



GRAND COMPANY CARDS

SPACE MARINE GENRAL RULES

(FACTION VALUE 400)

Army To Hit Value: 5+

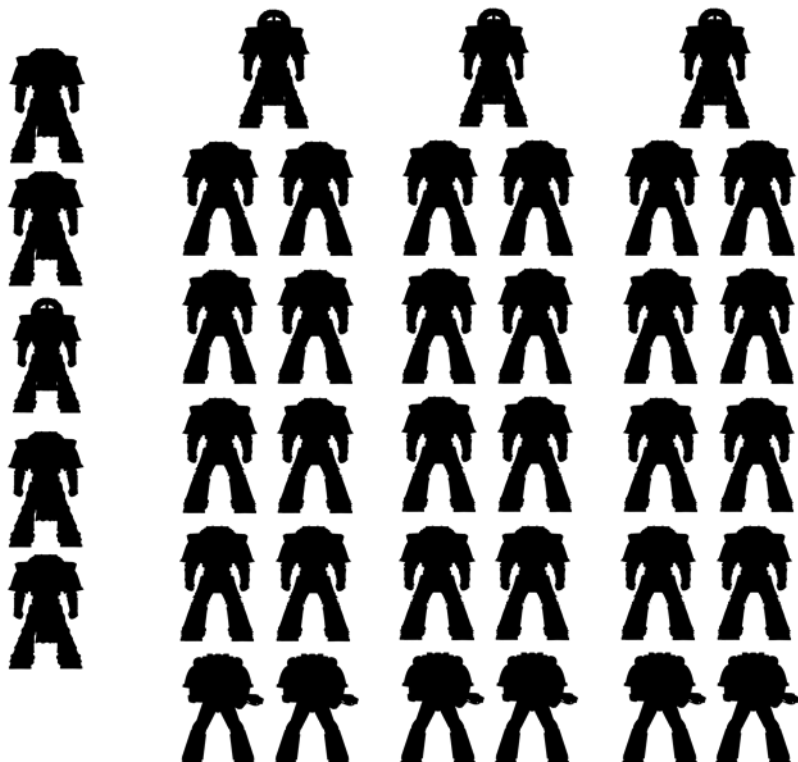
Tenacity – Space marine legionnaires (infantry), may reroll a failed moral check if the formation is occupying an objective.

Librarius – Before the heresy certain Primarchs would not permit the use of the Librarius within their legions. Those are listed in the legions traits. However once the Heresy was in full swing these restrictions were ignored. Battles occurring in the backdrop of events after the rebellion could be permitted to use the Librarius is players agree beforehand.

LEGION TACTICAL GRAND COMPANY

The Legion Tactical Grand Company consists of a Command detachment of 4 Veteran Stands and 1 Centurion Stand and three detachments of 1 Decurion Stand 8 Tactical Stands and 2 Support Stands.

Command	Grand Tactical Detachment	Grand Tactical Detachment	Grand Tactical Detachment
---------	---------------------------	---------------------------	---------------------------



Point Value 1100



LEGION TACTICAL GRAND COMPANY

Break Point 23: The Tactical Grand Company is broken if it has lost 23 stands either the Centurion, Veteran, Decurion, Tactical or Support stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Tactical	10	5+	1/-1	Boltgun	25	2	0	
Support	10	5+	1/-1	Support weapons	25	2	-2	

Victory Points 11

Your opponent gains 6 VPs when this Company is broken

LEGION ASSAULT JUMP PACK GRAND COMPANY

The Legion Assault Jump Pack Company consists of a Command detachment of 2 Assault Veteran Stands and 1 Centurion Stand and three detachments of 1 Decurion Stand 8 Jump Pack Stands and 2 Support Stands.

Command

Grand Jump Pack Detachment

Grand Jump Pack Detachment

Grand Jump Pack Detachment

Point Value 1000

LEGION ASSAULT JUMP PACK GRAND COMPANY

Break Point 23: The Assault Jump Pack Grand Company is broken if it has lost 23 stands either the Centurion, Veteran, Decurion, Assault or Support stands. Once the Company is broken each Detachment must take a Morale check

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	15[J]	4[6]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	15[J]	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Assault	15[J]	5+	2/-2	CC Weapons	-	-	-	
Support	15[J]	5+	1/-1	Support weapons	25	2	-2	







Victory Points 10

Your opponent gains 5 VPs when this Company is broken

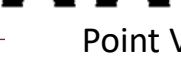






LEGION ASSAULT GRAND COMPANY

The Legion Assault Grand Company consists of an Assault Command Detachment of 4 Assault Veteran Stands and 1 Centurion Stand and 3 Detachments of 1 Decurion Stand 8 Assault Stands and 2 Support Stands.

