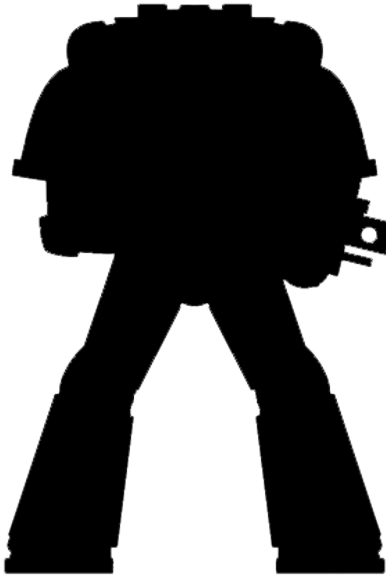


LEGIONES ASTARTES

Army List
MK IV



Version 1.1

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Legiones Astartes General Traits

The legions Astartes (Space Marine Legions) are the key faction of battles waged in the Age of Horus. The following traits apply to all space marines:

1. **This faction base to hit value for ranged and close combat is 5+**
2. The default damage rating [DR] for all elements is 1. In cases where the element has more than 1 [DR] will be noted on that elements Statline in the Notes section.
3. Tenacity – All space marine infantry elements may reroll a failed morale check if the formation is within 6cms of an objective.
4. Librarius – Before the beginning of the Horus Heresy certain primarchs would not permit the use of the librarius within their legion. This is noted under the specific legions below. Games taking place prior to the Heresy should follow those restrictions. Games played during the events of the Heresy should have these restrictions lifted and permit the use of the Librarius in all Legions.
5. Veterans – In addition to the veteran [V] ability astartes veterans gains a combi-weapon as basic weapon (no ranged weapon for assault infantry, they receive a higher close combat to hit value) and the melta bomb upgrade (OR jump packs for assault infantry). Command elements gain this ability as a free upgrade.

Astartes Armor Options

The base Statline for all astartes abstracts things like actual armor type worn. The rules are optional and if both players agree beforehand these options for more detail as to armor type the legionnaires wore are recommended:

- Power Armor Variants
 - Mk II Power Crusade Armour. Armor Save 5+. Slow move, -5cms on charge orders
 - Mk III Power Iron Armour. Void Hardened. Armor Save 4+. Slow move -5cms on charge orders.
 - Mk IV Power Maximus Armour. Default stats
 - Mk V Power Heresy Armour. Default Stats
 - Mk VI (Corvus) Power Armour. Armor Save 5+, standard 10cm move. Recon elements keep their abilities if wearing this armour.
- Terminator Armor Variants
 - Cataphractii Pattern Terminator Armor. Invulnerable save increases to 6+. Slow move, -5cm on charge orders. Armor save 3+, invulnerable save 6+
 - Tarterus Pattern Terminator Armor. Gains Agile [AG] ability. Armor Save 3+ invulnerable save 8+, standard 10cm move.
 - Indomitus pattern. Standard 10cm move. Armor Save 3+, invulnerable save 8+

There is additional cost to formations using these optional rules.

Upgrade Cards

All legions may access general Upgrade Cards as well as use those Upgrade Cards specific to their legion. Most information will be noted on the Upgrade Cards; however, some require additional description beyond that stated on the card.

- Phosphex – Replaces the standard artillery attack. Each element gains blast 3. Attack ignores cover [IC], -2 save modifier. Attack can cause fires. Phosphex fires add a +2 to the fire table roll.
- Radiation – Replaces the standard artillery attack. Each element gains blast 2. Attacks ignore cover, -1 save modifier. A terrain piece or structure hit by this attack gains the lingering death [L] trait. In the end phase on a roll of 7+ the effect dissipates. Add a +1 to this roll for every turn beyond the first for rolls to dissipate this effect.

Legion Specific Traits

Players can use only the general astartes traits above for generic play if they wish, using only the general astartes army cards. However, for a more complete experience we suggest using the legion specific traits and elements as that is the default game assumption.

All Legions have a faction value of 400 for purposes of faction advantage (see core rules).

Alpha Legion



This legion has the following characteristics:

- Covert Ops. All Alpha Legion infantry gains Agile [AG], adamantium will [AW] and infiltrate [IF] abilities with +1 to damage table rolls and +1 CAF to hit bonus.
- Mutable Tactics. Command elements able to issue special orders gain +1 bonus on the hero versus fool table.
- Martial Hubris. At the end of a game or scenario, if the VP total is a tie, the Alpha Legion player wins.
- Once per turn the Alpha legion player may select between: Subterfuge. Grants +1 to initiative rolls OR Signal Corruption. -1 on opponents' reserve rolls
- The Rewards of Treason. As a special formation the Alpha Legion may field one unique formation from any legion as a special card.
- Saboteur. Twice per game the Alpha Legion player may select a structure for sabotage. The structure takes one hit at -2 save modifier and +1 to structure damage table rolls. The structure may not be in the opponent's deployment zone.
- Reconnaissance elements can use power armor (armor save 5+) instead of scout armor
- Librarius. Alpharius supported the use of the Librarius. Alpha Legion may use the librarius formation.
- Legion Upgrades
 - Venom Spheres and Harness. Gains +2 CAF to hit bonus vs. infantry
 - Banestrike Bolter Rounds. Made to pierce the armor of legionnaires. Bolter type weapons (includes antipersonnel) gains -1 save modifier versus infantry armor.

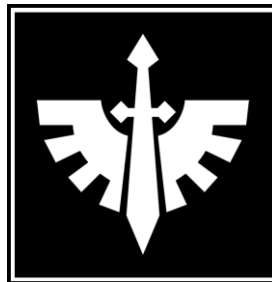
Blood Angels



This legion has the following characteristics:

- Blood angels Infantry must charge opposing infantry within 15cms.
- Encarmine Fury. +1 to CAF to hit value.
- Blood Angels power armored command elements gain the jump packs [J] ability
- Blood Angels infantry gain re-rolls on failed armor saves (second result stands), or +1 to existing invulnerable save on the turn deepstrike [T] occurs.
- Blood Angels infantry gain stubborn [SU] ability.
- Blood Angels player may not spend more points on vehicles than infantry formations
- Blood Angels must include at least one cavalry formation in their force.
- Super heavy formations count as special cards
- Resolute Defense: Indomitable [ID] when holding an objective.
- Blood Angel players gains +1 bonus to reserve rolls
- Blood Angel player fortification cards count as special cards.
- Blood Angel player may not purchase static guns.
- Aura of Wrath: opponents losing close combat an extra -1 to moral tests
- Librarius. Sanguinius supported the use of the Librarius. Blood Angels may use the Librarius.
- By the Blood Sworn: If an infantry unit is under 50%, re-rolls failed armor saves (second result stands) or +1 to existing invulnerable saves
- Legion Upgrades
 - Illastus Assault Cannon: 2 Attack Dice, 25cm range and -2TSM.

Dark Angels



This legion has the following characteristics:

- Dark Angel infantry gains +1 to CAF to hit value.
- Dark angel infantry and vehicles ignore the long-range penalty
- Any heavy weapon infantry formation causes suppression like artillery
- Dark Angel Vehicles gains the Agile [AG]
- Dark Angel players gain a bonus +2VP for every formation that is eliminated
- Dark Angel players fortification cards count as special cards
- Dark Angel player gains +1 bonus for reserve rolls

- Marshall of the Eskaton – Command of levels 3 [HQ3] and 2 [HQ2], impose a -1 penalty to opposing formations when within 25cms to their hero or fools table rolls.
- Dark Angels may not receive any morale benefits or bonuses from allies
- Dark Angel dreadnaughts gain fear [FR] and +1 to damage table rolls
- Librarius. Lion El' Johnson favored the censure of Magnus but favored no side in the librarius debate. Dark Angel legion may use librarius sections.
- Legion Upgrades
 - Stasis Grenades – Cause suppression to opposing elements engaged in close combat
 - Molecular Acid Shells – Heavy support formations only. Bonus -1 TSM versus infantry (organic) elements.
 - Rad Grenades – Ignores cover in close combat
- The Hexagrammaton. The First Legion was organized into a formation known as the "Six Hosts of the Angels of Death". While the legion follows the Principia Belicosa and its basic formations are companies and chapters, these structures can be fitted into the Hexagrammaton to form specialized formations as follows:
 - Dreadwing. When total annihilation of a foe was necessary this wing was called upon. It would house most of the legion's destroyers with large quantities of Apothecaries and Techmarines. They would also field many heavy assault Dreadnoughts and massed armored formations composed of Land raiders, Spartan Assault Carriers, Mastodons, Whirlwinds, Arquitor Bombards and Fellglaives. Librarians, when used, would also form part of this wing.
 - Deathwing. Specializing in line breaking, they are the tip of the spear. Terminator and Breacher units are used mostly in this regard. However, they also serve as protectors of command elements and the primarchs armor guard.
 - Ironwing. Dedicated to massed overwhelming firepower. Favored using massed artillery, armored vehicles, dreadnoughts, and heavy support. They also relied heavily on Terminators and Breacher formations.
 - Ravenwing. Highly specialized to prioritize speed over firepower. They favor fast cavalry type units, as well as air power. They favor recon or fast-moving infantry as subspecialized formation within the wing.
 - Stormwing. The largest of the wings they specialize in zona mortalis warfare. They use infantry of all types and the bulk of tactical marines where in this wing. It also used breachers and assault marines heavily.
 - Firewing. Specializing in infiltration and destroying command and control elements, they favored the use of formations such as seekers, the Enigmatus Cabal, and recon elements with sniper capabilities. They were a small, but very flexible wing.

Death Guard



This legion has the following characteristics:

- Infantry is King. The Death Guard hold the space marine legionnaire as its ultimate weapon. Therefore 50% of the legion's points total must go to Legionnaire companies of which there must be at least one destroyer formation.
- Heavy Support. All Death Guard infantry ignore the to-hit penalty for targets in cover.
- Heavy Siege Tanks. The Death guard favor the use of Spartan tanks, Vindicators and super heavy Fellblades. These favored formations are reduced in cost by 50 points for a standard company and 100 points for a grand company card. Variants can be fielded as support only if the company of the favored vehicles are present.
- Fast Attack Disfavor. Given the Death Guards favor for attritional combat, jump pack troops, skyhunter jet bikes and outrider bikes are considered special cards (not support cards). May not use deepstrike [T] ability.
- Remorseless. All Death Guard infantry formations gain the indomitable [ID] and stubborn [SU] ability
- Intractable. Ponderous as they are unstoppable, all Death Guard formations receive a -5cm penalty to their total move when on charge orders. Does not affect jump pack troops
- Rad Resistant - Death Guard are immune to radiation effects.
- Implacable. All Death Guard formations gain the Agile [AG] ability
- Superior Firepower. Death Guard Heavy support fire legionnaires do not gain long range penalties.
- Chem Weapons. All flamers are chem-flamers, receive extra -1 save modifier to weapon.
- Librarian. Mortarion was vehemently against the use of the librarian. The Death Guard may not use librarian sections.

The Emperor's Children



This legion has the following characteristics:

- The Need for Speed. Emperor's Children infantry gain +5cms to the charge move.
- Exemplars of War. All Emperor's Children infantry gain +1 to CAF to hit value.
- Emperor's Children Infantry may re-roll 1's on close combat to hit dice.
- Emperor's Children Sonic Shriekers may fire full range on charge orders.
- Emperor's Children infantry gain bonus +10cms move for all movement in game turn 1
- Fast Attack Doctrine. Must include skyhunter formations in army

- Martial Pride. Must include the Legion Champion upgrade to command sections
- Tactics. +1 to reserve rolls. Cannot reserve formations which elements with a base move of less than 15cms
- Librarius. Fulgrim supported the use of the Librarians. Oddly, the Emperor's Children did not use many of them, therefore the librarius support detachment counts as a special card for this legion.
- Legion Upgrades
 - Sonic Shriekers. This is an upgrade card. Gains +1 bonus to CAF to hit.

