The Horus Heresy

Legiones Astartes: Army List

An 8ed compilation for Warhammer 40,000

Contents

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.

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KEYWORDS

‹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.'

In matched play games using the Age of Darkness rules, a detachment containing ‹LEGION› units may only contain other ‹LEGION› units with the same variant of the ‹LEGION› keyword. It is then referred to as a '‹LEGION› detachment'. For example, a detachment containing ULTRAMARINES units can only contain other ULTRAMARINES units, and is referred to as an '   '.

MASTER OF THE LEGION

Only one unit with this keyword may be taken per 1,000 points. 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

OBJECTIVE SECURED

If your army is Battle-forged, all Troops units in Legiones Astartes Detachments 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.

Certain non-Troops units 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, individual Rites of War specify which units (if any) receive Objective Secured.

LIBRARIUS DISCIPLINE

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.

LIBRARIUS DISCIPLINE	
D6 Roll	**Power**
1	**Veil of Time** *Warp Charge 6* If manifested, select a LEGIONES ASTARTES 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	**Might of Heroes** *Warp Charge 6* If manifested, select a LEGIONES ASTARTES 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	**Psychic Scourge** *Warp Charge 6* 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	**Fury of the Ancients** *Warp Charge 7* 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	**Psychic Fortress** *Warp Charge 5* If manifested, select a friendly LEGIONES ASTARTES 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	**Null Zone** *Warp charge 8* 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.

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).

Warlord Traits

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.

Additional Lords of War

In addition to the vehicles listed in this document, a Legiones Astartes Army can include detachments of Crusade Reserves as listed in the *Battles in the Age of Darkness* document.

D6 Roll	Result
1	**Bloody Handed** Add 1 to your Warlord's Attacks characteristic.
2	**Master Tactician** 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	**World Burner** 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	**Paladin of Glory** 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	**Void Walker** 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	**Child of Terra** You can re-roll wound rolls of 1 for attacks made by your Warlord.

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. While larger forces may use a combination of these tactics, many Legion deployments centre around one of a number of tried and tested strategies.

To represent this, any **‹Legion›** detachment containing a model with the **Master of the Legion** keyword and totalling over 1000pts, may take a Rite of War. 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.

Orbital Assault

This rite may only be taken by a Patrol or Battalion detachment. If taken for a Battalion detachment, it generates 1 command point instead of 3.
- **Terminator** units 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.
- Legion Deathstorm Drop Pods can be taken as Fast Attack.
- Dreadnought Talons that have a Dedicated Transport are not limited to a unit size of one.

- 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, you may make a Preliminary Assault. To do this, select one of your units in reinforcements and immediately deploy it to the table. This unit may not make a charge move in the first battle round. Continue setting up units in this manner until 50% of your army is set up on the table.
- Your army may not include a Fortification Network detachment.

Armoured Spearhead

This rite may only be taken by a Patrol or Battalion detachment.
- **Land Raiders** without the **Achilles** keyword can be taken as Dedicated Transport.
- **Vehicles** get +1 to hit in the Fight phase.

- If all **Vehicles** 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.

Angel's Wrath

This rite may only be taken by a Patrol or Battalion detachment.
- Legion Assault Squads must be taken as compulsory Troops.
- Storm Eagles can be taken as Dedicated Transports.
- Flyers can re-roll 1s to hit in the Shooting phase when targeting units that don't have the **Fly** keyword.

- 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.

Pride of the Legion

This rite may only be taken by a Vanguard detachment. This detachment generates 4 command points instead of 1.
- Legion Veteran Tactical Squads or Legion Terminator Squads must be taken as the compulsory Elites choices.
- Legion Veteran Tactical Squads 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.

- If at the end of the game all of your Legion Veteran Tactical Squads and Legion Terminator Squad 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.

Armoured Breakthrough

This rite may only be taken by a Spearhead detachment.
- Legion Predator Strike Squadrons must be taken as the compulsory Heavy Support choices, and those units taken as compulsory choices may not replace their predator cannon.
- The **Master of Armour** datasheet can be taken.
- Legion Sicarans can be taken as Elites.
- In the first battle round, **Vehicles** in this detachment may move and fire heavy weapons without suffering the -1 penalty to their hit rolls.

- All non-**Character**, **<Legion> Infantry** units must take a Dedicated Transport. **Characters** must be capable of fitting aboard a **Transport**.
- You cannot take a Fortification Network detachment.
- Must have more non-**Flying Vehicles** than **Vehicles** with **Fly**.
- Cannot take any models with the **Immobile** ability.

Primarch's Chosen

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.
- The **<Legion>**'s **Primarch** can be taken as a HQ.
- Legion Veteran Tactical Squads 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.

- You cannot take a Super-heavy detachment.

Brethren of Iron

This rite may only be taken by a Patrol or Battalion detachment.
- Any **Techmarine** or **Forge Lord** can take a Cortex Controller. (Must take at least 1 per 3 Battle-automata units)
- Take Castellax Battle-automata as Troops; Vorax Battle-automata as Fast Attack and Domitar Battle-automata as Elites.
- Detachment cannot have more **Cybernetica Cortex** units than **Astartes** units.
- A **Forge Lord** (or **Iron Father/Warsmith**) must be taken.
- Only **Forge Lord** and **Praevian Consuls** can be taken.

Fury of the Ancients

This rite may only be taken by a Vanguard detachment.
- 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.

- Cannot attempt to Seize the Initiative.
- If at the end of the game all of your **Dreadnought** models 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.

Outcast Sons

This rite may only be taken by a Patrol, Battalion, Outrider or Spearhead detachment in an army with the **Traitor <Allegiance>**.

- **Characters** re-roll hit and wound rolls of 1 against **Loyalist Legiones Astartes**.
- Against a **Loyalist <Legion>** enemy before the first turn; 3 units can make a move as if it were the Movement phase.

- Cannot take more Elites than Troops choices.

Sky Hunter Phalanx

This rite may only be taken by an Outrider detachment.

- Legion Sky Hunter Squadrons must be taken as the compulsory Fast Attack choices.
- Legion Sky Hunter Squadrons can move off of the battlefield in the movement phase if all its models can reach a table edge. When this happens, the unit is placed in reinforcements and replaces it's **Sky Hunters** ability with the **Flanking Manoeuvres** ability. A unit cannot use it's **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.

- 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.
- 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**.

Orphans of Betrayal

This rite may only be taken by a Patrol, Battalion, Outrider or Vanguard detachment in an army with the **Loyalist <Allegiance>**.

- **Characters** roll a D6 for each wound caused by **Traitor Legiones Astartes**; on a 5+ the wound is ignored.
- Against a **Traitor <Legion>** enemy re-roll failed hit rolls during the first round of each close combat.

- Cannot take more Heavy Support than Troops.

Drop Assault Vanguard

This rite may only be taken by a Patrol or Battalion detachment.

- Legion Assault Squads must be taken as the compulsory Troops choices.
- 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.

- 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.

Legion Recon Company

This rite may only be taken by a Patrol or Battalion detachment.

- Legion Recon Squads must be taken as the compulsory Troops choices.
- 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.

Sacrificial Offering

This rite may only be taken by a Battalion detachment. This detachment generates 2 command points instead of 3.

- Your army must include a Patrol detachment with the **Militia** faction keyword and a Fortification 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.
- All models in the Primary 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.

Legion Stratagems

FURY OF THE LEGION
Legiones Astartes Stratagem
`2 CP`

Use this Stratagem at the end of the Shooting phase. Select a **Legiones Tactical Squad** or **Legion Tactical Support Squad** - that unit can immediately shoot for a second time. Using this Stratagem on a Legion Tactical Squad costs only 1 point.

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.

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**.

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.

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 Targetting 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.

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.

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.

SUNFURY ASSAULT
Legiones Astartes Stratagem
`1 CP`

Use this Stratagem when a Legion Heavy Support Squad armed with Plasma Cannons or Lascannons is selected to attack in your Shooting phase. That unit can re-roll failed hit and wound rolls of 1 until the end of the Phase.