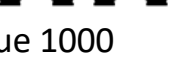






Command










Grand Assault Detachment




Grand Assault Detachment




Grand Assault Detachment





Point Value 1000



LEGION ASSAULT GRAND COMPANY

Break Point 23: The Assault Grand Company is broken if it has lost 23 stands either the Centurion, Veteran, Decurion or Assault stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4{6}+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4{6}+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Support	10	5+	1/-1	Support weapons	25	2	-2	
Assault	10	5+	2/-2	CC Weapons	-	-		[MB]


Victory Points 10

Your opponent gains 5 VPs when this Company is broken


LEGION BREACHER GRAND COMPANY

The Legion Breacher Grand Company consists of a Command detachment of 4 Veteran Stands and 1 Centurion Stand and three detachments of 1 Decurion Stand 8 Breacher Stands and 2 Support Stands.


Command




Grand Breacher Detachment




Grand Breacher Detachment




Grand Breacher Detachment





Point Value 1500



LEGION BREACHER GRAND COMPANY

Break Point 23: The Breacher Grand Company is broken if it has lost 23 stands either the Centurion, Veteran Breacher, Decurion, Breacher or Support stands. Once the Company is broken each Detachment must take a Morale check

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Breacher	10	4[6]+	1/-1	Boltgun	25	2	0	
Breacher Support	10	5[7]+	1/-1	Support weapons	25	2	-2	


Victory Points 15

Your opponent gains 8 VPs when this Company is broken


LEGION GRAND BATTLE COMPANY

The Legion Grand Battle Company consists of a Command detachment of 4 Veteran Stands and 1 Centurion Stand, one Tactical detachment of 1 Decurion Stand, 8 Tactical Stands and 2 Support Stand. 1 Assault Detachment of 1 Decurion, 8 Assault Stands and 2 Support Stand and 1 Breacher Detachment of 1 Decurion, 8 Breacher Stands and 2 Support Stand


Command




Grand Assault Detachment




Grand Tactical Detachment




Grand Breacher Detachment





Point Value 1100



LEGION GRAND BATTLE COMPANY

Break Point 23: The Grand Battle Company is broken if it has lost 23 stands either the Centurion, Veteran, Decurion, Breacher, Tactical, Assault or Support stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Tactical	10	5+	1/-1	Boltgun	25	2	0	
Support	10	5+	1/-1	Support weapons	25	2	-2	
Assault	10	5+	2/-2	CC Weapons	-	-		[MB]
Breacher	10	4[6]+	1/-1	Boltgun	25	2	0	
Breacher Support	10	5[7]+	1/-1	Support weapons	25	2	-2	

Victory Points 11

Your opponent gains 6 VPs when this Company is broken

LEGION GRAND TERMINATOR COMPANY






The Legion Grand Terminator Company consists of a Command detachment of 2 Veteran Terminator Stands and 1 Terminator Centurion Stand and three detachments of 1 Terminator Decurion stand and 8 Terminator Stands.










Command










Terminator Detachment










Terminator Detachment

Terminator Detachment









LEGION GRAND TERMINATOR COMPANY

Break Point 19: The Terminator Company is broken if it has lost 19 stands either the Terminator Centurion, Veteran Terminator, Terminator Decurion or Terminator Stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	3[5]+	4/-4	Combi-weapon	25	2	-1	[HQ2], [V]
Decurion	10[T]	3[5]+	3/-4	Combi-weapon	25	2	-1	[HQ1], [V]
Terminator	10[T]	3[5]+	2/-3	Combi-bolter Chain fist	25	2	-1	


Victory Points 19

Your opponent gains 10 VPs when this Company is broken







LEGION GRAND DREADNOUGHT COMPANY

The Legion Grand Dreadnought Company consists of a Command Type 4 Dreadnought and three detachments of 6 Dreadnoughts.







Command
(Type 4)









Contemptor
Type 1
Detachment

Contemptor
Type 2
Detachment

Contemptor
Type 3
Detachment



Point Value 1200



LEGION GRAND DREADNOUGHT COMPANY

Break Point 11: The Grand Dreadnought Company is broken if it has lost 11 Dreadnoughts. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Legion Contemptor Dreadnought Type 1A	15	3[+]	3/-3	Multi-Melta	25	1	-3	Special*
				Heavy Flamer [FW]				
				CC weapon	-	-	-	
Legion Contemptor Dreadnought Type 1B	15	3+	3/-3	Multi-Melta	25	1	-3	Special*
				Antipersonnel	25	2	-1	
				CC weapon	-	-	-	
Legion Contemptor Dreadnought Type 2	15	3+	2/-2	Twin-linked Autocannon	25/50	4TL2	-2	Special*
				Twin-linked Volkite Culverin [VK]	25/50	4TL2	-1	
Legion Contemptor Dreadnought Type 3	15	3+	2/-2	Twin linked Lascannon	25/50	2TL1	-3	Special*
				Kheres Pattern Assault Cannon [A]	25	3	-1	
Legion Contemptor Dreadnought Type 4	15	3+	2/-2	Conversion Beamer	35/70	B2	-2/-4	Special*
				Twin linked Lascannon	25/50	2TL1	-3	

* Can re-roll failed armor saves (second result stands).







