1	This weapon can target units that are not visible to the bearer. On a wound roll of 6+; change this weapon's AP to -3.
- Phosphex canister shot	36"	Heavy 2D6+2	5	-3	1	You can re-roll failed wound rolls against <b>INFANTRY</b> and <b>BIKER</b> units. This weapon can target units that are not visible to the bearer.
Rad grenade	6"	Grenade D3	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from the Toughness characteristic of any <b>Infantry</b> or <b>Biker</b> units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Reaper autocannon battery	36"	Heavy 6	7	-1	1	-
Rotor cannon	30"	Rapid Fire 3	3	0	1	-
Rotor cannon (bio-corrosive rounds)	16"	Rapid Fire 3	1	0	1	This weapon always wounds on a 4+, unless the target model is a Vehicle.



WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scorpius multi-launcher	48"	Heavy 3D3	8	-2	1	This weapon can target units that are not visible to the bearer.
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.
Shock chargers	Melee	Melee	User	-3	1	-
Shroud bombs	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for <b>Infantry</b> units that have suffered any hits from shroud bombs until the end of the turn.
Siege melta array	12"	Heavy 4D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Siege wrecker	Melee	Melee	x2	-4	5	When attacking with this weapon, you must subtract 1 from the hit roll.
Skyreaper battery	48"	Heavy 8	7	-1	5	This weapon gets +1 to hit against units with the <b>Fly</b> keyword. However it gets -1 to hit all other units.
Sniper rifle	36"	Heavy 1	4	0	1	This weapon can target a <b>Character</b> even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Space marine shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Special issue boltgun	When attacking with this weapon, choose one of the profiles below.					
- Standard Rounds	24"	Rapid Fire 1	4	0	1	-
- Kraken bolt shells	30"	Rapid Fire 1	4	-1	1	-
- Tempest bolt shells	18"	Rapid Fire D3	3	0	1	-
- Scorpius bolt shells	24"	Heavy 1	5	-3	2	You can re-roll failed wounds with this weapon.
Sunfury Missile	36"	Heavy D6	6	-2	1	
Thermal jet array	6"	Pistol D6	8	-1	D3	When fired, this weapon automatically targets all units within range (friend or foe). This weapon can only be fired if more enemy units will be affected than friendly ones. This weapon automatically hits.
Thermal jets	6"	Pistol D6	6	-1	1	When fired, this weapon automatically targets all units within range (friend or foe). This weapon can only be fired if more enemy units will be affected than friendly ones. This weapon automatically hits.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Thunderhawk cannon	48"	Heavy 2D6	8	-2	D6	-
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Twin accelerator autocannon	48"	Assault 8	7	-1	2	Attacks made with this weapon suffer no penalty to its hit roll when targeting units with the <b>Fly</b> keyword. In addition, every wound roll of 6+ made with this weapon increases the AP of that individual wound to -3.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin arcus launcher	When attacking with this weapon, choose one of the profiles below, based on which warheads were purchased.					
- Arcus warheads	36"	Heavy 8	8	-3	1	If this weapon inflicts at least one wound against a <b>Vehicle</b> , it inflicts an additional D3 mortal wounds.
- Skyspear warheads	48"	Heavy 8	7	-2	1	Add 1 to all hit rolls made for this weapon against targets that can <b>Fly</b> .
- Neutron-flux warheads	24"	Heavy 8	7	-1	1	Against <b>Cybernetica Cortex</b> units, this weapon is Damage 3.
- Pyrax warheads	36"	Heavy 3d6	5	-1	1	Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
Twin avenger bolt cannon	36"	Heavy 10	6	-2	2	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Twin flamer	8"	Assault 2D6	4	0	1	This weapon automatically hits it's target.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin magna-melta	24"	Heavy 2D3	10	-4	D6	If target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin meltagun	12"	Assault 2	8	-4	D6	If target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
- Rad missile	48"	Heavy 2D3	4	-2	1	Your opponent must subtract 1 from the Toughness characteristic of any <b>Infantry</b> or <b>Biker</b> units that have suffered any hits from rad grenades or rad missiles until the end of the turn.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin multi-laser	36"	Heavy 6	6	0	1	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 2	7	-3	1	-
- Supercharge	24"	Rapid Fire 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Twin rotor cannon	30"	Rapid Fire 6	3	0	1	-
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targeting <b>TITANIC</b> units with this weapon.