Imperial Fists



The Legion has the following characteristics:

- Assault focused. Must include at least one breacher company in the army. Infantry must outnumber cavalry formations in the force.
- Disciplined Fire. Extraordinarily gifted in fire discipline Imperial Fist Legionnaires armed with bolters gain +1 to hit. Heavy support elements gain +1 to damage table rolls.
- Unshakable Defense. Imperial Fist legionnaires (infantry only) gains stubborn [SU] and indomitable [ID] ability.
- Resolve of Stone. Imperial Fist legionnaires with any type of shield receive a bonus of +1 to their invulnerable save.
- Shield Charge. Imperial Fist legionnaires in formations with any type of shield gain +1 bonus to CAF to hit.
- Librarius. Rogal Dorn opposed the use of the librarius. The Imperial Fists may not use the librarius units.
- Legion Upgrades
 - Iliastus Pattern Assault Cannon. Upgrade card for terminator companies. Adds bonus -1 save modifier to weapons.

Iron Hands



This legion has the following characteristics:

- Inviolable Armor. The Iron Hands Legion intimate ties to the Mechanicum and their deep understanding of technology lead to many advances in armor construction. Iron Hand Legionnaires (infantry only) receive a +1 armor save bonus or +1 to invulnerable save if it has one.
- Iron Hands infantry gain +1 to hit (ranged).
- Stand and Fight. All Iron Hands infantry gains the stubborn [SU] ability.

- Rigid Tactics. An Iron hand Legion must always have more infantry companies than cavalry formations. May not have duplicate companies' cards for every 4000 points played.
- Iron Father. All Command sections of company level or higher are also Techmarines (possess mechanicus [MK] ability)
- Iron Scions. The Iron Hands Legion may add Legio Cybernetica-automata Maniples as support cards.
- Librarius. Ferrus Manus was against the use of the Librarius in the Council of Nike. Therefore, then Iron Hand Legions does not use the Librarius.
- Legion Upgrades
 - Blessed Autosimulacra. Upgrade card. Gains mechanicus [MK] ability with +1 bonus.
 - Breacher charge. Upgrade card. -3 save modifier versus buildings and +2 bonus on structure damage table.

Iron Warriors



The Legion has the following characteristics:

- Heavy Support Dominance. Iron Warrior heavy support formations inflict suppression like artillery (do not need to cause casualties to cause suppression).
- Wrack and Ruin. Iron Warriors legionnaires gain stubborn [SU] ability.
- Wrack and Ruin All Iron Warrior formations gain a +1 bonus to structure damage table rolls.
- Iron warrior infantry ignores cover [IC] modifiers to hit and reduces cover invulnerable saves by one step
- Iron Warrior Tactical Legionnaires gain the sweeping advance [SW] ability
- Iron Warrior Vehicles gain -1 to damage table rolls versus hits against them.
- Shatter Defenses. Iron Warrior player may select any 2 structures on the battlefield at the games start and each structure must make an armor save at -2 save modifiers.
- An Iron Warrior Legion force must contain more armored vehicle formations than cavalry formations
- Iron Warrior Artillery Companies reduce cost for standard companies by 50 points and grand companies by 100 points
- Iron Warrior artillery gain +1 bonus on artillery effectiveness table.
- An Iron Warrior Legion force may use robotic [RC] formations.
- An Iron Warrior Legion force must contain at least one artillery formation
- Librarius. Perturabo was opposed to the use of the librarius. The Iron Warriors may not use librarius units.
- Legion Upgrades
 - Breacher charge. Upgrade card. -3 save modifier versus buildings and +2 bonus on structure damage table.

Night Lords



This legion has the following characteristics:

- Night Vision. All Night Lord Legion formation possess Night Vision [N].
- Part of the Shadows. Night Lord Legionnaires gain re-rolls on failed armor saves (second result stands) in night time conditions (or +1 to invulnerable save if it already has one).
- All Night Lord Infantry Gains Increased +1 to CAF to hit value.
- Fallback condition move adds bonus +5cms.
- Death from above. Can use drop pods and dreadclaws as integrated transport choices (do not count as special cards)
- Super heavy vehicle formations count as special card
- Cover of darkness. Night Lord Infantry formations gains +1 bonus to CAF to hit and +5 bonus move on charge orders in nighttime conditions.
- Games always begins in nighttime conditions
- Librarius. Konrad Cruze supported the use of the Librarius. Night Lord Legions may use the Librarius.
- Legion Upgrades.
 - Trophies of Judgement. Upgrade card grants the fear [FR] ability to command sections.

Raven Guard



The Legion has the following characteristics:

- All Raven Guard infantry except terminators gain the infiltrate [IF] and night vision [N] ability and +5cms to charge moves
- Furious Charge. All Raven Guard terminators jump capable infantry and cavalry elements gain +1 bonus to CAF to hit.
- For whom the Bell Tolls. Raven Guard Player gains +1 to the leader hit table versus opposing command sections
- The Raven guard Player may not spend more points on vehicle formations than infantry formations
- Fury from Above. When Raven Guards use drop pods, they gain 3 DeathStorm pods at no additional cost
- Super heavy tank formations count as special cards for the Raven Guard player
- Predatory Strike. Raven Guard player gains +1 bonus to initiative roll.
- Raven Guard player's fortification cards count as special cards.
- Raven Guard recon formations gain use of MKVI armor, 5+ armor save.

- Librarius. Corax was in favor of the censure of Magnus, but his own latent psychic ability with no opposition to their use in the legions would indicate they could be used once the Horus Heresy began. Raven Guard Legions may use librarius formations.
- Legion Upgrades
 - Infravisor. Upgrade card. Adds night vision to one formation

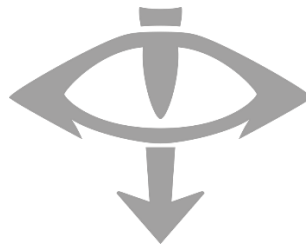
Salamanders



This legion has the following characteristics:

- Salamander infantry gains the indomitable [ID] ability.
- Salamander infantry gains -5cms on charge moves (does not affect jump pack elements)
- Salamander infantry is immune to the intense fire effects of burning structures.
- Salamander infantry gains +1 to invulnerable saves when present
- Salamander infantry gains Agile [AG]ability
- Salamanders may not use moritat upgrade or destroyer formations
- Salamanders cannot spend more points on vehicles formations than infantry formations
- All Salamander vehicles gain re-rolls on failed armor saves (second result stands) or +1 to their existing invulnerable save.
- Salamanders' fortification cards count as special cards.
- Deepstrike formations count as special cards for the Salamanders legion (exception, terminators)
- Cannot use phosphex or radiation ammo.
- Upgraded flamers. All Salamander flamers gain a bonus -1 to the save modifier
- Librarius. Vulkan supported the use of the Librarius. The Salamanders may add Librarians to their Legion.
- Legion Upgrades
 - Mantle of the Elder Drake. Command gains it-will not die ability

Sons of Horus



This legion has the following characteristics:

- Sons of Horus infantry gain +1 to hit
- Fleet of foot. Sons of Horus infantry gain +5cms to charge move
- Merciless fighters. Sons of Horus gains infantry gain +1 to CAF to hit value.
- Sons of Horus must have more cavalry formations than heavy vehicle formations
- All Sons of Horus gain +1 morale bonus.
- Sons of Horus fortification cards count as special cards.

- Must include Master of the Signal in Command sections
- Edge of the Spear. Sons of Horus gains +2 bonus to reserve rolls
- Librarius. While not openly supporting any side at the council of Nikea, once open rebellion ensued the Sons of Horus did use them. Sons of Horus Legions may use Librarius units.
- Legion Upgrades
 - Banestrike Bolter Rounds. Bolter weapons gain -1 save modifier

Space Wolves



This legion may add the following:

- Shock Combat Doctrine. Space Wolves player must have more grey slayer formations than all other infantry types
- Bestial Savagery. All Space Wolves legionnaires gain +1 to CAF to hit value.
- Hunters Gait. Space Wolf legionnaires on foot (not in terminator armor or jump packs), gain +5cm bonus to charge moves
- Preternatural Senses. The Space Wolves legionnaires gain night vision [N].
- Space Wolf Priests. Unlike other legions, the Space Wolf Priests serve the specialist functions of the apothecary, techmarines, chaplain and librarius. The Space Wolf Priesthood are divided into: Speaker of the Dead (serves as chaplain and apothecary), Caster of Runes (Librarius) and Priest of Iron (Techmarines).
- Bleed and Hurry. All infantry cannot be pinned by other opposing infantry
- The Fury of the Pack. Space Wolves infantry must charge opposing infantry within 10cms
- Howl of the Death Wolf. All Space Wolves infantry gains Agile [AG].
- Drop pods count as special card
- Super Heavy formations count as special cards
- Artillery formations count as special card
- Space Wolves player fortification cards count as special cards.
- Space Wolves player may not purchase static artillery guns
- Space Wolves may not use standard apothecary, Librarian or techmarines formations and may only use Space wolf Priests. They may not use the Medicae Primus Upgrade card.
- Librarius. Leman Russ was adamantly against the librarius but seems hypocritical given their Caster of Runes function as psykers.
- Legion Upgrades
 - The Get of the Wyrms. Upgrade card. Gains +1 CAF to hit bonus and fear [FR] to one formation
 - Fenrisian Cyber-Wolves. Upgrade card. Command Section Gains 2 elements of Fenrisian cyberwolves.

Thousand Sons



The legion has the following characteristics:

- Prosperine Lore. Every commander at each formation level possesses psychic powers and may use psychic power cards. The levels of psychic power correspond to the command level. Decurions (psykers 1), Centurion (psykers 2), Praetor (psykers 3).
- Thousand Sons Infantry automatically pass morale checks when holding an objective.
- Thousand Sons terminators on the turn of deploying by deepstrike [T] gain fear [FR], +2 CAF to hit bonus and +1 bonus to their invulnerable saves
- Thousand Sons player may not spend more points on vehicles than infantry formations
- Thousand Sons players' fortification cards count as special cards.
- Thousand Sons may use robotic [RC] detachments
- Thousand Sons must spend more points on company cards than support and special cards.
- Librarius. As a legion of psykers they adamantly support the librarius.
- Legion Upgrades
 - Osirion Pattern Dreadnaughts. Upgrade Card. Upgrade Contemptor dreadnaughts to Osirion dreadnaughts.
 - Asphyx Shells. Special support card that can be added to terminator and veteran formations to any small arms weapon. Weapon gains -1 to save modifier

Ultramarines



The legion has the following characteristics:

- Ultramarine infantry gains +5cms bonus move on charge orders.
- Certainty and Resolve. Ultramarine infantry gains +1 bonus to morale checks.
- Interlocking Tactics. Re-roll all "1's" results when shooting on first fire orders.
- Interlocking Tactics. Ultramarine infantry gains the counterattack [CA] ability.
- Ultramarine dreadnaughts gain +5cm bonus move on charge orders
- Ultramarine command must take either master of the signal or the Damocles command rhino
- Ultramarine player cannot purchase more vehicle formations than infantry formations
- Rigid Chain of Command. Ultramarine players receives a -1 penalty on leader replacement rolls, -1 on reserve rolls and can only succeed a hero special order result on a 10 and fail on a roll of 1.
- Librarius. Roboute was in favor of the use of the librarius. The Ultramarine Legion can use the librarius.
- Legion Upgrades