Victory Points 12

Your opponent gains 6 VPs when this Company is broken









LEGION GRAND JAVELIN ATTACK SPEEDER WING

The Legion Grand Javelin Attack Speeder Wing consists of a one Command of 1 Command Javelin Speeder and 4 Javelin Attack Speeders (Heavy), 2 Detachments of 10 Javelin Attack Speeders (Recon) and 1 Detachment of 10 Javelin Attack Speeders (Heavy).









Command
(Heavy)









Javelin
(Recon)
Detachment

Javelin
(Recon)
Detachment

Javelin
(Heavy)
Detachment

LEGION GRAND JAVELIN ATTACK SPEEDER WING





Break Point 21: The Grand Javelin Attack Wing is broken if it has lost 21 Javelin Attack Speeders. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Speeder (Heavy)	25[TK]	5[7]+	1/-1	Twin linked Lascannons	25/50	2TL1	-3	[HQ2], [MB], [R]
				Anti Personnel	25	1	-1	
Javelin (Heavy)	25[TK]	5+	1/-1	Twin linked Lascannons	25/50	2TL1	-3	
				Anti Personnel	25	1	-1	
Javelin (Recon)	35[TK]	5+	1/-1	Twin linked Cyclone Missile Launcher	25/50	2	-2	[R]
				Anti Personnel	25	1	-1	

LEGION GRAND SKY HUNTER ATTACK WING

The Legion Grand Sky Hunter Attack Wing consists of a one Command of 1 Command Sky Hunter Jetbike Speeder and 2 Sky Hunter Jetbike (Heavy), 2 Detachments of 10 Sky Hunter Jetbike (Recon) and 1 Detachment of 10 Sky Hunter Jetbike (Heavy).

Command (Heavy)	Sky Hunter (Recon) Detachment	Sky Hunter (Recon) Detachment	Sky Hunter (Heavy) Detachment
			



Point Value 1100



LEGION GRAND SKY HUNTER ATTACK WING

Break Point 21: The Grand Sky Hunter Attack Wing is broken if it has lost 21 Javelin Attack Speeders. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Hunter Jetbike (heavy)	30[K]	5[7]+	1/-1	Plasma Cannon	20/35	1	-2	[HQ2], [MB]
				Anti-personnel	25	1	-1	
Hunter Jetbike (Recon)	35[K]	5+	1/-1	Anti-personnel	25	1	-1	[R]
Hunter Jetbike (Heavy)	30[K]	5+	1/-1	Plasma Cannon	20/35	1	-2	
				Anti-personnel	25	1	-1	







Victory Points 11

Your opponent gains 6 VPs when this Company is broken










LEGION GRAND LANDSPEEDER WING

The Legion Grand Landspeeder Wing consists of a one Command of 1 Command Landspeeders and 4 Landspeeders (Heavy), 2 Detachments of 10 Landspeeders (Recon) and 1 Detachment of 10 Landspeeders (Heavy).










Command
(Heavy)










Landspeeder
(Recon)
Detachment

Landspeeder
(Recon)
Detachment

Landspeeder
(Heavy)
Detachment



Point Value 1250



LEGION GRAND LANDSPEEDER WING

Break Point 21: The Grand Landspeeder Wing is broken if it has lost 21 Landspeeders. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Speeder (Heavy)	30[TK]	6[7]+	1/-1	Havoc Launcher	25/50	1	-1	[HQ2], [MB]
				Plasma Cannon	20/35	1	-2	
Legion Landspeeder (Recon)	35[TK]	5+	1/-1	Anti Personnel	25	1	-1	[R]
Legion Landspeeder (Recon)	35[TK]	5+	1/-1	Heavy Flamer [FW]	25	1	-1	[R]
Legion Landspeeder (Heavy)	30[TK]	6+	1/-1	Havoc Launcher	25/50	1	-1	
				Plasma Cannon	20/35	1	-2	






Victory Points 13

Your opponent gains 7 VPs when this Company is broken











LEGION GRAND OUTRIDER ATTACK WING

The Legion Outrider Attack Wing consists of a one Command of 1 Command Attack Bike Stand and 4 Attack Bike Stands, 2 Detachments of 10 Outrider Stands and 1 Detachment of 10 Attack Bike Stands.