Twin volkite caliver	30"	Heavy 4	6	0	2	-
Twin volkite culverin	45"	Heavy 8	6	0	2	-
Vengeance launcher	48"	Heavy 2D6	5	-1	1	-
Volkite caliver	30"	Heavy 2	6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers 1 mortal wound in addition to any other damage
Volkite carronade	48"	Heavy 1	8	-3	2	Draw a line 48" long from this model; each unit (friend or enemy) that gets passed over/through by the line suffers D6 shots. If the line passes through/over a <b>TITANIC</b> unit it is terminated at that unit. The <b>TITANIC</b> unit suffers D3 mortal wounds in addition to the D6 shots.
Volkite charger	15"	Assault 2	5	0	2	-
Volkite culverin	45"	Heavy 4	6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage
Volkite serpenta	10"	Pistol 1	5	0	2	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.
Xiphon rotary missile launcher	60"	Heavy 3	6	-2	3	-



WARGEAR	DESCRIPTION
Atomantic pavaise	If equipped with an atomantic pavaise, all friendly <b>&lt;LEGION&gt;</b> units that are wholly within 6” of this model gain a 5+ invulnerable save. This invulnerable save does not stack with or improve existing invulnerable saves.
Augury scanner	The enemy may not set up models within 12” of a unit equipped with an augury scanner during deployment or as reinforcements, unless those models are ser up within his own deployment zone.
Battle servitor control	A model with Battle Servitor Control increases by one the Strength of any ranged weapons that target a <b>VEHICLE</b> unit.
Boarding shield	Add 1 to the Armour Saving Throws for models equipped with boarding shields if the attack has a Damage characteristic of 1.
Cameleoline	Add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.
Combat shield	A model with a combat shield has a 5+ invulnerable save.
Company banner	Friendly <b>&lt;LEGION&gt;</b> units within 6” of any friendly company banner add 1 to their Leadership.
Cortex controller	<p>This model gains the <b>CORTEX CONTROLLER</b> keyword. Friendly <b>CYBERNETICA CORTEX</b> units within 6” do not need to target the nearest visible enemy unit in the Shooting or Charge phases.</p> <p>Additionally for each model with this item one Thallax Cohort, Castellax Battle-automata or Vorax Battle-automata unit can be taken as a Heavy Support choice.</p>
Cognis-signum	At the start of the Shooting phase, you can choose one <b>&lt;LEGION&gt;</b> unit which is within 3” of a model with the cognis-signum. You can add 1 to hit rolls made for your chosen unit's weapons this phase.
Cyber-familiar	A unit with a cyber-familiar is never slowed by battlefield terrain.
Digital lasers	A model equipped with digital lasers increases its Attacks characteristic by 1.
Enhanced targeting array	Enemy units targeted by a model with an enhanced targeting array do not gain any bonus to their saving throw for being in cover. Additionally, this model's Ballistic Skill characteristic increases to 2+.
Explorator web	Enemy units opting to deploy using abilities during the battle which allow them to deploy outside their normal deployment zone (such as via teleportation, grav-shute insertion etc.) may not do so within 12” of this model.
Frag assault launchers	Roll a D6 each time this model finishes a charge move within 1” of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.
Ground tracking auguries	A model with ground-tracking auguries can re-roll hit rolls of a ‘1’ when targeting a unit that does not have the <b>FLY</b> keyword.
Hardened armour	This unit has a 5+ invulnerable save and gains the <b>VOID HARDENED</b> keyword.
Hyperios command platform	A model equipped with a hyperios command platform gives a +1 to hit rolls for air-defence missiles within 3”.
Nuncio-vox	You may re-roll any hit rolls of 1 made for friendly <b>&lt;LEGION&gt;</b> Basilisks, Medusas, Whirlwinds or Rapiers with Quad Launchers when they target enemy units at least 36” away in the Shooting phase, if the enemy unit is within sight of this model.
Power capacitor	On any turn in which a Vindicator does not move in the Movement phase, it may fire twice with it's laser volley cannon, but may only use volley fire if it does so.
Power of the machine spirit	This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
Ramjet-diffraction grid	This model has a 5+ invulnerable save against ranged weapons.
Recon armour	A model with recon armour changes it's Save to 4+. When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9” from the enemy deployment zone and any enemy models.
Refractor field	A model with a refreactor field has a 5+ invulnerable save.
Space marine crew	This upgrade increases the model's Ballistic Skill characteristic to 3+.
Suspensor web	A weapon with a suspensor web does not suffer the penalty for moving and firing Heavy weapons. However, if it does move and fire in the same turn, half the weapon's maximum range.
Vexilla	Add 1 to the Leadership of models in a unit with a vexilla.