- Damocles Command Rhino. A variant rhino filled with command-and-control equipment. Unlike other legions which it may be seen at the highest command echelons, within the Ultramarines legion the Damocles is seen at all levels of command and counts as a command unit.
- Legantine Axe. Upgrade card. Formation gains +1 CAF to hit bonus.
- The Mantles of Ultramar. Upgrade card. Praetor (army commander) gains +1 DR point

White Scars



This legion has the following characteristics:

- White scar infantry cannot be pinned by opposing infantry
- White scar infantry and cavalry gain the Agile [AG] ability.
- White Scar forces must contain more cavalry formations than any other formations
- White Scar Cavalry (bikes and Jetbikes) gain reroll 1's in close combat and re-roll failed armor saves (second result stands) and cannot be pinned by opposing cavalry type elements
- White Scar Cavalry elements gain +5cms to charge move
- White Scar player gains +2 to initiative rolls
- White Scar player gains +1 to reserve rolls
- White Scar army leader must be on cavalry element
- Librarius. Jakarti Khan was in favor of the use of the Librarius. White Scars legion may use librarius sections.
- Legion Upgrades
 - Cyber Hawk. May be attached to the army commander. Once per turn one formation may re-roll die results of 1.
 - Power Glaives. One Infantry formation gains +1 to close combat to hit rolls.
 - Shamshir Jetbike. One Jetbike formation gains +1 to armour save

Word Bearers

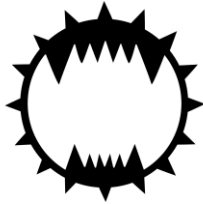


This legion has then following Characteristics:

- Signs and Portents. The Word Bearers legion player may roll 1d10 each turn before initiative to see if they are favored. On a roll of 1-5 gain -1 penalty to initiative, on roll of 5-10 gain +1 bonus to initiative roll.
- From Beyond. The Word Bearers legion may add demonic formations to their legion and are treated as legionnaire formations.
- Hell follows with them. Opposing psykers gain -1 penalty to perils of the warp tests.
- Zealot. Upgrade card. Adds indomitable [ID] and +1 CAF to hit bonus
- Cut them down. World Bearers legionnaires (infantry only) receive a +5cm bonus to their charge move.

- Charismatic Leadership. Each Word Bearers company must add one chaplain support card.
- Word Bearer player fortification cards count as special cards.
- Super heavy vehicle formations count as special cards
- Librarius. Lorgar supported the use of the librarius at the Council of Nikea. Word Bearers legion may use the librarius.
- Legion Upgrades
 - Dark Channeling. Adds +1 bonus to CAF to formation
 - Daemon. Adds Daemon [DE] ability (fear [FR], invulnerable 8+ and +1 CAF bonus)
 - Burning Lore. Can upgrade any chaplain to level 1 psyker and +2 CAF to hit bonus due to tainted weapon.

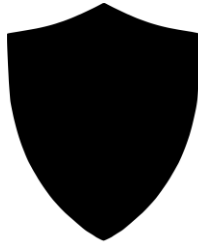
World Eaters



The Legion has the following characteristics:

- Line Formation Predominance. World eaters Player must spend more points on infantry than vehicles.
- All World eater infantry is stubborn [SU]
- Forlorn Hope. All World Eater infantry gains re-rolls on failed armor saves (second result stands) or +1 to invulnerable save
- World Eaters gain an extra 2VP's yield if a formation is broken via close combat attacks
- World Eater fortification cards count as special cards.
- Incarnate Violence. The World Eaters infantry elements gain +1 to CAF to hit value.
- Blood Madness. Must charge enemies within 15cms.
- Unstoppable wave. All World Eater infantry elements gain +5cm bonus move on charge orders.
- If a World Eater formation rolls a 1 on the break test it gains +1 CAF bonus. This substitutes the "rout" value when the formation break. In simple terms World Eater infantry formations cannot rout as part of the morale checks when the formation breaks (as per the rules for this event in the core rulebook).
- Librarius. Angron was vehemently against the use of the librarius. No librarius units may be used.
- Legion Upgrades
 - Chainaxes or Cadere weapons. Upgrade card. Gains +1 CAF bonus for company formations.

Blackshields



Blackshields are renegade astartes that are not affiliated with any of the standard legions. They come in 4 variants which the player may choose from. All Blackshields use standard astartes formations with the exceptions noted in each trait section. The faction value of all Blackshield factions is 400.

Death Seeker Traits

- Infantry gains stubborn [SU], re-rolls failed armor saves (second result stands), +5 bonus to charge moves, +1 bonus to CAF to hit.
- They may not select tactical formations.
- They may not use drop pod transports.
- Super heavy formations count as special cards
- Number of infantry formations must exceed number of vehicle formations
- Death Seekers must charge enemies within 25cms
- Death seekers gain +2 bonus to initiative rolls

Orphans of War

- Infantry gains +1 to morale checks, +1 bonus to CAF to hit, +5cms to charge move, +1 bonus to hit, stubborn [SU], Agile [AG] abilities.
- They may not use tactical formations.
- They may not use drop pod transports.
- Super Heavy formations count as special cards
- Number of infantry formations must exceed number of vehicle formations
- Orphans of War receive +2 bonus to initiative rolls

Outlanders

- Infantry gains +5cms to charge move, stubborn [SU], +1 bonus to CAF to hit, infiltrate [IF] abilities.
- Infantry basic weapon is Deathlock gun [A], 2 attack dice, 20cm range, TSM -2
- They may not use drop pod transports.
- Super Heavy formations count as special cards
- Number of infantry formations must exceed number of vehicle formations
- Outlanders receive +2 bonus to initiative rolls
- Outlanders receive +1 bonus on reserve rolls

Chymeriae

- Infantry gain fear, +5cms on charge moves, stubborn [SU], +1 bonus to CAF to hit.
- They may not use tactical formations.

- They may not use drop pod transports.
- Super Heavy formations count as special cards
- Number of infantry formations must exceed number of vehicle formations
- Chymeriae receive +2 bonus to initiative rolls
- Chymeriae must charge opposing elements within 25cms

General Element Descriptions

Element descriptions, special rules and other specific information pertaining that element in play. The pinning class is noted in brackets to section title (for example infantry elements [1]).

All elements with more than 1DR gain a +1 bonus to rough ground checks.

Command and Specialist Elements [1]



Apothecary

Of all the specialists the apothecary hold a position of sacred trust. Not only do they heal the injured and insure the legionnaire's condition to continue to fight, but they recover the precious gene-seed to guarantee the legions future. They have the apothecary [Apo] ability. When a formation which has an apothecary, element attached to it suffers infantry element casualties/DR loss, roll a d10 per each element eliminated/suffered DR loss. On a roll of 7+, an eliminated infantry element is "healed" and remains in play (negates elimination) or receives +1DR if it has more than 1DR point. No infantry element can receive this benefit more than once per game turn.



Centurion

Centurions are often leaders, champion, and line officers for the tens of thousands of astartes that comprise a legion. They are commonly a company commander and may have 100 or more legionnaires or armory assets under their direct control. Centurion battle gear often mimics the troops they lead and may wear power armor as well as terminator suits. Albeit of greater quality and strength (invulnerable saves). Those in artificer power armor possess Melta Bombs [MB] (Gains attack versus structures in base to base contact -2 TSM and [Dmg+1, Str+1]). Regardless of battlefield role all Centurions are level 2 Commanders [HQ] and have the Veteran [V] ability.



Decurion

Grizzled veterans they have risen in the ranks to command a whole detachment of legionnaires. They represent the most numerous command type on the battlefield and are the backbone in leading and implementing the strategies and tactics their superiors have given them. Given their close command role their battle gear varies to suit the role of their formation using power armor, terminator suits, jumpacks and anything else their arsenal can provide. Those in artificer power armor possess Melta Bombs [MB] (Gains attack versus structures in base to base contact -2 TSM and [Dmg+1, Str+1]). Regardless of battlefield role Decurions are level 1 commanders [HQ] and have the veteran [V] ability.



Librarian

A relatively new and highly controversial addition to the legions astartes where legionnaires that were psychically aware were formed into a librarius section within the legion. Banned by the Council of Nikea by the order of the Emperor, their worth and value would be proven in the dark times of the Heresy. Their gear is often high-end power armor or terminator suits. A librarian is an officer that can use psychic powers (see psychic powers in core rules). Those in artificer power armor possess Melta Bombs [MB] (Gains attack versus structures in base to base contact -2 TSM and [Dmg+1, Str+1]). All librarians are commanders [HQ] (level 1 or 2) and psykers [P] (level 1 or 2). They have the veteran [V] ability.



Nullifactors

As the true horror of the traitor's corruption became evident, a counter starts to appear within the ranks of the loyalist astartes. Assembled in haste with weapons and faith to arm themselves against the darkness. Nullifactors are special formations that can be added to loyal astartes companies. They have an invulnerable save of 5+, the stubborn [SU], adamantium will [AW] and Deep strike [T] abilities. Their weapons possess the psyk-out [PY] trait. They gain an invulnerable save of 3+ versus attacks that are psychic in nature



Praetor

The Mightiest of warriors and leaders, lords of the Imperium, who have written their own legend of strategic and martial prowess. Second to only the Primarchs they lead entire armies, fleets and hold the fate of countless astartes, Auxilia and civilian alike with their decisions. Their battle gear is amongst the finest power armor and terminator suits the imperium of man can provide, often in themselves relic of great power. Only one Praetor can be fielded as part of an army and they can command any formation with 25cms. Those in artificer power armor possess Melta Bombs [MB] (Gains attack versus structures in base-to-base contact -2 TSM and [Dmg+1, Str+1]). Praetors are level 3 commanders [HQ] with the veteran [V] ability.



Techmarine

Specialist members that have the aptitude to merge with the machine spirit. Their role to oversee and repair wargear and vehicles is vital. Techmarines are level 1 commanders and have the Mechanicus [MK] ability. Elements with this ability may attempt to repair a vehicle that has been eliminated or lost a DR point on a roll of 7+ (make check as damage occurs if an eligible repair element is present). The repairing element can only repair vehicles in the formation it is attached to, or in case of command, vehicles it is "in command" of (which are all formations that form the company card and any support or special cards attached to it). One vehicle per command level may be repaired (for example, a tech priest with command 2 can attempt to repair 2 vehicles per game turn). A single vehicle element cannot receive this benefit more than once per game turn. They can re-roll failed armor saves (second result stands).

Infantry Elements [1]



Assault Marine

Astartes with wargear optimized for close quarter fighting also trained in fast attack and hit and run tactics when equipped with jumpacks. They represent a brutal and savage force to impact the enemy line with direct assault. Assault marines can be equipped with jumpacks [J] or melta bombs [MB] (Gains attack versus structures in base to base contact -2 TSM and [Dmg+1, Str+1]).



Breacher Marine

Astartes equipped for the most hazardous of tasks such as boarding actions, void combat and often used as the first assault wave into a breached enemy fortress. Equipped with a boarding shield and hardened armor, breacher marines have an invulnerable save of 6+



Destroyer Marine

Perhaps a holdover from the brutality of the Terran Unification Wars, Destroyers are experts in the use of proscribed and forbidden weaponry. Controversial and not used by some legions their use leave often irrevocable ruin upon the battlefield they are deployed. Destroyers have the counter attack ability [CA]. Opposing infantry elements do not gain their armor save in close combat (invulnerable saves only). The Close

combat TSM indicated for this element applies to non-infantry opponents. They may damage buildings with -2 TSM as additional attack when in base to base contact with buildings (melta and rad bombs).



Heavy Support Marine

Marines equipped with Astartes-portable heavy weaponry with enough firepower to demolish armored vehicles and obliterate concentrations of mass enemy infantry. The combination of Astartes armor, mobility and heavy firepower proves a lethal combination.