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	83
Legion Dreadnought Drop Pod	1	80

Fast Attack

Unit	Models per Unit	Points per Model *
Legion Seeker Squad	5-10	15/12
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

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 Scorpius	1	175
Legion Malcador Assault Tank	1-3	220
Legion Jetbike Sky Slayer Support Squadron	3-5	40
Legion Kharybdis Assault Claw	1	300

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

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	105
Legion Praetor in Cataphractii Armour	1	125
Legion Praetor in Tartaros Terminator Armour	1	126
Legion Centurion	1	55
Legion Centurion on Bike	1	78
Legion Centurion on Jetbike	1	83
Legion Centurion with Jump Pack	1	76
Legion Centurion in Terminator Armour	1	90
Legion Centurion in Cataphractii Armour	1	105
Legion Centurion in Tartaros Terminator Armour	1	105
Champion Consul	n/a	+15
Chaplain Consul	n/a	+10
Librarian Consul	n/a	+25
Vigilator Consul	n/a	+15
Moritat Consul	n/a	+10
Siege Breaker Consul	n/a	+25
Delegatus Consul	n/a	+8
Master of Signals Consul	n/a	+10
Primus Medicae Consul	n/a	+10
Praevian Consul	n/a	+10
Herald Consul	n/a	+18
Forge Lord Consul	n/a	+5
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

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

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

Fortification

Unit	Models per Unit	Points per Model *
Imperial Primus Redoubt	1	300
Imperial Castellan Stronghold	1	550

*   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

Weapon	Points per Weapon
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
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 cutters	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

Weapon	Points per Weapon
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 (**Characters**)	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	1
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
- with rad, frag and krak missiles (for Primaris Lightning)	+10
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	6
Volkite carronade	0
Volkite charger	6
Volkite culverin	18
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	3
Combat shield	4
Company banner	14
Cortex controller	10
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	4
Hyperios command platform	10
Nuncio-vox	15
Power capacitator	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

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

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

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, krak grenades and an iron halo.
- A Legion Praetor on Bike is a single model armed with a chainsword, bolt pistol, frag grenades, krak grenades and an iron halo. 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, combi-bolter and an iron halo.

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	**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 it's move characteristic for that Movement phase, when it Advances, instead of rolling a dice. **Cataphractii Armour:** A model equipped with Cataphractii Armour 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 KEYWORDS	‹FEALTY›, LEGIONES ASTARTES, ‹LEGION›
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+
Legion Space Marine Chosen in Terminator Armour	5"	3+	3+	4	4	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.
- A Legion Space Marine Chosen in Terminator Armour is a single model armed with a power weapon and combi-bolter.
- One Legion Space Marine Chosen, Legion Space Marine Chosen on Bike or Legion Space Marine Chosen in Terminator Armour 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	If the **MASTER OF THE LEGION** has taken a unit option then the Legion Command Squad can take the corresponding option:
	• The unit can be upgraded to ride Bikes (**+3 Power Rating**). If it does, it replaces its **INFANTRY** keyword with **BIKER**.
	  • A Legion Command Squad on Bikes can replace its legion space marine bikes with a legion scimitar jetbikes (heavy bolter) (**+2 Power Rating**). If it does, its Move characteristic is increased to 16", and it gains the **FLY** keyword.
	• The unit can be upgraded to have Terminator Armour (**+3 Power Rating**). If it does, it gains the **TERMINATOR** keyword.
	  • A Legion Command Squad in Terminator Armour can take Cataphractii Armour. If it does, its Move characteristic is reduced to 4".
	  • A Legion Command Squad in Terminator Armour can take Tartaros Armour. If it does, its Move characteristic is increased to 6".
	• The unit can take jump packs (**+1 Power Rating**). If it does, its Move characteristic is increased to 12", and it gains the **FLY** and **JUMP PACK** keywords.

WARGEAR OPTIONS	• Any model can replace its bolt pistol with an item from the *Pistols* or *Melee Weapons* lists. • Any model can replace its chainsword or power weapon with an item from the *Melee Weapons* list. • Any model can replace its boltgun or combi-bolter with an item from the *Ranged Weapons* list. • Any model can take a combat shield*. * Not available to Legion Space Marine Chosen in Terminator Armour.
ABILITIES	**Honour Guard:** 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 **MASTER OF THE LEGION** keyword. The number of Legion Command Squads taken cannot exceed the number of units with **MASTER OF THE LEGION**. Roll a D6 each time a friendly **<LEGION>** **CHARACTER** loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the **<LEGION>** **CHARACTER** does not lose a wound, but this unit suffers a mortal wound. **Company Banner:** Friendly **<LEGION>** units within 6" of any friendly company banner add 1 to their Leadership. **Turbo-boost:** 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. **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 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.
FACTION KEYWORDS	**<FEALTY>, LEGIONES ASTARTES, <LEGION>**
KEYWORDS	**INFANTRY, COMMAND SQUAD, ASTARTES**

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	**Turbo-boost:** 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.
	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.

FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	INFANTRY, CHARACTER, CENTURION, ASTARTES

Legion Consuls List

WARGEAR	DESCRIPTION	
Champion Consul	• This model loses the **Centurion** keyword and gains the **Champion** and **Consul** keywords. • Increase this model's Weapon Skill characteristic to 2+. • **Killing Stroke:** You can add 1 to the Damage characteristic of this model's melee weapons. • **Honour or Death:** 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.	+1 POWER
Chaplain Consul	• This model loses the **Centurion** keyword and gains the **Chaplain** and **Consul** keywords. • This model has a power weapon. • **Litanies of Hate:** You can re-roll failed hit rolls in the Fight phase for friendly **<Legion>** units within 6" of this model.	+1 POWER
Delegatus Consul	• This model loses the **Centurion** keyword and gains the **Delegatus**, **Master of the Legion** and **Consul** keywords. • **Master-crafted:** You can add 1 to the Damage characteristic of this model's weapons.	+1 POWER
Forge Lord Consul	• This model loses the **Centurion** keyword and gains the **Forge Lord** and **Consul** keywords. • This model has a servo arm. • This model can take a cortex conroller and items from the *Techmarine Equipment* list. • **Battlesmith:** At the end of your Movement phase this model can repair a single **<Legion> Vehicle** within 1". That model regains D3 wounds. A model can only be repaired once per turn.	+1 POWER
Herald Consul	• This model loses the **Centurion** keyword and gains the **Herald**, **Master of the Legion** and **Consul** keywords. • **Legion Banner:** **<Legion>** units within 6" of any friendly **<Legion> Herald** units add 1 to their Leadership. In addition, roll a D6 each time a **<Legion> Infantry** model is destroyed within 6" of a friendly **<Legion> Herald**, 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. • May not take a Jump Pack, Jetbike, Bike or Terminator armour.	+1 POWER
Librarian Consul	• This model loses the **Centurion** keyword and gains the **Librarian**, **Psyker**, **Support** and **Consul** keywords. • Replace this model's chainsword (or power weapon if in Terminator Armour) with a force weapon. • **Psyker:** 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 *Smite* power and two psychic powers from the *Librarius* discipline.	+3 POWER
Master of Signals Consul	• This model loses the **Centurion** keyword and gains the **Master of Signals**, **Support** and **Consul** keywords. • This model has a cognis signum, nuncio-vox and bombardment. • **Cognis-signum:** 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. • May not take a combi-weapon, boarding shield, boltgun, power fist, thunder hammer, lightning claw(s), chainfist, Bike, Jetbike or Terminator armour.	+1 POWER
Moritat Consul	• This model loses the **Centurion** keyword and gains the **Moritat**, **Support** and **Consul** keywords. • This model has a bolt pistol and rad grenades. • **Ill Omened:** Friendly **Destroyer** units within 3" add 1 to the Shots characteristic of any of their Pistol weapons. • **Chain Fire:** 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. • May not take a combi-weapon, boarding shield, bolter, power fist, thunder hammer, lightning claw(s), chainfist, Bike, Jetbike or Terminator armour.	+1 POWER
Praevian Consul	• This model loses the **Centurion** keyword and gains the **Praevian**, **Support**, **Cortex Controller** and **Consul** keywords. • This model has a cortex controller. • **Cortex Designator:** You can re-roll wound rolls of 1 made in the Shooting phase, for friendly **Cybernetica Cortex** units within 6". • **Master of Cybernetica:** 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 **Saviour Protocols** ability. • **Saviour Protocols:** Roll a D6 each time a friendly **Praevian** loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the **Praevian** does not lose a wound, but this unit suffers a mortal wound.	+1 POWER
Primus Medicae Consul	• This model loses the **Centurion** keyword and gains the **Primus Medicae**, **Support** and **Consul** keywords. • This model has a needle pistol. • **Narthecium:** At the end of any of your Movement phases, the Primus Medicae can attempt to heal or revive a single model. Select a friendly **<Legion> Infantry** or **Biker** 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. • May not take power fists, chainfists, boarding shields or paired lightning claws.	+1 POWER
Siege Breaker Consul	• This model loses the **Centurion** keyword and gains the **Siege Breaker** and **Consul** keywords. • This model can take a breaching charge, or up to 3 phosphex bombs. • **Art of Destruction:** Friendly **<Legion> Infantry** 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.	+1 POWER
Vigilator Consul	• This model loses the **Centurion** keyword and gains the **Vigilator** and **Consul** keywords. • Increase this model's Ballistic Skill characteristic to 2+. • This model has a special issue boltgun and cameleoline. • **From the Shadows:** Friendly **<Legion> Infantry** units within 3" count as being in cover. • **Sabotage!:** 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. **Character** units cannot be targeted by this ability. • May not take a combi-weapon, boarding shield, power fist, thunder hammer, lightning claw(s), chainfist, Bike, Jetbike or Terminator armour.	+1 POWER