Command
Attack Bikes











Outrider
Detachment













Outrider
Detachment













Attack Bike
Detachment



Point Value 1050



LEGION GRAND OUTRIDER ATTACK WING

Break Point 21: The Grand Outrider Wing is broken if it has lost 21 Stands either Attack Bike Stands or Outrider Stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Attack Bike	25	5[7]+	2/-2	Multi-melta	25	1	-3	[HQ2], [MB]
				Anti-personnel	25	1	-1	
Outrider	30	5+	2/-2	Anti-personnel	25	1	-1	[R]
Attack Bike	25	5+	2/-2	Multi-melta	25	1	-3	
				Anti-personnel	25	1	-1	

Victory Points 11

Your opponent gains 6 VPs when this Company is broken

LEGION CEREBUS HEAVY TANK DESTROYER GRANDCOMPANY

The Legion Cerebus Heavy Grand Tank Destroyer Company consists of 1 Command Cerebus (Type 1), 2 Detachments of 6 Cerebus (Type 1) and 1 Detachment of 6 Cerebus (Type 2).

Command (Type 2)

Tank Destroyer (Type 1) Detachment

Tank Destroyer (Type 1) Detachment

Tank Destroyer (Type 2) Detachment



Point Value 1950



LEGION CEREBUS HEAVY TANK DESTROYER GRAND COMPANY

Break Point 11: The Grand Tank Destroyer Company is broken if it has lost 11 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command (Type2)	15	2+	3/-3	Triple linked Neutron Laser Battery [M]	35/70	3TL1	-4	[HQ2], [DR2]
				Lascannons	25/50	2	-3	
				Anti Personnel	25	6	-1	
Cerebus (Type 1)	15	2+	3/-3	Triple linked Neutron Laser Battery [M]	35/70	3TL1	-4	[DR2]
				Anti Personnel	25	6	-1	
Cerebus (Type 2)	15	2+	3/-3	Triple linked Neutron Laser Battery [M]	35/70	3TL1	-4	[DR2]
				Lascannons	25/50	2	-3	
				Anti Personnel	25	2	-1	

Victory Points 20

Your opponent gains 10 VPs when this Company is broken

LEGION LAND RAIDER PHOBOS GRAND COMPANY


The Legion Land Raider Phobos Grand Company consists of 1 Command Land Raider and 3 Detachments of 6 Land Raider Phobos'.

Command


Land Raider
Detachment

Land Raider
Detachment

Land Raider
Detachment



Point Value 1800



LEGION LAND RAIDER PHOBOS GRAND COMPANY

Break Point 11: The Land Raider Grand Company is broken if it has lost 11 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Land Raider	20	2+	3/-3	2x Twin Linked Lascannon	25/50	4TL2	-3	[HQ2], [DR2], [TR2]
				Anti Personnel	25	4	-1	
Land Raider Phobos	20	2+	3/-3	2x Twin Linked Lascannon	25/50	4TL2	-3	[DR2], [TR2]
				Anti Personnel	25	4	-1	


Victory Points 18

Your opponent gains 9 VPs when this Company is broken







LEGION PREDATOR STRIKE GRAND COMPANY

The Legion Predator Grand Company consists of 1 Command Predator Annihilator, 1 Detachment of 6 Predator Annihilator, 1 Detachment of 6 Predator Destructors and 1 Detachment of 6 Predators with Conversion Beamers.







Command Annihilator




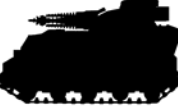
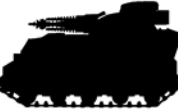



Annihilator Detachment









Destructor Detachment









Conversion Detachment



Point Value 1300



LEGION PREDATOR STRIKE GRAND COMPANY

Break Point 11: The Predator Grand Company is broken if it has lost 11 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Predator Annihilator	25	3+	2/-2	Twin Linked Lascannons	25/50	2TL1	-3	[HQ2]
				Lascannons	25/50	2	-3	
Predator Annihilator	25	3+	2/-2	Twin Linked Lascannons	25/50	2TL1	-3	
				Lascannons	25/50	2	-3	
Predator Destructor	25	3+	2/-2	Predator Cannon	25/50	2	-2	Pick one type
				Anti Personnel	25	4	-1	
Predator Destructor	25	3+	2/-2	Predator Cannon	25/50	2	-2	Pick one type
				Heavy Flamer [FW]	10	4	-1	
Predator Conversion	25	3+	2/-2	Conversion Beamer	35/70	1	-4	
				Lascannons	25/50	2	-3	

* The Conversion beamer TSM is reduced to -2TSM for shot in the short-range band.


Victory Points 13

Your opponent gains 7 VPs when this Company is broken




LEGION PREDATOR ASSAULT GRAND COMPANY

The Legion Predator Company consists of 1 Command Predator Executioner, 1 Detachment of 3 Predator Executioner, 1 Detachment of 3 Predator with Magna Meltas and 1 Detachment of 3 Predator Infernus’.