Reconnaissance Marine

The recon marines are the eyes and ears of the Legions. Experienced in operating independently, often deep in the enemy's territory their wargear specializes in identifying targets and stealth. Recon marines receive the recon [R], stealth [SH], infiltrate [IF] and Agile [AG] abilities. Certain Recon variants also receive the Sniper [SN] ability. All Recon Marines have the shroud bomb wargear. Shroud bombs grant stealth of 20cm radius and cannot be spotted by recon or sniper ability.



Seeker Marine

A specialized force of astartes that excels in identifying the enemies command structure, whether they be warlords, officers or demagogues and eliminating them directly. They all possess the sniper [SN] and stubborn [SU] ability and add a bonus of +2 to the leader hit table.



Tactical Marine

The mainstay of the legions astartes and the force behind the Great Crusade. The Tactical Marine is a highly flexible infantry element capable of furious attack, staunch defense and holding strategic objectives. Its versatility and number make it by far the most used battlefield element during the Great Crusade and subsequent Horus Heresy conflicts.



Tactical Support Marine

They represent mobile fire support where they replace the more common bolter with specialized weapons to give closer in firepower. They operate in close order with standard tactical marines and their close support weapons can be tailored to increase their versatility and battlefields needs. They may also be equipped with jump packs to add extra firepower to assault squads.



Terminator Marine

Terminator Armor is the ultimate advance in personal armor protection. They are donned by the finest warriors of the legion and form devastating frontline assault formations. Their heavy armor and potent close quarter weaponry make them formidable in tight confines such as boarding actions or hive city warfare. All terminators have the deepstrike [T] ability and Invulnerable saves of 5+.

Cavalry Elements [2]



Attack Bike

Larger two-man bikes with an augmented chassis to accommodate larger heavy support weapons. This makes the attack bike a formidable fast attack element that can provide extra firepower to outrider formations, as well as hunt isolated armored vehicles with their powerful guns.



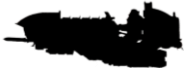
Hussars

Serving as close support in assaults, there heavier anti-infantry fire, coupled with its speed and maneuverability makes them lethal predators. Hussar's possess the hit and run [HR] ability.



Javelin Attack Speeder

Rare and Highly valued anti-grav elements that provide high maneuverability, extended operational range and can carry a heavy payload of weapon systems. These elements are skimmers [K] with the deep strike [T] ability. Certain variants also receive the recon ability.



Jetbike Sky Slayer

Represents a high mobility fire support element with rapid strike and heavier firepower than the lighter armed Skyhunter. This element is a skimmer [K] with the deepstrike [T] ability.



Jetbike Skyhunter

A feared strike element with anti-grav and jet engines with sufficient strength to carry an astartes and his wargear into the heart of battle. This element is a skimmer [K] and some variants also receive the recon [R] ability.



Jetbike Skyseeker

A rare sight on the battlefield, its speed and firepower aid in its advanced reconnaissance to pinpoint dangerous enemy assets for murderous fire to fall upon them. The Skyseeker is a Skimmer [K] with the deepstrike [T] and recon [R] abilities. Artillery fire within 25cms of the Skyseeker formation gains +1 to the fire effectiveness table roll.



Landspeeder

A mainstay of the Legions often used in a reconnaissance role, however heavier variants with more firepower can also be fielded. This element is a skimmer [K] with the deep strike [T] ability. Recon variants receives the recon [R] ability.



Outrider

Predominately reconnaissance elements mounted on rugged all terrain armored bikes, specializing in hit and run tactics and encirclement. They possess the recon [R] ability.

Walkers [2]



Deredeo Dreadnought

The Durability of the Dreadnought combined with the superior firepower of combined heavy weapon platforms into a raw ranged killing machine. The Aiolos Missile Launcher has the Anti-aircraft [AA] ability when on first fire orders. Variants with the Arachnus heavy lascannon battery receive +2 to damage table rolls for this weapon. The Deredeo can re-roll failed armor saves (second result stands).



Contemptor Dreadnought

The most advanced and powerful dreadnought design to its compact atomantic reactor and shielding for maximum protection. All Contemptor Dreadnoughts can re-roll failed armor saves (second result stands). Variants armed with the Heavy Conversion Beamer have a -2TSM/-4TSM for short ranged and long ranged shots, respectively.



Mortis Dreadnought

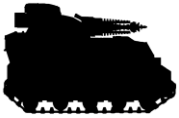
The Mortis is a sub variant of the Contemptor that is easier to produce since it lacks the atomantic reactor. It possesses enhanced target acquisition engines and usually mounts a wide array of heavy weapon systems.



Leviathan Siege Dreadnought

A Terran development thought to come from the hand of the Emperor himself, it represents hybrid technologies believed to date back to the age of strife. Leviathans can re-roll failed armor saves (second result stands), Damage Rating [DR] 2. Variants with Siege claws/drills or the Grav-Flux Bombard receive +3 bonus to structure damage rolls. The Grav-Flux causes suppression as artillery.

Vehicles [3]



Deimos Predator

The best-known variant of the Rhino chassis, it sacrifices transport capacity for extra armor and increased firepower. Its robust versatile design give it a wide variety of weapon configurations. In the case of the variant armed with the conversion beamer the TSM is reduced to -2 TSM when firing the weapon in its short range.



Rhino Armored Carrier

The most widely used armored carrier in the Imperium based on ancient STC technology, it is robust, reliable, and easy to maintain. Rhinos have a transport capacity [TR] of 2.



Sabre Tank

Another successful design based on the Rhino chassis, it is armed with powerful and exotic ranged weaponry. Variants armed with the Anvillus Snub Autocannon and Neutron Blaster receive +1 bonus to damage table rolls. Additionally, the Neutron Blaster also suppresses like artillery.



Sicaran Tank

One of the most advanced armored elements, it is the exclusive province of the Legions Astartes. Designed by the Primarchs Roboute Guillman and Ferrus Manus in concert with the Mechanicum Tempestopra Sect it represents a high-speed destroyer tank to complement more commonplace Predator and Land Raider designs. Each variant specializes in specific roles. Those armed with the Arcus Launcher possess the Anti-aircraft [AA] ability. Variants with the Omega plasma array may select either the volley or sustained burn modes of fire once per turn. It also receives a +2 to damage table rolls. Variants armed with the Neutron beam laser receive +1 bonus to damage table rolls and is a Macroweapon [M].



Termite Assault Drill

Originally designed for the tasks of rooting out burrowing xenos species, some commanders quickly figured out the use of the termite to burrow underneath or through enemy fortifications and barriers. Although slow and cumbersome when surfaced, underground in borrows with speed and accuracy. Termites are tunnelers [TN] with a transport [TR] capacity of 3 and gain deep strike [T], the melta cutters receive a +2 bonus on structure damage table rolls and are Durable [DU].



Vindicator Siege Tank

The Vindicator was made to engage the deadliest foe the astartes faced – other astartes! As the heresy progress the need for more specialized weapons based on standard patterns became ever increasingly necessary. Variants armed with the Demolisher Cannon gain a +2 bonus on structure damage table rolls, is a macroweapon [M]. Variants armed with Laser Destroyer Arrays gain +1 bonus to damage tables and when on first fire orders the weapon becomes a twin linked and total attack dice increase to 4 (4TL2).

Heavy Vehicles [3]



Land Raider

Regarded to be the finest armored fighting vehicle of its class in the entire Imperial arsenal. Powerfully armed and armored with no true vulnerability able to fight in any environment. A Masterwork of STC technology. The Achilles and Alpha Achilles variants due to greater armor and shielding have a reduce transport [TR] capacity of 1, however shots against it receive a -1 penalty to damage table roll it makes. The Phobos and Proteus variants have a transport [TR] capacity of 2. Command vehicles in Proteus formations gain the recon ability [R]. All land raiders have a damage rating [DR] of 2.



Cerebus Heavy Tank Destroyer

An experimental variant based on the Spartan chassis. Its main weapon is reversed engineered from recovered Dark Age technology. Its main gun rivals those turbo lasers on god engines. The Neutron laser is a triple linked macroweapon [M]. All variants have a damage rating [DR] of 2.



Malcador Assault Tank

An ancient design dating to the wars of the Age of Strife it bears the name of the Sigilite. While the Land Raider has replaced it as the main battle tank of the Imperium, it is still used as a strategic reserve. All Malcador Assault Tanks have a damage rating [DR] of 2.



Spartan Assault Tank

A transport of massive proportions it is a heavy tank unique to the Legiones Astartes. With an armored hull of legendary stature, it can carry a large contingent of troops into the heart of the enemy. The Spartan has a transport capacity [TR] of 5 and a Damage Rating [DR] of 2.

Super Heavy Vehicles [4]



Falchion Super-Heavy Tank Destroyer

Combining technologies of the Fellblade and Shadowsword, its twin mounted volcano cannon is the most powerful anti-tank weapon in the Imperium's arsenal. During the Heresy its most common prey were the titan god engines. The twin linked volcano cannon receives a +2 to damage table rolls and is a macroweapon [M]. The Falchion has a damage rating [DR] of 4.



Fellblade Super-Heavy Tank

A mainstay of the super heavy tanks that form the vast armored brigades of the Imperium. The accelerator cannon may fire once per turn either HE or AP shells. Both shell type gain +1 to damage table rolls. Variants may have laser destroyers which receive +1 to damage table rolls instead of quad lascannons. The Demolisher Siege Cannon receive +1 to damage table rolls and +2 to structure damage table rolls. Fellblades have a damage rating [DR] of 4.



Glaive Super-Heavy Special Weapons Tank

The Glaives primary weapons sets this pattern apart from other patterns of super heavy tanks. Originating from Mars during the Age of Strife, ordered to be made by the Emperor himself. 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. The beam ignores cover and is a Volkite [V] weapon. The Glaives Damage rating [DR] is 4.



Mastodon Heavy Assault Transport

One of the heaviest assault transports in the Legiones Astartes reserved for use against the most heavily fortified positions. Few fortifications can withstand its siege weaponry and can deliver troops to breaches created by its weapons. The Mastodons transport capacity [TR] is 9 (it may carry 3 dreadnoughts instead). It adds +1 to reserve rolls of formations it's attached to and carries a teleport transponder (formations with deepstrike do not scatter within 25cms off this element). Incoming fire receives a -2 penalty to damage table rolls. When in contact with structures it may damage it, gaining a +2 bonus to structure damage table rolls. Flamers gain the anti-personnel ability. The Skyreaper batteries have the anti-aircraft ability [AA]. The mastodon has a damage rating [DR] of 4 and is protected by 2 Void Shields (Armor 4+).



Stormblade Super-Heavy Tank

Constructed on the Forgeworld of Lucius it is a variant equipped with the mighty plasma blastgun. The plasma blastgun may fire once per turn using the rapid or overload mode. It is a macroweapon [M]. The stormblade has a damage rating [DR] of 3.



Typhon Heavy Siege Tank

Named after the mythical Terran beast it mounts a massive siege artillery gun – The Dreadhammer Cannon. This gun is a macroweapon [M] that gains +3 to structure damage rolls and ignores cover [IC] modifiers. All Typhon variants have a damage rating [DR] of 2.



Ordinatus Aktaeus Mole

The most recognizable of the Ordinatus Minoris vehicles. It is a Super Heavy transport that can bypass fortifications by tunneling beneath them. The Mole has a transport capacity [TR] of 11 (6 robots or

dreadnoughts). It's Durable [DU]. The mole has a dispersion field that grants a +2 armor save bonus (Armor save 0) and incoming shots receive -2 to damage table rolls. However, once it loses half its damage rating [DR2], the dispersion field bonus is lost. It can re-roll failed armor saves (Second result stands). Blessed autosimulacra grant self-repair on a roll of 6+. The mole is a tunneler [TN] and its damage rating [DR] is 4.