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	• This model can take items from the *Vehicle Upgrades* list. • This model can take an item from the *Pintle Weapons* list.
ABILITIES	**Self-repair:** Roll a D6 at the start of each of your turns; on a 6, this model regains 1 lost wound. **Smoke Launchers:** 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. **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. **Orbital Strike Augur:** 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 **CHARACTER**. On a 4+, the unit being targeted suffers D3 mortal wounds. **Command Interface Unit:** 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.
TRANSPORT	This model can transport 1 <**LEGION**> **INFANTRY** model with the **CHARACTER** keyword. It cannot transport **JUMP PACK**, **TERMINATOR** or **PRIMARCH** models.
FACTION KEYWORDS	<**FEALTY**>, **LEGIONES ASTARTES**, <**LEGION**>
KEYWORDS	**VEHICLE, TRANSPORT, RHINO, DAMOCLES COMMAND RHINO, TANK**

Master of Armour

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master of Armour (Legion Sicaran)	14"	5+	2+	6	7	7-14	4	8	3+
	10"		3+			3-6	3		
	8"		4+			1-2	2		
Master of Armour (Legion Predator)	12"	5+	2+	6	7	7-12	3	8	3+
	6"		3+			3-6	D3		
	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 **Fly** keyword. In addition, every wound roll of 6+ made with this weapon increases the AP of that individual wound to -3.

WARGEAR OPTIONS	• This model can replace its predator autocannon with a flamestorm cannon, executioner plasma cannon, C-beam cannon or magna-melta cannon. • This model can take Power of the Machine Spirit. • This model can take items from the *Vehicle Upgrades* list. • This model can take an item from each of the *Pintle Weapons* and *Sponson Weapons* lists.
ABILITIES	**Field Commander:** 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. **Smoke Launchers:** 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. **Explodes (Legion Sicaran):** 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. **Explodes (Legion Predator):** 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.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, <Legion>**
KEYWORDS (Legion Sicaran)	**Vehicle, Sicaran Battle Tank, Tank, Master of the Legion**
KEYWORDS (Legion Predator)	**Vehicle, Predator, Rhino, Tank, Master of the Legion**

LEGION TERMINATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Space Marine	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 Space Marines. 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	• A Legion Terminator Squad can take Cataphractii Armour. If it does its Move characteristic is reduced to 4". OR • A Legion Terminator Squad can take Tartaros Armour. If it does its Move characteristic is increased to 6".
WARGEAR OPTIONS	• Any model can replace its combi-bolter with a Volkite charger, or an item from the *Combi-Weapons* list. • Any model can replace its power weapon with a power fist, chainfist, thunder hammer or lightning claw. • Any model can replace its power weapon and combi-bolter with two lightning claws. • For every five models in the unit, one Legion Space Marine can replace its combi-bolter with a heavy flamer, reaper autocannon or plasma blaster. • The Legion Sergeant can take a grenade harness.
ABILITIES	**Objective Secured** **Terminator Armour:** This unit 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.
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 **Vehicle**.
Volkite serpenta	10"	Pistol 1	5	0	2	-

WARGEAR OPTIONS	• Any model in the unit can replace its chainsword with an item from the *Power Weapons* list. • Any model in the unit can replace its boltgun with an item from the *Combi-Weapons* list. • Any model in the unit can replace its bolt pistol with a volkite serpenta. • For every five models in the unit, one Legion Veteran Marine can replace its boltgun with an item from the *Veteran Weapons* list. Alternatively, the model can replace both its boltgun and chainsword with a pair of lightning claws. • One Legion Veteran Marine can take a nuncio-vox. • One Legion Veteran Marine can take a legion vexilla. • The Legion Veteran Sergeant can replace his chainsword with an item from the *Melee Weapons* list. • The Legion Veteran Sergeant can replace his boltgun with an item from the *Pistols* list. • The Legion Veteran Sergeant can take melta bombs.
ABILITIES	**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. **Veteran Tactics:** Before the game begins select one of the following options. This unit gains the benefit of that ability for the duration of the game. • **Machine Killers:** This unit adds 1 to the Damage value of any of its weapons if the target is a **Vehicle** unit. • **Marksmen:** 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). • **Resolve:** This unit suffers half the number of casualties (rounded up) as indicated by the dice for a failed Morale check during the Morale phase. • **Weapon Masters:** This unit can re-roll hit rolls of 1 during the Fight phase.. • **Xenobane:** This unit can re-roll failed to wound rolls against **Monster** units.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, <Legion>**
KEYWORDS	**Infantry, Veteran Tactical Squad, Astartes**

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 VEHICLE.
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	• Any model can take melta bombs. • Any model can take rad grenades. • Any model can take an augury scanner. • Any model can replace its power axe with a thunder hammer. • Any model can replace its servo arm with a light c-beam cannon. • Any model can take an item from the *Techmarine Equipment* list. • Any model can take a cyber-familiar.
ABILITIES	**Battlesmith:** At the end of your Movement phase this model can repair a single <LEGION> VEHICLE within 1". That model regains D3 wounds. A model can only be repaired once per turn. **Covenant:** 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. **Cyber-familiar:** A unit with a cyber-familiar is never slowed by battlefield terrain.
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	INFANTRY, CHARACTER, TECHMARINE, ASTARTES

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 **Infantry** or **Biker** 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	• Any model can replace its boltgun with a lascutter, power fist, flamer, rotor cannon, heavy bolter, multi-melta or missile launcher (frag & krak missiles). • Any model with a missile launcher can replace its frag & krak missiles with rad missiles.
ABILITIES	**Field Control:** This unit may only be taken in a detachment which includes either a **Techmarine** or **Forge Lord**. One unit may be taken for each **Techmarine** or **Forge Lord** model in the detachment. **Mindlock:** If there is a friendly **Techmarine** or **Forge Lord** model within 6", this unit's Weapon Skill and Ballistic Skill increase to 4+ and their Leadership increases to 9.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, <Legion>**
KEYWORDS	**Infantry, Servo-Automata**

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	-

WARGEAR OPTIONS	
	• Any model can replace its twin heavy bolter with a multi-melta, twin autocannon, twin missile launcher (frag & krak missiles), heavy plasma cannon, flamestorm cannon, twin lascannon, volkite culverin or dreadnought close combat weapon.
	• Any model can replace its dreadnought close combat weapon with a twin heavy bolter, twin autocannon, volkite culverin, twin missile launcher (frag & krak missiles), dreadnought chainfist or siege wrecker.
	• Each model _must_ take an item from the _Dreadnought Secondary Weapons_ list for each dreadnought close combat weapon, dreadnought chainfist or siege wrecker.
	• Any model can take either a havoc launcher or up to two hunter-killer missiles.
	• Any model can take frag assault launchers.

ABILITIES	
	Smoke Launchers: 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.
	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.
	Talon: 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.
	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.
	Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it equipped with two melee weapons.

FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	VEHICLE, DREADNOUGHT

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	• This model can replace its two twin heavy bolters with two multi-meltas, two twin autocannons, two twin missile launchers (frag & krak missiles) or two twin lascannons. • This model can take either a havoc launcher or up to two hunter-killer missiles.
ABILITIES	**Helical Targeting Array:** 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 **FLY** keyword. **Smoke Launchers:** 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. **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 3" suffers D3 mortal wounds.
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	VEHICLE, DREADNOUGHT, MORTIS

CONTEMPTOR DREADNOUGHT TALON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor Dreadnought	9"	2+	2+			6-10			
	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

• 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.
• 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.
  • Each model <u>must</u> take an item from the *Dreadnought Secondary Weapons* list for each dreadnought close combat weapon or dreadnought chainfist.
• Any model can take a havoc launcher.