Command






Executioner Detachment






Infernus Detachment






Melta Detachment



Point Value 1300



LEGION PREDATOR ASSAULT GRAND COMPANY

Break Point 11: The Predator Grand Company is broken if it has lost 11 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Predator Executioner	25	3+	2/-2	Plasma Destroyer	20/35	3x B0	-2	[HQ2]
				Lascannons	25/50	2	-3	
				Anti Personnel	25	1	-1	
Predator Executioner	25	3+	2/-2	Plasma Destroyer	20/35	3x B0	-2	
				Lascannons	25/50	2	-3	
				Anti Personnel	25	1	-1	
Predator Infernus	25	3+	2/-2	Flame Storm [FW]	25	B2	-1	Pick one type
				Anti Personnel	25	5	-1	
Predator Infernus	25	3+	2/-2	Flame Storm [FW]	25	B2	-1	Pick one type
				Heavy Flamer [FW]	10	4	-1	
				Anti Personnel	25	1	-1	
Predator Melta	25	3+	2/-2	Magna Melta	20	B2	-4	Pick one type
				Anti Personnel	25	5	-1	
Predator Melta	25	3+	2/-2	Magna Melta	20	B2	-4	Pick one type
				Heavy Flamer [FW]	10	4	-1	
				Anti Personnel	25	1	-1	

Victory Points 13

Your opponent gains 7 VPs when this Company is broken

LEGION SICARAN TANK GRAND COMPANY




















The Legion Sicaran Tank Grand Company consists of 1 Command Sicaran Omega Destroyer, 2 Detachments of 6 Sicaran Battle Tanks and 1 Detachment of 6 Sicaran Venators.

Command
Omega
Destroyer

Sicaran
Detachment

Sicaran
Detachment

Venator
Detachment



LEGION SICARAN TANK GRAND COMPANY

Break Point 11: The Sicaran Grand Tank Company is broken if it has lost 6 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.




















Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Omega Tank Destroyer	30	3+	2/-2	Omega Plasma Array	Select one below			[HQ2]
				Volley	25	3x B1	-2	
				Sustained [Dmg+2]	25	2	-3	
				Anti Personnel	25	2	-1	
Sicaran Battle Tank	30	3+	2/-2	TL Accelerator AutoCannon	25/50	2TL1	-3	
				Anti Personnel	25	2	-1	
Venator	30	3+	2/-2	Neutron Beam Laser [M, Dmg+1]	25/50	1	-5	
				Anti Personnel	25	2	-1	



Victory Points 11

Your opponent gains 6 VPs when this Company is broken

LEGION SICARAN STRIKE GRAND COMPANY

The Legion Sicaran Strike Company consists of 1 Command Sicaran Omega Destroyer, 1 Detachment of 6 Sicaran Omega Destroyers, 1 Detachment 6 Sicaran Punishers and 1 Detachment of 6 Sicaran Arcus Strike Tanks.

Command	Omega Destroyer Detachment	Punisher Detachment	Arcus Strike Detachment
			
			
			
			
			
			

 Point Value 1200 

LEGION SICARAN STRIKE GRAND COMPANY

Break Point 11 : The Sicaran Strike Grand Company is broken if it has lost 11 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Omega Tank Destroyer	30	3+	2/-2	Omega Plasma Array	*Select one below			[HQ2]
				*Volley	25	3x B1	-2	
				*Sustained [Dmg+2]	25	2	-3	
				Anti Personnel	25	2	-1	
Punisher Assault Tank	30	3+	2/-2	Rotary cannon	25/35	5	-2	
				Anti Personnel	25	2	-1	
Arcus Strike Tank	30	3+	2/-2	Arcus Launcher [IC,AA]	25/50	2	-2	
				Anti Personnel	25	2	-1	


Victory Points 12

Your opponent gains 12 VPs when this Company is Destroyed







LEGION SABRE STRIKE TANK GRAND COMPANY

The Sabre Strike Tank Grand Company consists of 1 Command Sabre, 1 Detachment of 6 Sabre Strike Tank (Type 1), 1 Detachment of 6 Sabre Strike Tank (Type 2) and 1 detachment of 6 Sabre Strike Tank (Type 3).







Command









Sabre strike Detachment (Type 1)









Sabre strike Detachment (Type 2)









Sabre strike Detachment (Type 3)



Point Value 1100



LEGION SABRE STRIKE TANK GRAND COMPANY

Break Point 11: The Sabre Strike Tank Grand Company is broken if it has lost 11 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Sabre Strike Tanks have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Sabre Strike Tank Type 1	30	3+	2/-2	Anvillus Snub Autocannon [Dmg+1]	25	2TL1	-3	[HQ2]
				Sabre missile	35	1	-2	
				Anti-personnel	25	2	-1	
Sabre Strike Tank Type 1	30	3+	2/-2	Anvillus Snub Autocannon [Dmg+1]	25	2TL1	-3	
				Sabre missile	35	1	-2	
				Anti-personnel	25	2	-1	
Sabre Strike Tank Type 2	30	3+	2/-2	Neutron Blaster [Dmg+1] *	25	1	-4	* Suppression as Artillery
				Sabre missile	35	1	-2	
				Anti-personnel	25	2	-1	
Sabre Strike Tank Type 3	30	3+	2/-2	Volkite Saker [VK]	25	4	-1	
				Anti-personnel	25	2	-1	

Victory Points 11

Your opponent gains 6 VPs when this Company is broken

LEGION VINDICATOR GRAND COMPANY




















The Legion Vindicator Grand Company consists of 1 Command Vindicator Laser Destroyer, 2 Detachments of 6 Vindicators and 1 Detachment of 6 Vindicator Laser Destroyer.