Light Weapons Platforms [1]



Rapier Weapons Battery

Semi-automated tracked carriers design to carry a wide variety of support weapons into warzones where larger armored vehicles cannot go due to its size and mobility. All rapiers may not charge move. Variants armed with Quad laser destroyers receive a +1 bonus to damage table rolls.



Tarantula Sentry Gun Battery

Automated sentry gun batteries that can be rapidly deployed and possess formidable firepower. All tarantulas cannot charge move and have the Robotic [RC], Infiltrate [IF] and Deep Strike [T] abilities. All variants are considered to have stealth [SH] until they fire for the first time. Variants armed with the Hyperios gain the anti-aircraft [AA] ability.

Artillery [3]



Arquitor Pattern Bombard

A Heavy artillery platform design for close support of astartes due to its superior speed. It provides short range, brutal firepower. All Arquitor variants main weapon are macroweapons [M]. Variants armed with the Spicula Rocket System have two salvo types and may select one to use each turn. It also gains +2 bonus of structure damage table rolls. The Graviton Charge Cannon gains +1 to damage table rolls versus vehicles, ignores cover [IC] and increases its TSM to -4 against vehicle targets. The Morbus Heavy Bombard has two ordnance types to choose from. Player may select one each turn. The Carcass shell has the Volkite [V] ability and ignores cover [IC].



Basilisk

Excellent in protracted bombardments and against heavy armor as part of the Astartes mobile heavy artillery. The Earthshaker Cannon is a Heavy macroweapon [HM] and gains +1 on damage table rolls.



Medusa

Carries a shorter ranged, but immensely powerful siege gun. The Medusa Siege Gun is a Heavy macroweapon [HM] and gains +1 on structure damage table rolls.



Whirlwind Scorpion

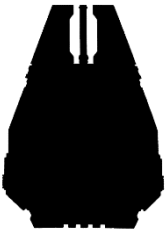
Built on the rhino chassis, its accessibility and ease of repair makes it a favored element amongst the legions. A formation on first fire orders gains blast 2. Whirlwinds are equipped with special targeters and stabilizers that permit firing at full range on advance orders and charge orders. However, the penalty to hit on charge orders increases to -2 to hit. Variants armed with the Hyperios gain the anti-aircraft [AA] ability.

Fliers [F]



Anvillus Pattern Dreadclaw

Originally used in void combat to insert astartes into enemy vessels, it is now frequently used as a dropship than can continue transport functions after landing. The Anvillus counts as a Flier [F] on initial descent and once landed it becomes a skimmer [K] with a base move of 30cms. It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against targets within 10cms of the landing point. When necessary, displace any elements in the landing point up to 10cms (determined by player who controls those elements).



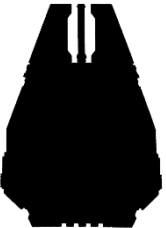
Deathstorm Drop Pods

Originating from the Raven Guard to clear landing zones and reduce casualties it uses rapid firing missile launchers to fire massive volleys on landing. The Deathstorm has the Robotic [RC] and Deep Strike [T] ability. As soon as this element is deployed (movement phase) it may fire its blast attack against opposing elements. In subsequent turns can fire its missile weapon attacks once per turn as if on first fire orders. This optional formation may only be added to Drop Pod Formation cards. These support cards do not count towards the company car limit.



Caestus Assault Ram

Primarily used in close ranged boarding assaults it can also offer support in ground operations. The Caestus is a flier [F] with a transport [TR] capacity of 2, invulnerable save versus frontal incoming fire of 8+ and a damage rating [DR] of 2.



Drop Pod

Orbital descent capsules that can carry astartes and even dreadnaughts to active warzones in surprise combat drops. Drop pods have a transport [TR] capacity of 2 (infantry elements) or 1 (one dreadnaught) and the Deep Strike [T] capability. Once landed they may not move.



Fire Raptor

Variant of the Storm Eagle designed for overwhelming aerial fire support. Fire raptors are fliers [F] and have a damage rating [DR] of 2.



Kharybdis Assault Claw

A monstrously large drop pod capable of carrying large amounts of assault forces through the void. Once landed it can offer close support with its weaponry. The Kharybdis is a Flier [F] on descent and a skimmer [K] once landed (25cms base movement). It has a transport [TR] capacity of 4 and a damage rating of 2. This element can fire its storm launchers as it deploys against opposing elements within range.



Storm Eagle Assault Gunship

A dedicated tactical strike element, its primary role is orbital assault, deployment of astartes and low-level ground attack. The Storm Eagle is a flier [F] with a transport [TR] capacity of 4 and damage rating [DR] of 2. The Tempest Rockets gain +1 to damage table rolls.



Thunderhawk Transporter

A recent addition to the Legiones, mainly used to deliver supplies and armored transports or tanks. The Transporter is a flier [F] with a transport [TR] capacity of 3 and it may carry 2 rhino chassis vehicles or one land raider instead. It has a damage rating [DR] of 3.



Thunderhawk Gunship

A design of the latter stages of the Great Crusade, intended to bridge the gap between the Storm Eagle and larger Stormbird. Its production was greatly increased during the Heresy. All variants are fliers [F] with a transport [TR] capacity of 6, damage rating [DR] of 3 and a one use per game bomb. Turbo lasers are macroweapons [M] for those variants armed with them.



Primaris Lightning Strike Fighter

A recent addition to the Imperial arsenal, it is a high-speed fighter aircraft that excels in the role of interception, interdiction, and surgical strikes. All Primaris variants are fliers [F] with a re-roll of failed armor saves (second result stands). Variants with phosphex bombs, ignore cover [IC], cause fires and gain a +2 bonus to fire table rolls. Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards.



Sokar Pattern Stormbird

A dedicated attack lander, high durability orbital assault craft that serves as mobile firebase and bastion that can withstand heavy ground fire. It is a flier [F] that has a transport [TR] capacity of 12 (or may transport 6 dreadnaughts/weapon platforms/jetbikes/standard bikes or 3 rhino chassis vehicles). The Stormbird is protected by 2 void shields (armor 4+), can re-roll failed armor saves (Second result stands), and a damage rating [DR] of 4. Dreadstrike missiles receive +1 to damage table rolls. The macro-bomb cluster and Orbital strike may be used once per game.



Xiphon Pattern Interceptor

Of ancient lineage this potent, heavily armed aircraft was moved to the aerial reserve in many legions until the Heresy brought it back to frontline service. An astartes pilot was found to be able to survive the stresses the aircraft placed on its pilot as well as exploit its armament. The Xiphon is a flier [F] with a re-roll of failed armor saves (second result stands).

Legion Specific Element Descriptions

Primarchs

- Primarch – this ability confers the following: Ranged to hit of 4+, Lone Wolf [LW], Fear [FR], adamantium will [AW], Indomitable [ID], Commander 3 [HQ3], +2 bonus to hero or fool table rolls, it will not die [IWD], recon [R], stubborn [SU] and deep strike [T].
- The Primarch Special card may attach up to 3 support cards (as if it were a limited company card). The card itself still occupies the special card slot. Note certain unique formations may be the only ones the primarch can add (usually described as the primarch honor guard).

Alpha Legion



Headhunter

Supremely skilled infiltrators specializing in creating crippling confusion and chaos in the enemy ranks, eliminating key command elements made up of the most skilled assassins within the Alpha Legion. The Headhunters are equipped with banestrike rounds (bolters gain bonus -1 TSM versus infantry elements) and Venom Spheres (+2 bonus to CAF to-hit). They have the infiltration ability [IF].



Lernean Terminators

An obscure formation due to not leaving behind witnesses. Like the beast of legend, almost impossible to kill with unmatched ferocity. Lernean Terminators all have the Deep Strike [T] ability, invulnerable save of 5+ and their weapons have the Volkite [V] trait and receive +1 to damage table rolls.



Armilius Dynat

A formidable strategist with a flair for the unorthodox, who favors intricate plans often designed to tear apart and incapacitate enemy formations before the killing blow is struck. Dynat is a level 3 commander [HQ3] with an invulnerability save of 6+. Formations in command gain +1 to damage table rolls and the sweeping advance [SA] ability. One chosen infantry detachment formation gains the deep strike [T] ability.



Exodus the Assassin

None can say if one astartes or several is the Exodus. What is known is they are the most supremely skilled assassins outside the Officio Assassinorum, acting on the behest of the uppermost echelons of the Alpha Legion. The Exodus has the Recon [R], infiltrate [IF] and Sniper [SN] abilities. Exodus gains +2 bonus of damage table rolls versus infantry with more than one DR. The "Instrument" weapon ignores cover [IC].



Alpharius, The Hydra

A mystery, moving unseen even amongst his own legion. Clad in armor in the manner of the mythic beast with fearsome weapons or origin unknown. He attacks from multiple sides and always from the least expected avenue. Lord of the XX Legion – The Hydra! Alpharius is a primarch with a damage rating [DR] of 2 and an invulnerable save of 4+. In addition to the standard primarch abilities, Alpharius also has the following special abilities:

- Counterattack [CA], move through cover [MC] and recon [R].

- Sire of the Alpha Legion – Alpha legion formations in command (25cms) of the primarch gain furious assault [FA].
- Insidious master mind – Gains +1 to reserve rolls.

Blood Angels



Contemptor-Incaendius Class

The durable Contemptor frame commonly used throughout the legions has one key addition – a jump pack! This provides unrivaled ferocity in shock attacks favored by the Legion. They possess the Deep Strike [T] ability, can re-roll failed armor saves (Second result stands), and jump packs [J].



Crimson Paladins

Guardians of the Halls of the Primarch known as the Keruvim, they forsake name and identity to form the bastion upon which the Blood Angels vent their righteous fury. Paladins have the Deep Strike [T], stubborn [SU] and an invulnerable save of 5+. They may only use Land Raider Phobos variant as a ground transport choice. They serve as their primarch's bodyguard and may be attached to the primarch special formation card.



Dawn Breakers

Chosen amongst the most experienced and daring assault astartes, their skill in shock assaults are legendary. They have jumpacks [J], deep strike [T], melta bombs (see melta bomb upgrade card) and the Deep Strike [T] ability. On the turn they deploy via Deep Strike [T] they gain a +1 close combat attack die for that turn only (Set the sky aflame).



Angel's Tears

The Erelim, the hands of Justice take the place of the more common destroyer astartes, taking the field by the order of only Sanguinius himself. They cull the unworthy and those only deserving of annihilation. They have jump packs [J], the counter attack [CA] ability and possess rad grenades (ignore cover in close combat).



Chapter Master Raldoron

First amongst the captains renowned for his tactical, strategic insight, superb martial skill, and faultless discipline. Even Rogal Dorn acknowledged his exemplary status. He is a level 3 commander [HQ3] and has an invulnerable save of 6+. Formations within command radius gain the counterattack [CA] ability.



Judiciar Aster Crohne

Recruited from the fields of Saiph, he is a relic of a bygone age he remains in the old role of Judiciar and his instinct for survival is legendary. He is a level 2 commander [HQ2], invulnerable save of 6+, has the adamantium will [AW], recon [R], and It will not die [IWD] abilities. He can use rad grenades in close combat (ignores cover in close combat).