ABILITIES

Smoke Launchers: 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.

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.

Atomantic Shielding: This model has a 5+ invulnerable save.

Talon: 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.

Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it equipped with two melee weapons.

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+	7	7	6-10	4	8	3+
	6"	3+	3+			3-5			
	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	• This model can replace its two twin heavy bolters with two multi-meltas, two twin autocannons, two kheres assault cannons or two twin lascannons. • This model can take a havoc launcher.
ABILITIES	**Helical Targeting Array:** 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 **FLY** keyword. **Smoke Launchers:** 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. **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. **Atomantic Shielding:** This model has a 5+ invulnerable save.
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	VEHICLE, DREADNOUGHT, CONTEMPTOR, MORTIS

CONTEMPTOR-CORTUS DREADNOUGHT TALON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor-Cortus Dreadnought	9"	3+	3+			6-9			
	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	• 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).
	• 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.
	• Each model <u>must</u> take an item from the *Dreadnought Secondary Weapons* list for each dreadnought close combat weapon or dreadnought chainfist.
	• Any model can take a havoc launcher.
ABILITIES	**Smoke Launchers:** 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. **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 7" suffers D3 mortal wounds. **Atomantic Deflector:** This model has a 6+ invulnerable save. **Talon:** 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. **Atomantic Overcharge:** 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: • A 5+ invulnerable save. • +1 Attack when charging • +1"Move **Unstoppable Fury:** You can re-roll hit rolls of 1 for this model if it equipped with two melee weapons.
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 **Infantry** and **Biker** 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	**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 (Rapier Weapons Carrier)	**Vehicle, Artillery, Rapier Carrier**
KEYWORDS (Legion Space Marine Crew)	**Infantry, Crew, Astartes**

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 **Infantry** or **Biker** 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 **Infantry** and **Biker** 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 **Infantry** or **Biker** units that have suffered any hits from rad grenades or rad missiles until the end of the turn.

UNIT OPTIONS	• The entire unit can be equipped with jump packs. If it does its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords **(+1 Power rating per 5 models)**.
WARGEAR OPTIONS	• For every five models in the unit, one model can replace one of it's bolt pistols with an item from the *Pistols* list or a missile launcher (rad missiles) with suspensor web. • The Legion Sergeant can take melta bombs. • The Legion Sergeant can replace his chainsword with an item from the *Melee Weapons* list. • The Legion Sergeant can take up to three phosphex bombs.
ABILITIES	**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. **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 KEYWORDS	**<FEALTY>, LEGIONES ASTARTES, <LEGION>**
KEYWORDS	**INFANTRY, DESTROYER, ASTARTES**

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 narthecium, chainsword, bolt pistol, frag grenades and krak grenades.
- A Legion Apothecary on Bike is armed with a narthecium, 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	**Narthecium:** At the end of any of your Movement phases, the Apothecary 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 KEYWORDS	**<FEALTY>, LEGIONES ASTARTES, <LEGION>**
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 **VEHICLE**.

UNIT OPTIONS	• The entire unit can replace their boltguns with chainswords OR • 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 chainsword and/or bolt pistol with items from the *Pistols* or *Melee Weapons* lists. • The Legion Sergeant can replace his boltgun with an item from the *Ranged Weapons* or *Melee Weapons* lists. • The Legion Sergeant can take melta bombs. • The Legion Sergeant can take an augury scanner.
FACTION KEYWORDS	**<FEALTY>, LEGIONES ASTARTES, <LEGION>**
KEYWORDS	**INFANTRY, TACTICAL SQUAD, ASTARTES**

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 VEHICLE.
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	• The entire unit can take combat shields.
WARGEAR OPTIONS	• For every five models in the unit, one model can replace his chainsword with an item from the *Power Weapons* list, or replace his bolt pistol with a plasma pistol, or hand flamer. • The Legion Sergeant can replace his chainsword and/or bolt pistol with items from the *Melee Weapons* list. • The Legion Sergeant can replace his bolt pistol with an item from the *Pistols* list. • If the unit hasn't taken combat shields, the Legion Sergeant can take a combat shield. • The Legion Sergeant can take melta bombs.
ABILITIES	**Jump Pack Assault:** 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. **Combat shield:** A model with a combat shield has a 5+ invulnerable save.
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	INFANTRY, ASSAULT SQUAD, JUMP PACK, FLY, ASTARTES

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 **VEHICLE**.
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	• For every five models in the unit, one model can replace its boltgun with either a volkite charger, graviton gun, meltagun, lascutter or flamer. • One Legion Space Marine can take a legion vexilla. • One Legion Space Marine can take a nuncio-vox. • The Legion Sergeant can replace his boltgun or bolt pistol with an item from the *Melee Weapons* list. • The Legion Sergeant can replace his boltgun with a plasma pistol or an item from the *Combi-Weapons* list. • The Legion Sergeant can take a single breaching charge. • The Legion Sergeant can take melta bombs.
ABILITIES	**Hardened Armour:** This unit has a 5+ invulnerable save. **Boarding Shields:** Add 1 to the Armour Saving Throws for models equipped with boarding shields if the attack has a Damage characteristic of 1.
FACTION KEYWORDS	<**FEALTY**>, **LEGIONES ASTARTES**, <**LEGION**>
KEYWORDS	**INFANTRY, BREACHER SQUAD, VOID HARDENED, ASTARTES**

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 **Vehicle**.
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	0	2	-
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.
FACTION KEYWORDS	<Fealty>, Legiones Astartes, <Legion>
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 **VEHICLE**.
Shroud bombs	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for **Infantry** 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	• The entire unit can take cameleoline. • The entire unit can take recon armour
WARGEAR OPTIONS	• Any model can replace his boltgun with a sniper rifle, space marine shotgun, or chainsword. • 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	**Cameleoline:** Add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1. **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.
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	INFANTRY, RECON SQUAD, SUPPORT, ASTARTES

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 special issue boltgun, 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	-
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.

WARGEAR OPTIONS	• Any model can replace his boltgun with items from the *Combi-weapon* List. • One Legion Seeker Space Marine can take a nuncio-vox. • The Legion Strike Leader can replace his boltgun an item from the *Pistols* list. • The Legion Strike Leader can take an item from the *Melee Weapons* list. • The Legion Strike Leader can take melta bombs.
ABILITIES	**Marked for Death:** This unit can re-roll hit and wound rolls of 1, against **CHARACTER** units.
FACTION KEYWORDS	<**FEALTY**>, **LEGIONES ASTARTES**, <**LEGION**>
KEYWORDS	**INFANTRY, SEEKER SQUAD, ASTARTES**

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 **VEHICLE**.
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	• The entire unit can replace the twin boltguns on their Legion Space Marine Bikes with twin plasma guns, twin meltaguns, or twin flamers.
WARGEAR OPTIONS	• 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. • One Legion Space Marine Outrider can be upgraded to a Legion Outrider Sergeant. • The Legion Outrider Sergeant can replace his chainsword with an item from the *Melee Weapons* list. • The Legion Outrider Sergeant can replace his bolt pistol with an item from the *Pistols* list. • The Legion Outrider Sergeant can take melta bombs.
ABILITIES	**Turbo-boost:** 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**>, **LEGIONES ASTARTES**, <**LEGION**>
KEYWORDS	**BIKER, OUTRIDER SQUAD, ASTARTES**

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 **VEHICLE**.
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	• Any model can replace its heavy bolter with a multi-melta, volkite culverin, or autocannon. • One model can take melta bombs.
ABILITIES	**Turbo-boost:** 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**>, **LEGIONES ASTARTES**, <**LEGION**>
KEYWORDS	**BIKER, ATTACK BIKE SQUADRON, ASTARTES**

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 VEHICLE.
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	-