Command
Laser
Destroyer

Vindicator
Detachment

Vindicator
Detachment

Laser
Destroyer
Detachment





Point Value 1050



LEGION VINDICATOR GRAND COMPANY

Break Point 11: The Vindicator Grand Company is broken if it has lost 11 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Vindicator Destroyer	25	3+	2/-2	Laser Destroyer Array [Dmg+1]	35	2	-4	[HQ2]
Vindicator	20	2+	2/-2	Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				Anti Personnel	25	2	-1	
Vindicator Destroyer	25	3+	2/-2	Laser Destroyer Array [Dmg+1]	35	2	-4	Special

Vindicator Laser Destroyer Array: The Laser Destroyer Arrays when on first fire orders the weapon becomes a twin linked weapon and total attack dice increase to 4 (4TL2).


Victory Points 11

Your opponent gains 6 VPs when this Company is broken







LEGION ARTILLERY GRAND COMPANY

The Legion Artillery Grand Company consists of 1 Command Whirlwind Scorpis, 1 Detachment of 6 Basilisks, 1 Detachment of 6 Medusae and 1 detachment of 6 Whirlwind Scorpis.







Command Scorpis









Basilisk Detachment









Medusae Detachment









Scorpis Detachment



Point Value 1300



LEGION ARTILLERY GRAND COMPANY

Break Point 11: The Artillery Grand Company is broken if it has lost 11Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Scorpis	25	3+	2/-2	Missile Launcher	50	B1	-2	[HQ2]
				Anti Personnel	25	2	-1	
Basilisk	15	4+	2/-1	Earthshaker [HM, Dmg+1]	25-240	B2	-3	
				Anti Personnel	25	2	-1	
Medusa	15	4+	2/-1	Siege Gun [HM, Str+1]	35-120	B2	-4	
				Anti Personnel	25	2	-1	
Scorpis	25	3+	2/-2	Missile Launcher*	50	B1	-2	
				Anti Personnel	25	2	-1	

***Whirlwind Scorpis** – if the formation is on first fire orders the whirlwind formation gains blast 2. Whirlwinds are equipped with special targeters and stabilizers that permit firing at full range on advance orders and charge orders. However the penalty to hit on charge orders increases to -2 to hit.

Victory Points 13

Your opponent gains 7 VPs when this Company is broken

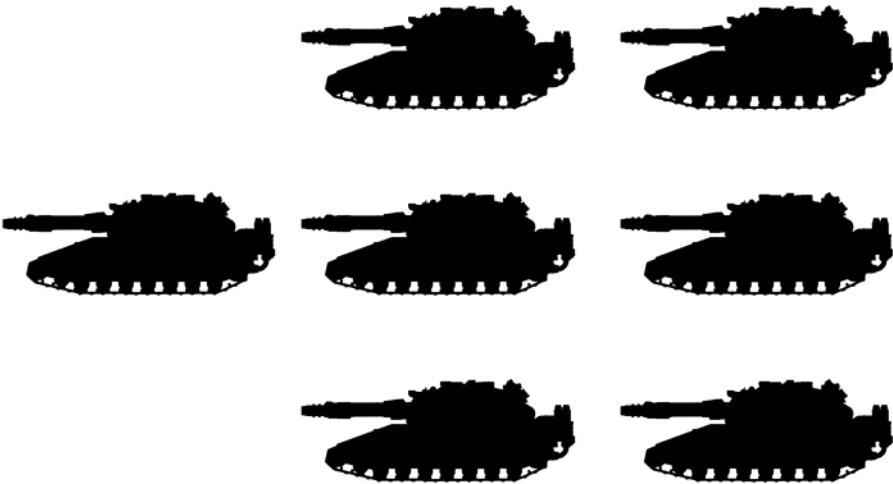
LEGION FALCHION GRAND COMPANY

The Legion Falchion Grand Company consists of 1 Command Falchion and 2 Detachments of 3 Falchions.