Sanguinius, The Great Angel

The Great Angel, Master of hosts, Primarch of the Blood Angels is often considered the greatest of his kin. Peerless warrior, masterful strategist, and beloved hero of the Imperium. Even the doourest sung his praise. He is a primarch equipped with jump packs [J], invulnerable save 4+ and a damage rating [DR] of 2. Besides the standard primarch abilities, Sanguinius also has the following special abilities:

- +5cm bonus to all formations equipped with jump packs within command radius
- +1 to all initiative rolls
- +1 bonus for close combat resolution to all formations within command radius (25cms)

Dark Angels

Deathwing Companions



Bound by the most stringent oaths, the companion's duty is to protect and lay down their lives to protect those command elements under their care. Those that have taken death blows intended for their charges are granted the honor of donning the iconic bone white armor. Unlike most formations' companions replace existing veterans in any formation. They do not alter the break point but do add cost and VP's to the base formation. Their addition is mandatory for the Dark Angels player. Additionally, they serve as honor guard to their primarch and these formation may only be attached to the primarch (may not be attached to any other formation). All companions have the indomitable [ID], deep strike [T], adamantium will [AW] and veteran [V] abilities. They possess melta bombs [MB]. Companions in artificer armor have an invulnerable save of 6+, those in terminator armor have an invulnerable save of 5+.



Dreadwing Interemptors

A grim breed, infamous even amongst the Dreadwing. They stand for only one thing – the utter destruction of their enemy! Interemptors possess the stubborn [SU] ability. Their plasma caster is a flamer [FW] and assault [A] weapon. They may also use rad grenades (ignores cover in close combat).



Firewing Enigmatus Cabal

Operating in small elite formations, they acquire key intelligence and remove threats on the battlefield ahead of the main assault. The Enigmatus can re-roll failed armor saves (Second result stands), jump packs [J] and the recon [R] ability. They possess shroud bombs (stealth is 20cms and the recon/sniper ability cannot detect them) and all Overwatch fire against them impose a -2 penalty.



Ironwing Excindio Class Battle Automata

Armed with the most dread of technology – Artificial Intelligence, these warmachines from the Dark Age of Technology revel in the slaughter they reap. They are a marvel and nightmare known only to the Dark Angels and the Emperor himself! All Excindio Automata can re-roll failed armor saves (Second result stands), the robotic [RC] ability and must charge opposing formations within 15cms. The Type 2 launcher is a macroweapon [M] that uses phosphex (causes fire) rounds. The type 3 induction shredder ignores cover [IC]

and suppresses infantry elements like artillery. The type 4 Pulse cannon gains +1 to damage table rolls [Dmg+1].



Knights Cenobium

While each of the wings of the Hexagrammaton dedicate itself to the perfection of its main task, those within each wing that have earn elite status are designated as Cenobites. Warrior Adepts of utmost skill at their craft of war. Cenobites possess an invulnerable save of 5+, the deep strike [T], adamantium will [AW] and veteran [V] abilities. Their plasma caster weapon is a flamer [FW] and assault [A] weapon.



Corswain

Champion and paragon without peer within the Dark Angels, his mastery of the blade renown throughout the astartes. Corswain has an invulnerable save of 5+, is a level 3 commander [HQ3], possesses the indomitable [ID], deep strike [T] and veteran [V] abilities. If the primarch or Marduk Sedras is not present he is the army leader. Formations within command distance gain +1 to the close combat resolution.



Marduk Sedras

Terran born and master of all theatres of warfare his service to the Crusade spans over two centuries, one of the oldest astartes to still serve. Sedras has an invulnerable save of 5+, is a level 3 commander [HQ3], possesses the deep strike [T], adamantium will [AW] and veteran [V] abilities. If the primarch is not present he is the army leader. His weapon the Death of Worlds reduces opponents invulnerable save by two when engaged in close combat. Formations within command radius may re-roll 1's for all to hit rolls and confers +1 to army reserve rolls. Sedras may attack 1 Knights Cenobium special formation to the company he commands, and this does not count towards the 1 special card limit (may attach one additional special card as per formation building rules).



Lion El'Jonson

Pragmatic and ruthlessly efficient. He is the monster slayer. His legion faces those threats so heinous that only his tactical genius and his legions might can banish. He has faced insurmountable odds, again and again, being victorious no matter that odds. The Lion is a primarch with a damage rating of 2 [DR2], an invulnerable save of 4+. Besides the standard primarch abilities he has the following abilities:

- +1 morale bonus to all Dark Angels on the tabletop
- +1 to close combat resolution to any Dark Angels formation with 25cms
- Formations in command radius ignore difficult terrain tests
- His weapon the Fusil Actinaeus causes suppression as artillery.

Death Guard



Grave Warden Terminators

Their name is synonymous with the use of alchemical weapons and they made free use of such weapons during the Crusade and subsequent Heresy. Grave Wardens have the Deep Strike [T] ability and have an invulnerable save of 5+. The Assault grenade launcher ignores cover [IC] and has the Assault [A] trait. They possess the ability to launch toxic chem-munitions that ignore armor saves in close combat (only invulnerable saves apply).



Deathshroud Terminators

Chosen by Mortarion for their skill at arms, fearlessness, and their proven endurance. They are the primarchs silent bodyguard. Deathshrouds have the Deep Strike [T] ability, invulnerability 5+, melta bombs (Gains attack versus structures in base to base contact -2 save modifier and +1 to damage and structure table rolls). Their flamers are chem weapons, double save modifier versus infantry targets. They are the bodyguard of Mortarion and can be attached to his special formation card.



Section Leader Cryos Mortug

A bitter morbid warrior disliked even amongst his battle brothers despite his obvious talents as a field commander. His psychic ability set him further apart. After the betrayal he became the deadliest of the resistance commanders against his former legion. He is a level 1 commander [HQ1], a level 1 psyker [P1] with the infiltrate [IF] ability. He is a loyalist and may command Death Guard still loyal to the Emperor.



Marshal Durak Rask

Fanatically loyal to his primarch Mortarion, he received a rare commendation from the dour lord of the 14th due to his skill at siege craft. He is a level 2 commander [HQ2], invulnerability save of 6+ and +1 to hit (ranged) for infantry elements under its command and +1 to damage table rolls to infantry heavy support under its command (25cms). The Volkite serpent was the Volkite [V] trait.



Calas Typhon

First Captain of the Death Guard Legion and powerful psyker. Although suppressing his gifts due to his primarchs abhorrence of witchcraft, he would heed the call of the warp once their betrayal became clear. He is a level 3 commander [HQ3], level 2 psyker [P2], invulnerable save 5+. He must be army leader if Mortarion is not present. Once per game turn player may use Chem bombardment (Blast 4, primary die -2TSM). Armed with chem flamer, save modifier is doubled versus infantry targets. Calas may use powers from the telepathy discipline, but not within 50cms of Mortarion.

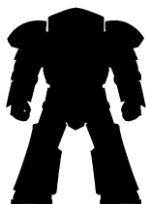


Mortarion the Reaper

Hailing from a world of fell secrets and necromantic horrors, that darkness seeped into his soul and would never leave him. Horus would tap into that darkness to sway him and in the end sell his soul to the very essence of what he despised. Mortarion is a primarch with the terror [TR] ability (versus non-primarchs), an invulnerability save 4+ and damage rating [DR] of 3. Besides the standard primarch abilities, Mortarion also has the following abilities:

- Sire of the Death Guard - Infantry formations in command (25cms) of their primarch receive the Indomitable [ID] ability.
- Grants the army use of proscribed ammo for artillery formations. This upgrade is free for Death Guard
- Shadow of the reaper – gains stealth [SH] ability, may “teleport” 20cms instead of standard move.
- Preternatural resilience – Re-roll failed “it will not die” [IWD] failed rolls.
- Witch spite – re-roll failed adamantium will [AW] rolls versus psychic attacks.
- Phosphex bombs: Blast 2, ignore cover, -2 save modifier.
- Silence – negates invulnerable save in close combat

Emperor's Children



Phoenix Terminator

The elite cadre of warrior that are the personal retinue of the Primarch of the Emperor's Children. They are the symbol of the legions search for perfection. Phoenix Terminators have the Deep Strike [T] ability and an invulnerable save of 5+. Close combat that occurs within 25cm of this formation, draws count as an Emperor's Children victory (the other side is considered the loser, so must roll for morale). They are the primarchs bodyguard and may be attached to the special formation card.



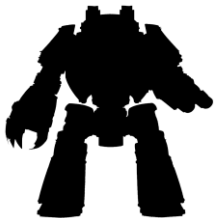
Palatine Blade

Drawn from the Legions finest swordsmen and favored by their primarch they serve as a shining example of excellence and perfections in the arts of war. They often seek out the finest enemy warriors on the battlefield to which prove their superiority. The palatine blades gain the counterattack [CA] ability. They may also be equipped with jump packs [J].



The Kakophoni

The fall of to the powers of the warp for the Emperor's Children was swift after the betrayal of Isstvan III. Forbidden practices now fused with malign forces would unleash experimental psycho-sonic weapons upon the galaxy. The Kakphoni gain the stubborn [SU] ability. Their weapons are psychic in nature and causes suppression on hits (suppresses as artillery). Casualties force morale checks on target formations by this weapon.



Rylanor the Unyielding

A first-generation Emperor's Children who fought alongside the Emperors side. After falling grievously wounded in a battle against the Eldar he was entombed with the dreadnaught and became the legions Ancient of Rites. After the Isstvan atrocity his unshakable loyalty to the Emperor made him a priority target for the traitors. He can re-roll failed armor saves (Second result stands), has a damage rating [DR] of 2, may re-roll failed armor saves. Loyal legionnaires within 25cm can re-roll failed morale checks. May re-roll on the damage table once, second result stands. This formation can form part of loyalist armies or loyal thousand sons.



Lord Commander Eidolon

Elevated to Company Captain by Fulgrim himself, the once exemplar of all Emperor's Children had his supreme confidence twisted into overweening arrogance. The attentions of Fabius Bile and biological augmentations has made him even more formidable. He is a level 3 commander [HQ3] and invulnerable save of 6+. In close combat the death scream may be used. This is a blast 2 attack. Elements that fail the save are removed prior to resolving close combat. When present he is the army leader (unless the primarch is also present). One formation under his command (25cms) adds +5cms to the base move.



Captain Saul Tarvitz

Content to be a line officer and spurned by higher echelon commanders, upon learning of the betrayal went directly to warn those of their impending doom. Their resistance ultimately impacts the wider war. He is a level 2 commander [HQ2], invulnerable save 6+ and the sniper [SN] ability. He is a loyalist and may be attached to loyalist legions and loyal Emperor's Children.



Fulgrim the Illuminator

The prideful primarch who strove to be a paragon in all things, but whose all-consuming ambition, vainglory and hubris led him to the path of ruin. Fulgrim is a primarch with an invulnerable save of 4+ and a damage rating [DR] of 2. Besides the standard primarch abilities Fulgrim also has the following abilities:

- Sire of the Emperor's Children – Formations in command add a bonus of +2 casualties to determine which side wins the close combat. Scenarios where reserves are permitted gain +2 bonus to the reserve roll.
- Sublime swordsman – In close combat with a primarch, Fulgrim may re-roll misses once the close combat dice.
- Strategic planning – The player receives a +2 bonus to the initiative roll.
-

Imperial Fist



Aetos Dios

After multiple attempts on his life at the outbreak of the Heresy, the Magos Telluria constructed a heavily customized personal gunship to convey him. The Aetos Dios is a flier [F] with a transport [TR] capacity of 8, can re-roll failed armor saves (Second result stands), and Damage Rating [DR] of 3. It is protected by 1 void shield (armor 4+) and may repair Damage Rating [DR] point's loss of a roll of 6+. The Turbo Laser Destructor is a macroweapon [M]. This may only be attached the primarch's special formation card as personal transport option.



Templar Brethren

Guardians of the Temple of Oaths aboard the Phalanx they are elite warriors of unequalled zeal. They can re-roll failed armor saves (Second result stands) and the furious assault [FA] ability. They are equipped with melta bombs (gains attack versus structures in base-to-base contact -2 save modifier and +1 to damage and structure table rolls).



Phalanx Warder

From the ranks of breacher squads they assigned the defense of the Phalanx, an impenetrable wall of ceramite defying any assault. They are renowned for their grim determination and stark training. Warders have an invulnerable save of 6+.