WARGEAR OPTIONS	• 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. • One Legion Space Marine Sky Hunter can be upgraded to a Legion Sky Hunter Sergeant. • The Legion Sky Hunter Sergeant can replace his chainsword with an item from the *Melee Weapons* list. • The Legion Sky Hunter Sergeant can replace his bolt pistol with an item from the *Pistols* list. • The Legion Sky Hunter Sergeant can take melta bombs.
ABILITIES	**Turbo-boost:** 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. **Sky Hunters:** 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.
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	BIKER, SKY HUNTER SQUADRON, FLY, ASTARTES

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	• Any model can replace its heavy bolter with a heavy flamer, multi-melta, or volkite culverin. • Any model can take a havoc launcher, heavy bolter, plasma cannon, or graviton gun. • Any model can take up to two hunter-killer missiles.
ABILITIES	**Anti-grav Upwash:** Models in this unit have a Move characteristic of 20", instead of 16" whilst the unit contains 3 or more models. **Explodes:** 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.
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	• Any model can replace its heavy bolter with a heavy flamer, or multi-melta. • Any model can replace its twin missile launcher with a twin lascannon. • Any model can take up to two hunter-killer missiles.
ABILITIES	**Gravitic Augur Haze:** Your opponent subtracts 1 from all hit rolls made for models that target this model at ranges greater than 8". **Explodes:** 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 **FLY** 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	• The entire unit can be upgraded to Air defence Tarantulas. Air defence Tarantulas replace their twin heavy bolters with air-defence missiles. • One model can replace its air-defence missiles with a hyperios command platform. • The entire unit can take concealment.
WARGEAR OPTIONS	• Any model can replace its twin heavy bolters with twin heavy flamers, two twin rotor cannons, twin lascannon or multi-melta.
ABILITIES	**Immobile:** 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. **Automated Weapons:** If this model has a twin heavy bolter, twin heavy flamer or twin rotor cannon; it will automatically target the nearest enemy **INFANTRY** unit in the Shooting phase within range. If this model has a multi-melta or twin lascannon; it will automatically target the nearest non-**INFANTRY** 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 **FLY** 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 **CHARACTER** if it is the closest model of any type. **Hyperios Command Platform:** A model equipped with a hyperios command platform gives a +1 to hit rolls for air-defence missiles within 3". **Concealment:** Enemy units targeting this unit suffer a -1 to hit rolls with ranged attacks, until this unit shoots.
FACTION KEYWORDS	**<FEALTY>, LEGIONES ASTARTES, <LEGION>**
KEYWORDS	**VEHICLE, ARTILLERY, TARANTULA SENTRY GUN**

Anvillus Pattern Dreadclaw Drop Pod

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

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	**Orbital Assault:** 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. **Explodes:** 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.
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 KEYWORDS	**<Fealty>, Legiones Astartes, <Legion>**
KEYWORDS	**Vehicle, Transport, Fly, Drop Pod, Dreadclaw**

Experimental

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 **CHARACTERS**. A unit consisting entirely of **CHARACTERS** 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 **CHARACTERS**. A unit consisting entirely of **CHARACTERS** 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	**Drop Pod Assault:** 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. **Immobile:** After this model has been set up on the battlefield it cannot move for any reason.
FACTION KEYWORDS	<**FEALTY**>, **LEGIONES ASTARTES**, <**LEGION**>
KEYWORDS	**VEHICLE, DROP POD, DEATHSTORM**

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	-

UNIT OPTIONS	• The entire unit can replace their heavy bolters with heavy flamers, autocannons, multi-meltas, missile launchers, plasma cannons, volkite culverins, or lascannons. • The entire unit can take hardened armour
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 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 *Pistols* or *Ranged Weapons* lists and his chainsword with an item from the *Melee Weapons* list. • The Legion Sergeant can take melta bombs. • The Legion Sergeant can take an augury scanner.
ABILITIES	**Hardened Armour:** This unit has a 5+ invulnerable save and gains the **VOID HARDENED** keyword.
FACTION KEYWORDS	**<FEALTY>, LEGIONES ASTARTES, <LEGION>**
KEYWORDS	**INFANTRY, HEAVY SUPPORT SQUAD, ASTARTES**

Legion Predator Strike Squadron

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	12"		3+			7-12	3		
Legion Predator	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	• Any model can replace its predator autocannon with a flamestorm cannon, executioner plasma cannon, C-beam cannon or magna-melta cannon. • Any model can take a machine spirit. • Any model can take items from the *Vehicle Upgrades* list. • Any model can take an item from each of the *Pintle Weapons* and *Sponson Weapons* lists.
ABILITIES	**Smoke Launchers:** 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. **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.
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 **INFANTRY** and **BIKER** 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:
	• A Land Raider Proteus. Replace the **PHOBOS** keyword with **PROTEUS**.
	    • Any Land Raider Proteus may remove its twin heavy bolter, or replace it with a twin lascannon or twin heavy flamer.
	    • 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.
	  OR
	• A Land Raider Achilles **(+2 Power rating)**. Replace the two twin lascannons with two twin multi-meltas. and replace the tin heavy bolter with a quad launcher (frag & shatter shells). The number of models an Achilles can transport is reduced to 6. Replace the **PHOBOS** keyword with **ACHILLES**.
	    • Any Land Raider Achilles can take incendiary shells or splinter shells.
	    • If a **SIEGE BREAKER** unit is in the army; any Land Raider Achilles can take phosphex canister shot **(+1 Power rating)**.

WARGEAR OPTIONS	• Any model can take items from the *Vehicle Upgrades* list. • Any model can take an item from the *Pintle Weapons* list. • Any Land Raider Phobos can take frag assault launchers.
ABILITIES	**Smoke Launchers:** 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. **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> INFANTRY**. Each **JUMP PACK**, **TERMINATOR** or **PRIMARCH** model takes the space of two other models.
FACTION KEYWORDS	**<FEALTY>**, **LEGIONES ASTARTES**, **<LEGION>**
KEYWORDS	**VEHICLE, TRANSPORT, LAND RAIDER, PHOBOS, TANK**

ACHILLES-ALPHA PATTERN LAND RAIDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Achilles-Alpha Land Raider	10"	6+	3+	8	8	10-19	6	9	2+
	5"		4+			5-9	D6		
	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 **INFANTRY** and **BIKER** units. This weapon can target units that are not visible to the bearer.
Twin volkite culverin	45"	Heavy 8	6	0	2	-

WARGEAR OPTIONS	• This model can take incendiary shells or splinter shells. • If a **SIEGE BREAKER** unit is in the army; this model can take phosphex canister shot **(+1 Power rating)**.
ABILITIES	**Smoke Launchers:** 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. **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. **Enhanced Ferromantic Rites:** 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.
TRANSPORT	Up to 6 **<LEGION>** Infantry. Each **JUMP PACK**, **TERMINATOR** or **PRIMARCH** model takes the space of two other models.
FACTION KEYWORDS	**<FEALTY>**, **LEGIONES ASTARTES**, **<LEGION>**
KEYWORDS	**VEHICLE, TRANSPORT, LAND RAIDER, ACHILLES-ALPHA, TANK**

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 **Fly** 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 **Infantry** and **Biker** 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.

WARGEAR OPTIONS	- Any Legion Whirlwind can replace its whirlwind castellan launcher with a whirlwind vengeance launcher or hyperios air-defence launcher. - If a **Siege Breaker** unit is in the army; any Medusa can replace its medusa siege gun with a medusa phosphex cannon. - Any model can take items from the *Vehicle Upgrades* list. - Any model can take an item from the *Pintle Weapons* list.
ABILITIES	**Smoke Launchers:** 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. **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.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, <Legion>**
KEYWORDS	**Vehicle, Artillery, Artillery Tank Squadron, Tank, Basilisk** (Legion Basilisk only), **Medusa** (Legion Medusa only), **Whirlwind, Rhino** (Legion Whirlwind only).