Command

Falchion
Detachment

Falchion
Detachment



Point Value 1550



LEGION FALCHION GRAND COMPANY

Break Point 4: The Falchion Grand Company is broken if it has lost 4 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Falchion Super Heavy Tank Destroyer	15	2+	5/-4	Twin Linked Volcano Cannon [M, Dmg+2]	60/120	2TL1	-5	[DR4]
				Quad Lascannon	25/50	8TL4	-3	
				Anti Personnel	25	8	-1	
Command Tank	15	2+	5/-4	As Above				[HQ2], [DR4]

Victory Points 16

Your opponent gains 8 VPs when this Company is broken

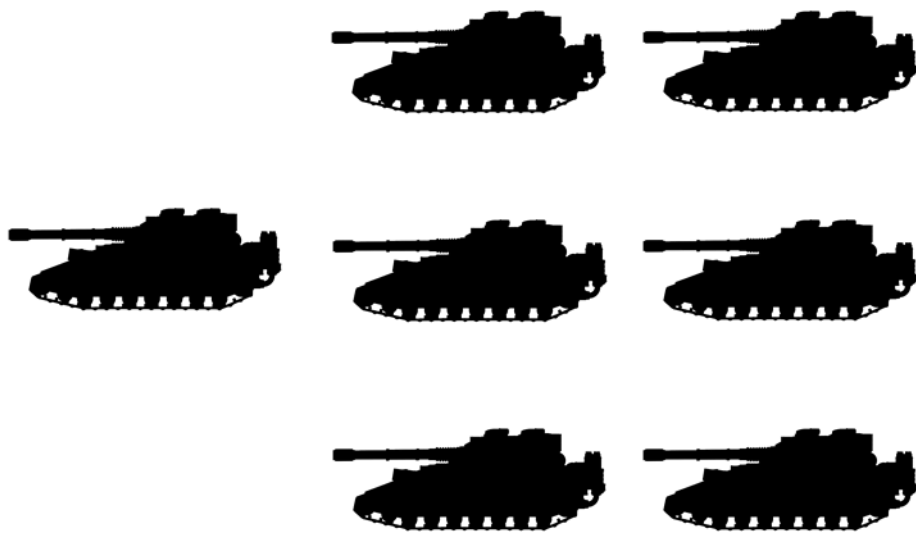
LEGION FELLBLADE GRAND COMPANY

The Legion Fellblade Grand Company consists of 1 Command Fellblade and 2 Detachments of 3 Fellblades.

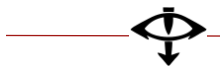
Command

Fellblade
Detachment

Fellblade
Detachment



Point Value 1600



LEGION FELLBLADE GRAND COMPANY

Break Point 4: The Fellblade Grand Company is broken if it has lost 4 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fellblade super-heavy tank	15	2+	5/-4	Twin linked Accelerator Cannon	*Select one below			[DR4]
				*HE Shell [Dmg+1]	50/100	2x B3	-2	
				*AP Shell [Dmg+1]	50/100	B0	-4	
				Quad Lascannon	25/50	8TL4	-3	
				Anti Personnel	25	8	-1	
				Demolisher Siege Cannon [Dmg+1, Str+2]	25/50	B2	-4	
				Twin linked Accelerator Cannon	Select one below			[DR4]
				HE Shell [Dmg+1]	50/100	2x B3	-2	
				AP Shell [Dmg+1]	50/100	B0	-4	
				Laser Destroyers [Dmg+1]	25/50	8TL4	-3	
				Anti Personnel	25	8	-1	
				Demolisher Siege Cannon [Dmg+1, Str+2]	25/50	B2	-4	
Command Tank	As Above							[HQ2], [DR4]

Victory Points 16

Your opponent gains 8 VPs when this Company is broken

LEGION GLAIVE GRAND COMPANY

The Legion Glaive Grand Company consists of 1 Command Glaive and 2 Detachments of 3 Glaives.

Command

Glaive
Detachment

Glaive
Detachment



Point Value 1500



LEGION GLAIVE GRAND COMPANY

Break Point 4: The Glaive Grand Company is broken if it has lost 4 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Glaive Super Heavy Special Weapons Tank	15	2+	5/-4	Volkite carronade [IC, VK]	25/50	2	-2	[DR4], Special*
				2x Quad Lascannons	25/50	8TL	-3	
				Anti Personnel	25	8	-1	
Command Tank	As Above							[HQ2], [DR4], Special

***Glaive Super heavy Special Weapons Tank Volkite Carronade:** The Volkite Carronade fires a constant heavy beam that strikes all targets along its firing path. Each target in the path are assigned 2 attack dice, roll to hit and armor saves as per core rules.