Sigismund

A warrior of unparalleled lethality and ability, he ascended to renown during the Crusade and the Heresy made him a legend. The most skilled warrior in combat, save the primarchs themselves. He is a level 2 commander [HQ2], invulnerable save 6+, has the Indomitable [ID] and Adamantium Will [AW] abilities. Formations in command (25cms) gain the sweeping advance ability. Gains +2 to rolls on the hero/fool table. Any formation that gains a hero or fool special order also gains +1 CAF to hit bonus and +5cms to the charge move (in addition to special order effects).



Alexis Polux

Elevated to greatness but condemned to great sorrow by the events of the Heresy. A tactical genius and prodigy in void combat, the greatest of fleet masters. He is a level 3 commander [HQ3] and invulnerable save of 5+. May select a single infantry formation and grant it the deep strike [T] ability and gains the furious assault [FA] ability. Once per game the player automatically wins initiative.



Rogal Dorn, Praetorian of Terra

Unyielding, uncompromising, whose loyalty was the integral blood and breathe of the Imperium to endure the Heresy. The implacable disciple of the Emperor, the rock of his defense, the Indomitable Praetorian of Terra! Rogal Dorn is a primarch with an invulnerable save of 4+ and damage rating [DR] of 2. Besides the standard primarch abilities Rogal Dorn also has the following abilities:

- Sire of the Imperial Fists – infantry formations in command (25cms) of Dorn their Indomitable [ID] ability protects against terror, +1 CAF to hit bonus and +5cm charge move bonus.
- Unshakable Defense – infantry in cover gain increased cover by one step (light is now hard, hard becomes fortified). Must be last element to have close combat dice allocated against him in close combat.
- Teleport Homer. Deep strike [T] formations do not scatter within 25cms of Dorn.

Iron Hands



Gorgon Terminators

Wearing the powerful prototype Gorgon type terminator armor, they represent a refinement over standard cataphractii, tarterus or indomitus patterns. Its ultimate evolution was stunted by the demise of the Lord of the Iron hands. Gorgon terminators have an invulnerable save of 5+ and the deep strike [T] ability. They gain +1 to damage table rolls.



Medusan Immortals

Those who believe to have failed their father's rigid standard, whether by the whims of the battlefield or grievous wounds form these breacher formations with high levels of cybernetic augmentation to fight and die steadfastly seeking atonement. They have an invulnerable save of 7+ and gain the sweeping advance [SA] ability. They may damage buildings in contact with at -1 save modifier. Their weapon has the Volkite [V] trait.



Spearhead Centurion Casrmen Orth

A highly regarded tank commander within the legion leading the Subjugator armored battalion. Chosen by the primarch to accompany him in his enraged pursuit of Fulgrim. His ultimate fate is unknown. He is a level 2 commander [HQ2] and has an invulnerable save of 7+. May only be attached to a heavy vehicle (or higher) formation. All vehicles in the formation commanded receive a bonus +1 to the damage tables (cumulative with other legion bonuses).



Iron Father Autek Mor

Both Iron father and iron Lord of the Morraagul Clan Company, a part of the first intake of the 10th legion. Of Terran birth his Clan became a sink for the most unstable elements within the Legion. Despite this he heeded the call of his primarch to seek vengeance on the traitors. He is a level 3 commander [HQ3], can re-roll failed amor saves (Second result stands), and the mechanicus [MK] ability. He must be army commander if primarch is not present. Vehicle formations in command receive +1 to damage table rolls (cumulative with other legion bonuses). He possesses a cortex controller and may attach Legio Cybernetica battle maniples as an extra support card directly attached to his command (total of 2 formations). His Volkite charge has the Volkite [V] trait.



Ferrus Manus, the Gorgon

A figure of Legend on the world of Medusa, he was amongst the strongest of the primarchs. Of uncompromising demeanor, he demanded physical excellence beyond the body and mind to include mastery of the forge. A marvel of technical expertise even beyond that of Mars! He is a primarch with an invulnerable save of 4+, damage rating [DR] of 2 and the mechanicus [MK] ability. Besides the standard primarch abilities, Manus also has the following abilities:

- Sire of the Iron Hands – Infantry and vehicle formations in command (25cms) can re-roll failed armor saves (second result stands).
- Master of mechanisms – As per the mechanicus ability [MK]. +3 bonus to the roll.
- Indomitable Fury. Cannot be pinned by infantry elements.
- +1 bonus to damage table rolls.

Iron Warriors



Tyrant Siege Terminators

The vanguard of the legions siege breaker formations. Clad in thick cataphractii plate and spitting endless hails of high explosive missiles from carapace mounted cyclone missile launchers, they are fortress-breakers of implacable skill. They have an invulnerable save of 5+, the deep strike [T] and night vision [N] abilities and +2 bonus to damage table rolls.



Iron Havoc Support

An elite formation that has elevated the tactics of heavy, obliterating firepower to an art form. They are amongst the finest marksmen in their legion, placing their ordinance with pinpoint precision in support of their assault cadres. They reduce cover of target formations by one step (light cover becomes no cover). They receive a +1 bonus to damage table rolls.



Iron Circle, Domitar-Ferrum Class Battle-Automata

Automata of the primarchs design, originally deployed as bodyguards, they were designed for the type of warfare their master favored most. Untrusting of even his own sons these battle-automata served as his unsleeping eyes against treachery. They have an invulnerable save of 8+, the robotic ability [RC], a +1 bonus to damage table rolls and the bolt cannon causes suppression without casualties (like artillery). They may be attached to the primarch special formation card.



Erasmus Golg

He epitomizes the ruthless efficiency his primarch sought in his warriors. Embracing the heartless drive towards victory regardless of cost, his only punishment for failure was death. He is a level 3 commander [HQ3], invulnerable save of 5+, +1 bonus to damage table rolls and must be army's leader if primarch not present. Formations under his direct command gain +2 bonus to morale regardless of distance from him. Terminator formations in command receive a +1 bonus to CAF to-hit.



Kyr Vhalen

Self-sufficient and a sheer will to survive, he was stubbornly loyal to the Great Crusade and would take his better pride against those of his legion he once called brothers. He is a level 3 commander [HQ3] with a damage rating [DR] of 2, an invulnerable save of 5+, melta bombs (Gains attack versus structures in base to base contact -2 save modifier and +1 to damage and structure table rolls), must be leader of a loyalist Iron warrior faction when present. May designate a single formation that may reroll all misses once per game. Additionally, he may assign one formation to gain +2 bonus to CAF to hit once per game.

One fortification owned by the player may increase its DR value by 2. His weapon has the volkite [VK] trait.



Tormentor Shadowsword

The personal conveyance of Perturabo. He may attach it directly to his special formation card as a transport option. It is a level 1 commander [HQ1], transport [TR] capacity of 4 and damage rating [DR] of

3. The volcano cannon gains a +3 to damage table rolls and has one void shield (armor 4+).



Perturabo, the Lord of Iron

- Weaned on war and intrigue, he is a grim warrior, Master of Technology. Paranoid and ever wary of treachery, he keeps his thoughts private. His word was unbreakable as iron, but in the end he proven to be inclined to the treachery he feared in others. Perturabo is a primarch with an invulnerable save of 4+, damage rating [DR] of 2 and has the furious assault [FA] ability. Besides the standard primarch abilities, Perturabo also has the following abilities:
 - Sire of the Iron Warriors – All Iron warrior formations in command (25cms) gain the indomitable ability [ID].
 - Relentless strategy – All Iron warrior formations gain the furious assault [FA] ability when in the opposing player's deployment zone.
 - Teleport Homer. All formations with deep strike do not scatter within 25cms of the primarch.
 - Precision bombardment – can use orbital bombardment. May use this ability once per game turn. Orbital Strike: Blast 4, -5 TSM.
 - Cortex controller – may attach directly to his special formation card, Legio Cybernetica automata (2 formations).
 - Mechanicus [MK] – may use ability and re-roll failures.
 - Tormentor – special Shadowsword transport with 1 void shield and transport ability. Attached as integral transport card.

Night Lords



Contekar Terminators

Elite shock troops that sow panic and fear in their wake. At their core, they are most killed murderers. Contekars have an invulnerable save of 5+, the deepstrike [T], indomitable [ID], stubborn [SU] and fear [FR] abilities. Those armed with the Cavitor are volkite weapons [VK], while those armed with heavy flamers are flamer weapons [FW].



Terror Squads

The Night Lords cowed entire systems into submission by using fear as a weapon. In the case where the punishments to rebels were to be most visceral and personal the Terror Squads were unleashed to exact the price of their crimes against the Imperium. Terror squads cause fear [FR], have then infiltrate [IF] ability. They also use melta bombs (Gains attack versus structures in base to base contact -2 save modifier and +1 to damage and structure table rolls). Their weapon has the Volkite [V] trait.



Night Raptors

A breed apart within the Legion, a group of murderers acting in concert with their chosen style of combat. They attack with swift savagery and are adorned by their grizzly trophies. Night Raptors have jump packs [J]. They can also be given the trophies of judgement upgrade card that is normally reserved for command sections (at standard cost).



Flaymaster Mawdrym Llansahai

Even amongst the Night Lord there were those that surpasses the boundaries of they considered sane. Apothecary Mawdrym frequently breached those boundaries as he oversaw interrogations, using twisted surgical arts upon his victims. He is an apothecary [Apo] that causes fear [FR] and has an invulnerable save of 7+. The Flaymaster has the It will not die [IWD] ability. His apothecary ability takes a -1 penalty to rolls.



Kheron Ophion

A Nostramo borne astartes of unusual stubborn bravery, often scorned by his fellow Night Lords, his actions forestalled their annihilation at the Dark Angels hands. Ophion has an invulnerable save of 6+, is a level 3 commander [HQ3] and possesses melta bombs {MB}. Formations within command radius gain the stubborn {SU} ability. If the primarch or Sevatar is not present he is the Army leader. His weapon has the volkite [VK] trait.



Nakrid Thole

Spiteful and cut throat, his only loyalty is to his primarch. Clawing his way up the ranks, he shows no mercy and reverts on slaughter. Thole has an invulnerable save of 6+, is a level 2 commander [HQ2], possesses the fear [FR] and stealth [SH] abilities. Formations in command radius gain the counter attack [CA] ability. His weapon has the volkite [VK] trait.



Sevatar, the Prince of Crows

Jago Sevatarion holds the dark honor of being the first to utter the infamous phrase “Death to the false emperor”, but one of many crimes and blasphemies committed by the First Captain over the years. He is a level 3 commander [HQ3], level 1 psyker [P1], invulnerable save of 6+, causes fear [FR]. Formations with deep strike [T] do not scatter when he is part of the formation. Psyker of the divination discipline. Has furious assault [FA] ability.



Conrad Kruze, the Night Hunter

Of dark renown on his world of criminals and corrupt overlords, his sanity stretched to the limit due to the premonitions of his future and the horrors to overwhelm the galaxy. Conrad is a primarch with invulnerable save of 4+, jump pack [J], causes terror [TR] (affects non-primarchs), has the night vision [N], stealth [SH], hit and run [HR] abilities. Besides the standard primarch abilities, Konrad also has the following abilities:

- Sire of the Night Lords – The Night lord player may elect to begin the game in night time conditions or designate a subsequent turn as night time.
- All night lord infantry formations in command (25cms) gain the fear [FR] ability (affects astartes).

Raven Guard



Mor Deythan Strike Squads

Known as the Shadow Masters, their infiltration skills are unsurpassed in a legion known for its stealth tactics. The Mor Deythan have the recon [R], stealth [SH] and infiltrate [IF] abilities. They possess shroud bombs (stealth is 20cms and the recon/sniper ability cannot detect them). Once per game the formation elements gain double their attack dice and an additional -1 to save modifier for their ranged weapons.