LEGION VINDICATOR SIEGE TANK SQUADRON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		3+			6-11	3		
Legion Vindicator	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	• Any model can replace its demolisher cannon with a laser volley cannon and power capacitator. • Any model can take a machine spirit. • Any model can take items from the *Vehicle Upgrades* list. • Any model can take an item from the *Pintle Weapons* list.
ABILITIES	**Smoke Launchers:** 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. **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. **Power Capcacitator:** 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.
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
	10"		3+			12-20	8		
Legion Spartan	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	• This model can replace its two quad lascannon with two laser destroyer. • This model can take items from the *Vehicle Upgrades* list. • This model can take an item from the *Pintle Weapons* list.
ABILITIES	**Explodes:** 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. **Smoke Launchers:** 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. **Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. **Steel Behemoth:** 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.
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
	14"		3+			7-14	4		
Sicaran Venator	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 **VEHICLE** 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	• This model can take items from the *Vehicle Upgrades* list. • This model can take an item from each of the *Pintle Weapons* and *Sponson Weapons* lists.
ABILITIES	**Smoke Launchers:** 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. **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. **Gyro-stabilised Mounting:** This model does not suffer the penalty to hit rolls from moving and firing Heavy weapons.
FACTION KEYWORDS	**<FEALTY>, LEGIONES ASTARTES, <LEGION>**
KEYWORDS	**VEHICLE, SICARAN, SICARAN VENATOR TANK DESTROYER, TANK**

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 **FLY** keyword. In addition, every wound roll of 6+ made with this weapon increases the AP of that individual wound to -3.

WARGEAR OPTIONS	• This model can take items from the *Vehicle Upgrades* list. • This model can take an item from each of the *Pintle Weapons* and *Sponson Weapons* lists.
ABILITIES	**Smoke Launchers:** 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. **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.
FACTION KEYWORDS	<**FEALTY**>, **LEGIONES ASTARTES**, <**LEGION**>
KEYWORDS	**VEHICLE, SICARAN, SICARAN BATTLE TANK, TANK**

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	• This model can take items from the *Vehicle Upgrades* list. • This model can take an item from each of the *Pintle Weapons* and *Sponson Weapons* lists.
ABILITIES	**Smoke Launchers:** 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. **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. **Rolling Thunder:** 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.
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 **Vehicle**, roll a D6; on a roll of 4+, the target suffers an additional D3 mortal wounds.

WARGEAR OPTIONS	• This model can take items from the *Vehicle Upgrades* list. • This model can take an item from each of the *Pintle Weapons* and *Sponson Weapons* lists.
ABILITIES	**Smoke Launchers:** 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. **Volatile Plasma Containment:** 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.
FACTION KEYWORDS	<Fealty>, Legiones Astartes, <Legion>
KEYWORDS	Vehicle, Sicaran, Sicaran Battle Tank, Tank

Experimental

Legion Sicaran Arcus Strike Tank

POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Sicaran	14"	6+	3+	6	7	7-14	4	8	3+
	10"		4+			3-6	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 **Vehicle**, 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 **Fly**.
- Neutron-flux warheads	24"	Heavy 8	7	-1	1	Against **Cybernetica Cortex** 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	• • This model can take items from the *Vehicle Upgrades* list. • This model can take an item from each of the *Pintle Weapons* and *Sponson Weapons* lists.
ABILITIES	**Smoke Launchers:** 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. **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. **Ripple fire:** 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.
FACTION KEYWORDS	<**Fealty**>, **Legiones Astartes**, <**Legion**>
KEYWORDS	**Vehicle, Sicaran, Sicaran Battle Tank, Tank**

Experimental

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Leviathan Siege Dreadnought	8"	2+	2+	8	8	8-14	4	8	2+
	5"	3+	3+			4-7			
	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 **Monster**, **Titanic** or **Vehicle** 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 **Infantry**.
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 **Infantry** and **Biker** units. This weapon can only be used once per battle.
Twin volkite caliver	30"	Heavy 4	6	0	2	-

WARGEAR OPTIONS	• Any model can replace one or both siege claws with siege drills. • Any model can replace one or both heavy flamers with twin volkite calivers. • 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. • Any model can take a phosphex discharger.
ABILITIES	**Reinforced Atomantic Shielding:** This model has a 4+ invulnerable save. **Containment Breach:** 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. **Smoke Launchers:** 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. **Talon:** 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. **Unstoppable Fury:** You can re-roll hit rolls of 1 for this model if it equipped with two melee weapons.
FACTION KEYWORDS	<**Fealty**>, **Legiones Astartes**, <**Legion**>
KEYWORDS	**Vehicle, Dreadnought, Leviathan Dreadnought**

DEREDEO PATTERN DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deredeo Pattern Dreadnought	7"	4+	2+	7	7	10-14	2	8	3+
	5"	5+	3+			5-9			
	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	• This model can replace its anvillus pattern autocannon battery with a plasma hellfire carronade or an arachnus heavy lascannon battery. • This model can replace its twin heavy bolter with a twin heavy flamer. • This model can take an aiolos missile launcher or atomantic pavaise.
ABILITIES	**Helical Targeting Array:** 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 **FLY** keyword. **Smoke Launchers:** 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. **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 5+ it explodes, and each unit within 6" suffers D3 mortal wounds. **Layered Atomantic Barriers:** 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. **Atomantic Pavaise:** If equipped with an atomantic pavaise, all friendly **<LEGION>** 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.
FACTION KEYWORDS	**<FEALTY>, LEGIONES ASTARTES, <LEGION>**
KEYWORDS	**VEHICLE, DREADNOUGHT, DEREDEO**

LEGION WHIRLWIND SCORPIUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legion Whirlwind Scorpius	12"	6+	3+	6	7	6-11	3	8	3+
	6"		4+			3-5	D3		
	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	• This model can take items from the *Vehicle Upgrades* list. • This model can take an item from the *Pintle Weapons* list.
ABILITIES	**Smoke Launchers:** 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. **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 5+ it explodes, and each unit within 6" suffers D3 mortal wounds. **Missile Barrage:** 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.
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
	10"		3+			10-18	3		
Legion Malcador	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	• Any model can replace its battle cannon with a twin lascannon. • Any model can replace one heavy bolter with a heavy flamer, autocannon, lascannon or demolisher cannon. • Any model can replace two heavy bolters with two heavy flamers, two autocannons or two lascannons. • Any model can take items from the *Vehicle Upgrades* list. • Any model can take an item from the *Pintle Weapons* list.
ABILITIES	**Explodes:** 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. **Smoke Launchers:** 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. **Grinding Advance:** 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.
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	VEHICLE, MALCADOR, TANK

Experimental

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 VEHICLE.
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	• The entire unit can replace the multi-meltas on their Legion Space Marine Scimitar Jetbikes with volkite culverins, or plasma cannnons
WARGEAR OPTIONS	• One Legion Space Marine Sky Slayer can be upgraded to a Legion Sky Slayer Sergeant. • The Legion Sky Slayer Sergeant can replace his chainsword with an item from the *Melee Weapons* list. • The Legion Sky Slayer Sergeant can replace his bolt pistol with an item from the *Pistols* list. • The Legion Sky Slayer Sergeant can take melta bombs.
ABILITIES	**Turbo-boost:** 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. **Sky Hunters:** 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.
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 **Vehicle**, **Monster** or **Titanic** 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	**Orbital Assault:** 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. **Explodes:** 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.
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**, **Kharybdis**

Experimental

Legion Rhino Armoured Carrier

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

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	• This model can take items from the *Vehicle Upgrades* list. • This model can take an item from the *Pintle Weapons* list.
ABILITIES	**Self-repair:** Roll a D6 at the start of each of your turns; on a 6, this model regains 1 lost wound. **Smoke Launchers:** 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. **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.
TRANSPORT	This model can transport 10 <LEGION> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR or PRIMARCH models.
FACTION KEYWORDS	<FEALTY>, LEGIONES ASTARTES, <LEGION>
KEYWORDS	VEHICLE, TRANSPORT, RHINO, TANK

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	**Drop Pod Assault:** 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. **Immobile:** After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.
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	**Drop Pod Assault:** 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. **Immobile:** After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.
TRANSPORT	This model can transport 1 **<LEGION> DREADNOUGHT** model.
FACTION KEYWORDS	**<FEALTY>, LEGIONES ASTARTES, <LEGION>**
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" 20-30" 20"	6+	3+ 4+ 5+	7	7	7-14 4-6 1-3	3	8	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 **Infantry** or **Biker** 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	• This model can take up to three hardpoint weapon systems, which may either be twin autocannons, twin multi-lasers, twin missile launchers (frag & krak missiles), two sunfury missiles, two kraken penetrator missiles or a phosphex bomb cluster. • Any twin missile launcher can take rad missiles.
WARGEAR OPTIONS	• This model can take battle servitor control. • This model can take ground-tracking auguries. • This model can take a ramjet diffraction grid.
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**. **Crash and Burn:** 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. **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. **Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Phosphex Bomb cluster:** 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 **Vehicle** or **Monster** in the unit). For each roll of a 4+, the unit being bombed suffers a mortal wound. **Battle servitor control:** A model with Battle Servitor Control increases by one the Strength of any ranged weapons that target a **Vehicle** unit. **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 **Fly** keyword. **Ramjet diffraction grid:** This model has a 5+ invulnerable save against ranged weapons.
FACTION KEYWORDS	<**Fealty**>, **Legiones Astartes**, <**Legion**>
KEYWORDS	**Vehicle, Fly, Primaris-Lightning**

Legion Storm Eagle Assault Gunship

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	20-45"		3+			8-16	3		
Storm Eagle	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	• This model can replace its two hellstrike launchers with two twin lascannons. • This model can replace its twin heavy bolter with a twin multi-melta or twin missile launcher (frag & krak missiles).
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**. **Crash and Burn:** 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. **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. **Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **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**, **Supersonic** and **Hard to Hit** 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.
TRANSPORT	This model can transport 20 <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	Vehicle, Transport, Fly, Storm Eagle

XIPHON PATTERN INTERCEPTOR

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	• This model can take ground-tracking auguries.

| 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**.