Victory Points 15

Your opponent gains 8 VPs when this Company is broken

LEGION MALCADOR ASSAULT GRAND TANK COMPANY

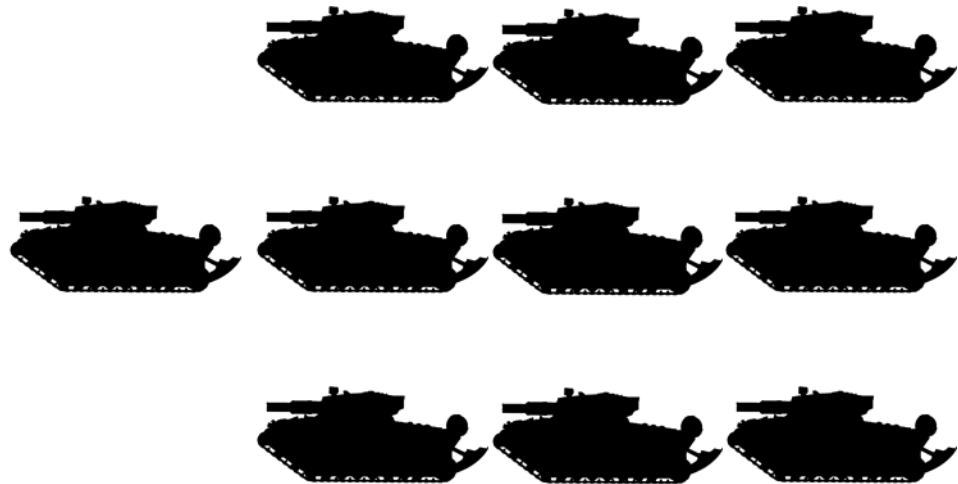
The Legion Malcador Assault Grand Tank Company consists of 1 Command Malcador (Type 2) Assault Tank 2 Detachments of 3 Malcador (Type 1) and 1 Detachment of 3 Malcador (Type 2).

Command
(Type 2)

Malcador
(Type 1)
Detachment

Malcador
(Type 1)
Detachment

Malcador
(Type 2)
Detachment



Point Value 800



LEGION MALCADOR ASSAULT GRAND TANK COMPANY

Break Point 6: The Malcador Assault Grand Tank Company is broken if it has lost 5 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Malcador Assault Tank (Type 2)	15	2+	3/-3	Battle Cannon	35/70	B1	-2	[HQ2], [DR2]
				Lascannons	25/50	2	-3	
				Anti Personnel	25	4	-1	
Malcador Assault tank (Type 1)	15	2+	3/-3	Battle Cannon	35/70	B1	-2	DR 2
				Anti Personnel	25	4	-1	
Malcador Assault Tank (Type 2)	15	2+	3/-3	Battle Cannon	35/70	B1	-2	DR 2
				Lascannons	25/50	2	-3	
				Anti Personnel	25	4	-1	



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

LEGION STORMBLADE GRAND COMPANY

The Legion Stormblade Grand Company consists of 1 Command Stormblade and 2 Detachments of 3 Stormblades.

Command

Stormblade
Detachment

Stormblade
Detachment



Point Value 850



LEGION STORMBLADE GRAND COMPANY

Break Point 4: The Stormblade Grand Company is broken if it has lost 4 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Mo ve	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormblade Super-Heavy Tank	15	2+	4/-4	Plasma Blastgun	*Select one below			[DR4]
				*Rapid	35/70	2	-2	
				*Overload	50/100	1	-4	
				Lascannons	25/50	2	-3	
				Anti Personnel	25	6	-1	
Stormblade Super-Heavy Tank	15	2+	4/-4	Plasma Blastgun	*Select one below			[DR4]
				*Rapid	35/70	2	-2	
				*Overload	50/100	1	-4	
				Lascannons	25/50	2	-3	
				Heavy Flamers [FW]	10	6	-1	
Command Tank	As Above							[HQ2], [DR4]

Victory Points 9

Your opponent gains 5 VPs when this Company is broken

LEGION TYPHON HEAVY SIEGE GRAND TANK COMPANY

The Legion Typhon Heavy Siege Grand Tank Company consists of 1 Command Detachment of 1 Typhon Siege Tank (type 2), 2 Detachments of 3 Typhon Siege Tanks (Type 1) and one Detachment of 3 Typhon Siege Tanks (Type 2)

Command (Type 2)	Siege Tank (Type 1) Detachment	Siege Tank (Type 1) Detachment	Siege Tank (Type 2) Detachment
---------------------	--------------------------------------	--------------------------------------	--------------------------------------



Point Value 1050



LEGION TYPHON HEAVY SIEGE GRAND TANK COMPANY

Break Point 6: The Siege Grand Tank Company is broken if it has lost 5 Models. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Typhon Heavy Siege Tank (Type 1)	15	2+	3/-3	Dread Hammer [M, IC, Str+3]	25/50	B4	-4	[DR2]
				Anti Personnel	25	6	-1	
Typhon Heavy Siege Tank (Type 2)	15	2+	3/-3	Dread Hammer [M, IC, Str+3]	25/50	B4	-4	[DR2]
				2x Lascannons	25/50	2	-3	
				Anti Personnel	25	4	-1	
Command	As Above							[HQ2], [DR2]

Victory Points 11

Your opponent gains 6 VPs when this Company is broken