Crash and Burn: 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.

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.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Interceptor: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can **FLY**.

Terminal Targeting: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. |
|-----------|--|

FACTION KEYWORDS	<**FEALTY**>, **LEGIONES ASTARTES**, <**LEGION**>
KEYWORDS	**VEHICLE, FLY, XIPHON INTERCEPTOR**

Legion Fire Raptor Assault Gunship

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	20-45"		3+			8-16	3		
Fire Raptor	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	• This model can replace its two quad heavy bolters with two reaper autocannon batteries. • This model can replace its two twin hellstrike launchers with two twin lascannons.
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**. **Crash and Burn:** 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. **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. **Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **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**, **Supersonic** and **Hard to Hit** 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.
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
Caestus Assault Ram	20-50"		3+			8-14	4		
	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 **Buildings** 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	• This model can replace its two havoc launchers with two missile launchers. • This model can take frag assault launchers.
ABILITIES	**Airborne Ram:** This model can only declare charges in the Charge phase against units that can **Fly**, and can only attack or be attacked by units that can **Fly**. **Crash and Burn:** 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. **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. **Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **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**, **Supersonic** and **Hard to Hit** abilities until the beginning of your next Movement phase. **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. **Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
TRANSPORT	This model can transport 10 <**Legion**> **Infantry** models (each **Primarch** model takes up the space of two other **Infantry** models). It cannot transport **Jump Pack** models.
FACTION KEYWORDS	<**Fealty**>, **Legiones Astartes**, <**Legion**>
KEYWORDS	**Vehicle, Transport, Fly, Caestus Assault Ram, Tank**

Legion Cerberus Heavy Tank Destroyer

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		3+			17-22	8		
Legion Cerberus	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 **Vehicle** 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	• This model can take a hunter-killer missile. • This model can take an item from the *Sponson Weapons* list. • This model can take an item from the *Pintle Weapons* list.
ABILITIES	**Unstable Reactor:** 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. **Smoke Launchers:** 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. **Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. **Steel Behemoth:** 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.
FACTION KEYWORDS	<**Fealty**>, **Legiones Astartes**, <**Legion**>
KEYWORDS	**Vehicle, Titanic, Cerberus, Tank**

LEGION TYPHON HEAVY SIEGE TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		3+			17-22	8		
Legion Typhon	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	• This model can take a hunter-killer missile. • This model can take an item from the *Sponson Weapons* list. • This model can take an item from the *Pintle Weapons* list.
ABILITIES	**Explodes:** 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. **Smoke Launchers:** 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. **Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. **Steel Behemoth:** 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.
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
	10"		3+			14-26	9		
Legion Falchion	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 **Titanic** units with this weapon.

WARGEAR OPTIONS	• This model can take a hunter-killer missile. • This model can take an item from the *Pintle Weapons* list.
ABILITIES	**Explodes:** 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. **Smoke Launchers:** 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. **Steel Behemoth:** 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. **Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
FACTION KEYWORDS	<**Fealty**>, **Legiones Astartes**, <**Legion**>
KEYWORDS	**Vehicle, Titanic, Falchion, Tank**

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
- This model can take up to two pairs of sponsons (each sponson consists of a twin heavy bolter and lascannon).
  - Any twin heavy bolter can be replaced with a twin heavy flamer.
- This model can take a hunter-killer missile.
- This model can take an item from the *Pintle Weapons* list.

ABILITIES

Explodes: 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.

Smoke Launchers: 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.

Steel Behemoth: 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.

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
	10"		3+			14-26	9		
Legion Fellblade	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	• This model can replace its two quad lascannons with two laser destroyers. • This model can replace its twin heavy bolter with a twin heavy flamer. • This model can take a hunter-killer missile. • This model can take an item from the *Pintle Weapons* list.
ABILITIES	**Explodes:** 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. **Smoke Launchers:** 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. **Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. **Steel Behemoth:** 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.
FACTION KEYWORDS	**\<FEALTY\>, LEGIONES ASTARTES, \<LEGION\>**
KEYWORDS	**VEHICLE, TITANIC, FELLBLADE, TANK**

Legion Glaive Super-heavy Special Weapons Tank

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	10"		3+			14-26	9		
Legion Glaive	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 **Titanic** unit it is terminated at that unit. The **Titanic** unit suffers D3 mortal wounds in addition to the D6 shots.

WARGEAR OPTIONS	• This model can replace its two quad lascannons with two laser destroyers. • This model can replace its twin heavy bolter with a twin heavy flamer. • This model can take a hunter-killer missile.
ABILITIES	**Explodes:** 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. **Smoke Launchers:** 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. **Steel Behemoth:** 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. **Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, <Legion>**
KEYWORDS	**Vehicle, Titanic, Glaive, Tank**

Experimental

LEGION THUNDERHAWK TRANSPORTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
	20-50"		2+			20-26	6		
Thunderhawk	20-40"		3+			14-19	4		
Transporter	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	
	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 his 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 Thunderhawk Transporter 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.
TRANSPORT	The Thunderhawk Transporter can transport 15 **<LEGION> INFANTRY** models. Each **JUMP PACK**, **TERMINATOR** or **PRIMARCH** model takes up the space of two other **INFANTRY** models. It may also transport **<LEGION> BIKER** models who take up the space of three **INFANTRY** models each.
	In addition it may transport vehicles in one of the two following configurations: • One model with the **LAND RAIDER** or **SPARTAN** keywords. • Up to two models with the **RHINO** keyword. *Note that transported vehicles may also transport additional units where able.*
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
	20-50"		2+			24-30	8		
Thunderhawk	20-40"		3+			15-23	4		
Gunship	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	• This model can replace its thunderhawk cannon with a turbo-laser destructor. • This model can take a hellstrike missile battery. If this option is chosen then the Thunderhawk Gunship loses the Thunderhawk Cluster Bombs ability.
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 his 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 Thunderhawk Gunship 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. **Thunderhawk Cluster Bombs:** 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 **VEHICLE** or **MONSTER**, 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 **CHARACTERS** may not be targeted by this ability.
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 FLY keyword. However it gets -1 to hit all other units.

WARGEAR OPTIONS	• This model can take up to four hunter-killer missiles.
ABILITIES	**Explodes:** 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.
	Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
	Smoke Launchers: 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.
	Steel Behemoth: 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.
	Reinforced Structure: A model with an armoured cockpit rolls a dice each time it loses a wound. On a 6 it does not lose that wound.
	Void Shields: 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).
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
	20-50"		2+			30-40	6			4+
Sokar Pattern Stormbird	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 his 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 KEYWORDS	<**FEALTY**>, **LEGIONES ASTARTES**, <**LEGION**>
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	• This model can take either a twin heavy bolter, twin lascannon, air-defence missiles or whirlwind castellan launcher. 　　• This model can replace its whirlwind castellan launcher with a whirlwind vengeance launcher. • This model can take up to two heavy bolters, heavy flamers, multi-meltas or lascannons.
ABILITIES	**Reactor Explosion:** 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. **Battle Crew:** You may add 1 to this model's hit rolls when making shooting attacks against models with the **TITANIC** keyword. **Force Dome:** This model has a 5+ invulnerable save. **Immobile:** 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.
TRANSPORT	This model can transport any number of **INFANTRY CHARACTERS** and one other **INFANTRY** unit, up to a total of 20 models.
FACTION KEYWORDS	**UNALIGNED**
KEYWORDS	**BUILDING, VEHICLE, TRANSPORT, PRIMUS REDOUBT**

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 **Fly** 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 **Fly** 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 **Fly** 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 **Fly** 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	• 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. • 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.
ABILITIES	**Immobile (Tacticus Bunker & Bunker Annex):** 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. **Automated Weapons (Tacticus Bunker & Bunker Annex):** 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. **Magazine Explosion (Tacticus Bunker & Bunker Annex):** 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. **Firing Ports:** 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. **Battlements:** Infantry models on the Castellum Stronghold receive the benefit of cover against attacks from units not on the Castellum Stronghold tile. **Shield Gate Barriers:** 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. **Command Relay:** 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).
TRANSPORT	The Tacticus Bunker can transport any number of **INFANTRY CHARACTERS** and one other **INFANTRY** unit, up to a total of 30 models. Each Bunker Annex can transport any number of **INFANTRY CHARACTERS** and one other **INFANTRY** unit, up to a total of 12 models. Each **JUMP PACK**, **TERMINATOR** or **PRIMARCH** model takes up the space of two other models.
FACTION KEYWORDS	<**FEALTY**>, **LEGIONES ASTARTES**, <**LEGION**>
KEYWORDS	**BUILDING, VEHICLE, TRANSPORT, TITANIC, CASTELLUM STRONGHOLD**

Castellax Battle-automata Maniple

POWER

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	• The entire unit can take enhanced targeting arrays.
WARGEAR OPTIONS	• Any model can replace its mauler bolt cannon with a multi-melta or darkfire cannon. • Any model can replace one or both of its boltgun(s) with a flamer(s). • Any model can replace its shock chargers with battle-automata power blades. • Any model can replace its shock chargers and one boltgun with a siege wrecker.
ABILITIES	**Cybernetica Cortex:** This model automatically passes Morale tests. Additionally, unless a friendly **Cortex Controller** 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. **Atomantic Shielding:** This model has a 5+ invulnerable save. **Reactor Blast:** 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. **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+.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, <Legion>**
KEYWORDS	**Monster, Castellax, Cybernetica Cortex, Support**

Experimental

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 Maniple 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.
Irad-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 **VEHICLE**. 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 **VEHICLE**.

UNIT OPTIONS	• The entire unit can take enhanced targeting arrays. • The entire unit can take bio-corrosive rounds for their rotor cannons.
WARGEAR OPTIONS	• Any model can replace it's lightning gun with an irad-cleanser.
ABILITIES	**Cybernetica Cortex:** This model automatically passes Morale tests. Additionally, unless a friendly **CORTEX CONTROLLER** 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. **Fleet:** Roll two dice and take the highest when making an Advance move with this unit. **Vanguard:** 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. **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+.
FACTION KEYWORDS	\<FEALTY\>, LEGIONES ASTARTES, \<LEGION\>
KEYWORDS	MONSTER, VORAX, CYBERNETICA CORTEX, SUPPORT

Experimental

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 *Thallax Weapons* list. • Any model can take a heavy chainsword.
ABILITIES	**Djinn-sight:** 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. **Lorica Thallax:** Roll a D6 each time this unit loses a wound, on a 6 it does not lose that wound. **Icarian:** 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 **Fly** and subtract 1 from the hit rolls made for this model against all other targets. These effects last until the end of the turn. **Ferrox:** 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." **Destructor:** This unit increases the Strength of its attacks against **VEHICLE** units by 1. **Empyrite:** 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 **VOID HARDENED** keyword.
FACTION KEYWORDS	**<FEALTY>, LEGIONES ASTARTES, <LEGION>**
KEYWORDS	**INFANTRY, JUMP PACK, FLY, THALLAX, SUPPORT**

Experimental

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	**Cybernetica Cortex:** This model automatically passes Morale tests. Additionally, unless a friendly **Cortex Controller** 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.
	Atomantic Shielding: This model has a 5+ invulnerable save.
	Reactor Blast: 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.
	Brutal charge: When a domitar finishes a charge move, roll a dice; on a 4+ one enemy unit within 1" suffers a mortal wound.
FACTION KEYWORDS	<Fealty>, Legiones Astartes, <Legion>
KEYWORDS	Monster, Domitar, Cybernetica Cortex, Support

Experimental

Army Themes

Army themes are alternate ways in which to build your army. They bypass many of the conventional rules of army-building and impose other limits upon your army's organisation. As such, it's best to check in any event if themed armies are allowed.

Army Theme: Shattered Legions

A shattered legions force is the coming together of Space Marines from several different Legions, often in the aftermath of some great betrayal, calamity or defeat. Such forces rely on the charisma, vision or force of sheer force of will of the leader to hold these disparate elements together.

- You may declare your entire army to be Shattered Legions, in which case detachments within it may include a models with different **‹Legion›** keywords. In a Shattered Legion army, every detachment must include at least two different **‹Legion›** keywords, with the exception of Super-heavy, Super-heavy Auxiliary or Fortification Network 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.
- Your army may not include a Primarch or any Blackshields.
- All units in the army gain Price of Redemption and the Whole is Greater than the Sum abilities.
- Detachments in the army may only take a Legion-specific Rite of War if the Warlord is from the same Legion. In this case, any rules that affect only models with specific Legion keyword affect all Legion keywords in the detachment. No detachment may take more than one Rite of War.

The Price of Redemption: If a unit from a shattered legion detachment and an enemy unit both have models on or near an objective at the end of the game, the shattered legion models do not count unless they have the **Objective Secured** ability.

The Whole is Greater than the Sum: If the Warlord in a shattered legions army is slain, all models with a different **‹Legion›** keyword to the warlord lose the **Objective Secured** ability, even if they are Troops.

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 attach 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).

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 **Fly** 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 **Buildings** 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 **Fly** 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	-
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 **CHARACTERS**. A unit consisting entirely of **CHARACTERS** 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 **CHARACTERS**. A unit consisting entirely of **CHARACTERS** 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 **MONSTER**, **TITANIC** or **VEHICLE** 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 **VEHICLE** 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 **FLY** keyword. However it gets -1 to hit all other units. This weapon can target units that are not visible to the bearer.
Icarus lascannon	96"	Heavy 1	9	-3	D6	This weapon gets +1 to hit against units with the **FLY** keyword. However it gets -1 to hit all other units.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Icarus quad lascannon	96"	Heavy 4	9	-3	D6	This weapon gets +1 to hit against units with the **FLY** keyword. However it gets -1 to hit all other units.
Irad-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 **VEHICLE**. 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 **INFANTRY**.
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 **INFANTRY** and **BIKER** 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 **VEHICLE**.
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 **VEHICLE**, **MONSTER** or **TITANIC** 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 **Infantry** or **Biker** 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 **VEHICLE**.
Neutron beam laser	48"	Heavy 3	12	-4	D6	Any **VEHICLE** 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.
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 **VEHICLE**, roll a D6; on a roll of 4+, the target suffers an additional D3 mortal wounds.
Paragon blade	Melee	Melee	+2	-3	D3	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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 **Infantry** and **Biker** 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 **Infantry** and **Biker** 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 **Infantry** and **Biker** 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 **Infantry** or **Biker** 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.
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	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shroud bombs	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for **Infantry** 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 **Fly** keyword. However it gets -1 to hit all other units.
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.
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 **Fly** 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 gainst a **Vehicle**, 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 **Fly**.
- Neutron-flux warheads	24"	Heavy 8	7	-1	1	Against **Cybernetica Cortex** 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 **Infantry** or **Biker** units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
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.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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 **Titanic** 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	0	2	-
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 **Titanic** unit it is terminated at that unit. The **Titanic** 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	0	2	-
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 **<Legion>** 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 **Vehicle** 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 **<Legion>** units within 6" of any friendly company banner add 1 to their Leadership.
Cortex controller	This model gains the **Cortex Controller** keyword. Friendly **Cybernetica Cortex** units within 6" do not need to target the nearest visible enemy unit in the Shooting or Charge phases. 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.
Cognis-signum	At the start of the Shooting phase, you can choose one **<Legion>** 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 **Fly** keyword.
Hardened armour	This unit has a 5+ invulnerable save and gains the **Void Hardened** 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 **<Legion>** 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 capacitator	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 refractor field has a 5+ invulnerable save.
Space marine crew	This upgrade increases the model's Ballistic Skill characteristic to 3+.