Dark Fury Assault Squads

Focusing decapitation strikes upon specific enemy command and control elements, unseen assassins striking from the shadows they descend amid their prey with lethality and sow confusion in the enemy ranks. They have jump packs [J], infiltrate [IF], furious assault [FA] and deep strike [T] abilities. They possess an invulnerable save of 7+.



Darkwing Pattern Storm Eagle Gunship

Using secrets from the Dark Age of Technology kept by the Kiavahr, who hold the astartes in higher sovereignty than the Mechanicum, they are highly prized and effective. It is a flier [F] with transport [TR] capacity of 4 and a damage rating [DR] of 2. The Darkwing has stealth [SH]. The eclipse missile receives +1 to damage table rolls and suppresses like artillery.



Strike Captain Alvarex Maun

Commander of the legions planetstrike operations, he would do so from the front lines, leading securing the dropzone. He led the Istvan drop and the breakout from the Urgall Depression extracting his primarch from death. He is a level 2 commander [HQ2] and has the recon [R] ability. Formations using deep strike vehicles (drop pods) do not deviate. Formations arriving via deep strike [T] methods also gain the counter attack ability [CA]. Maun must be part of the formations for the abilities to apply. Can use Darkwing transports as personal transport.



Moritat-Prime Kaedes Nex

A dark figure of gruesome reputation, infamous murderer, he was freed and pardoned by his primarch and now hunts targets as his master's behest. He has the Cameleoline [CE], furious assault [FA], lone wolf [LW], stealth [SH], infiltrate [IF] and the counter attack [CA] abilities. Kaedes has an invulnerable save of 7+, melta bombs (gains attack versus structures in base-to-base contact -2 save modifier and +1 to damage and structure table rolls). May be deployed within 25cm of a chosen enemy command section after all the formations are deployed. Kaedes has stealth [SH] until he attacks its chosen command section prey (player may mark intended target with counter). His ranged weapons are -4 TSM versus infantry elements.



Corvus Corax, the Shadowed Lord

- Of alabaster skin and long black hair that look like the feathers of his namesake, the raven. A preternatural ability to slip from his foes perception when standing in plain view, pass unnoticed, he is a master of rapid strikes and decapitation. He is a primarch with an invulnerable save of 5+, damage rating [DR] of 2, jump packs [J], deep strike [T], stealth [SH], infiltrate [IF], recon [R] and hit and run [HR] abilities. Besides the standard primarch abilities, Corvus also has the following abilities:
 - Corax senses negates stealth [SH] and nighttime condition penalties. No formation can deep strike within 25cms of him.
 - Sire of the Raven Guard - +5cm bonus move to all formations within 25cm. All infantry in command (25cms) gain counter attack [CA] ability.
 - The Shadowed Lord – All elements except daemons, psykers and other Primarchs receive a -2 penalty for shooting attacks against him.
 - Hard to pin. Cannot be pinned by any element type.
 - Deep strike does not scatter within 25cms of him

Salamanders



Pyroclast Squad

The burning fury of the legion given material form. Shunning destroyer squads, they were created to fill that void with powerful thermal weapons of the primarchs creation. They can re-roll failed armor saves (Second result stands). and melta bombs (gains attack versus structures in base-to-base contact -2 save modifier and +1 to damage and structure table rolls). Their heavy flamers ignore cover and have the

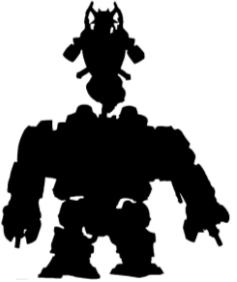
assault trait.



Firedrake Terminators

The elite of the legion, paragons of what the Promethean Cult hold dear – mental resilience, discipline, and self-sacrifice. Of legendary resilience they are the primarchs praetorian guard. All Firedrake terminators have deep strike [T], sweeping advance [SA] and +1 to damage table rolls. They have an invulnerable save of 5+ and those with storm shield in increases to 5+. They may be added to the

primarch special formation card.



Cassian Dracos

The first lord commander before the coming of their primarch, he was wounded in battle versus orks and interred into a sarcophagus of unsurpassed sophistication and durability. He can re-roll failed armor saves (Second result stands), damage rating [DR] of 2, the “it will not die” [IWD] ability. May use Burning Wrath. A Blast 2, TSM-2 ability that is used at the start of close combat. Casualties are removed before the rest of the combat is resolved.



Lord Chaplain Nomus Rhy'tan

When the Chaplain edict was pronounced to enforce the dictates of Nikea, it fell upon fertile ground amongst the legion, stressing philosophies already prominent in their own beliefs. Nomus was chief amongst the Chaplains by proclamation of his own brothers. He is a level 2 commander [HQ2], the “it will not die” [IWD] ability, may attach a support formation of one dreadnought talon formation directly to him (does not count towards support card limit). All Salamanders within 25cm gain +1 CAF to hit and re-roll failed morale checks.



Vulkan, the Hammer of Salvation

An indomitable warrior where strength was tempered by wisdom. While his fury was a rival to any of his brothers, Vulkan kept foremost in his thoughts the balance between the destruction caused and his responsibility wielding it. He is a primarch with an invulnerability save of 4+ and damage rating [DR] of 2. Besides the standard primarch abilities, Vulkan also has the following abilities:

- Sire of the Salamanders – Salamander formations in command (25cms) gain +1 to their morale checks and gain the adamantium will [AW] ability. Formations gain +1 to CAF to hit.
- Blood of Fire – may re-roll “it will not die” rolls.
- May damage buildings with -2 save modifiers when in contact with a structure.

Sons of Horus



Anvillus Pattern Dreadclaw Drop Pod

While seeing use across the legions, the Sons of Horus have used the Anvillus extensively and mastered its use in aerial combat drops. Anvillus Dreadclaws gain a bonus of +10cms to their base move as skimmers [K] once deployed and landed. All other stats and abilities are the same as the standard widely used version) Deep strike [T], Transport [TR] of 2, etc. See Anvillus Pattern Drop Pod above in the general element descriptions.



Justaerin Terminators

They are the point of the spear in the legion. Always where the fighting is thickest they would smash aside their opponent where they were strongest. They have an invulnerable save of 5+, furious assault [FA], sweeping advance [SW], stubborn [SU] and deep strike [T] abilities. As the favored of Horus, they may be attached to the primarchs special formation card. Players may replace the basic commanders of terminator formations with justaerin terminators at no additional cost.



Reaver Attack Squad

Evolving from despoiler and assault squads, they epitomized the legions way of warfare of lightning swift assaults, striking down leaders and sowing panic and disorder amongst the enemy. They add +2 to reserve rolls (cumulative with other bonuses). Variants have jump packs [J].



Maloghurst the Twisted

The equerry of Horus Lupercal served in numerous campaigns of the Crusades. Although wounded almost to his death, body crippled, he abandoned the role of warrior his formidable mind dedicated to the service of his master. He is a level 3 commander [HQ3], invulnerable save 6+ and uses banestrike rounds (Infantry formation(s) gain -1 to save modifiers versus infantry). Infantry formations under his command gain the stubborn ability [SU]. May attach one reaver formation as honor guard directly to the command formation he is part of.



Ezekyle Abaddon

Foremost warrior amongst the legion and fanatically loyal to the Warmaster. A savage powerful warrior with a sharp tactical mind whose tally of victories was the greatest bar the primarch himself. He is a level 3 commander [HQ3], invulnerable save of 6+, damage rating [DR] of 2 and the indomitable [ID] ability. Terminator formations under his direct command (925cms) do not scatter when using the deepstrike [T] ability. Formations under his command (25cms) gain +1 bonus to CAF to hit.



Garviel Loken

A senior captain of the legion highly regarded by his brethren and primarch due to his cool headedness, intelligence and battle record. Member of the Mournival he was considered too loyal to the ideals of the Crusade and Emperor to be trusted with the betrayal to come. He is a level 3 commander [HQ3], invulnerable 6+, and the "it will not die" [IWD] ability. He may command loyal Sons of Horus and loyalist astartes.



Horus Lupercal, the Warmaster

- Perhaps the greatest of primarchs, charismatic battle leader and tactical genius he is a warlord second to only the Emperor. His ambition and pride festered until he fell at Davin and plunged the galaxy into darkness. He is a primarch, invulnerable save 4+ and damage rating [DR]. Besides the standard primarch abilities Horus has the following special abilities:
 - Sire of the Sons of Horus – all formations gain +1 bonus to reserve rolls.
 - The Point of the spear – may call an orbital bombardment once per turn. Orbital Strike: Blast 4, -5 TSM.
 - Teleportation Homer – terminators with deep strike do not deviate within 25cms of Horus.
 - Psychic defense – his armor provides him a save versus all psychic powers of 4+.
 - May automatically win one initiative roll per game.

Space Wolves



Fenrisian Wolf

The iconic feral predatory beasts of Fenris that fight alongside the Jarls of the legion. Due to their acute senses, no opposing formations can deploy within 25cms regardless of abilities. Cybernetically enhanced wolves gain an invulnerability save of 8+.



Deathsworn

The dark heart of the legion, those of damaged minds and souls, hollow, murderous, the embodiment of the hunger of death. They have the indomitable [ID], hit and run [HR] abilities. May only be led by Priests of Fenris. When eliminated in close combat the opposing element must make an armor save at -1 save modifier. They use Ymira stasis bombs in close combat. This ability causes -1 to hit in close combat to opponents. They possess melta bombs (gains attack versus structures in base-to-base contact -2 save modifier and +1 to damage and structure table rolls).



Varagyr Wolf Guard Terminator

Had picked from the primarchs own great company to be his personal guard and close companions. They have an invulnerable save of 5+, cause fear [FR], and have the stubborn [SU], sweeping advance [SA], deep strike [T] and hit and run [HR] abilities. They add +2 to leader replacement rolls and can be added to the primarch special formation card.



Grey Slayers

Compact warbands expected to deal with a wide range of battlefield challenges and to close with the enemy in seek and destroy missions. All grey slayers possess the hit and run [HR], stubborn [SU], fire on the fly [FF] and indomitable [ID] abilities. Grey Slayers with combat shields gain invulnerable saves of 7+.



Geigor Fell-Hand

Prideful, impetuous as well as valiant, his hate of the Thousand Sons was later sated on Prospero. He is a level 1 commander [HQ1], has the stubborn [SU], fire on the fly [FF] abilities and an invulnerability save of 7+.



Hvarl Red-Blade

Commander of the 4th Great Company of dour humor and great temper his battle cunning is legendary. He is a level 2 commander [HQ2], causes fear [FR], has invulnerable save of 5+ and damage rating [DR] of 2. Formations within 25cm receive the recon [R] ability and +1 bonus to close combat damage table rolls.



Priests of Fenris

Hidden from outsiders, they represent specialists and technicians as well as keepers of the legion's lore and secrets. All priests have invulnerable saves of 6+, save versus psychic powers of 5+ due to their aether armor. The speaker of the dead grants +1 CAF to hit and re-roll morale checks to formations within 25cms and has the apothecary [Apo] ability. The Caster of Runes is a level 1 psyker [P1] and has melta bombs (gains attack versus structures in base-to-base contact -2 save modifier and +1 to damage and structure table rolls). The Priest of Iron has the mechanicus [MK] ability and adds forgelord, master of signal or Praevian consul special rules (select one), also has melta bombs.



Leman Russ, Wolf King of Fenris

Few primarchs are as shrouded in legend than Leman Russ. Lord of the Icy death world an incomparable warlord, fearless beyond measure and faultlessly loyal. He is a primarch with an invulnerable save of 4+, damage rating [DR] of 2, the night vision [N] and counter attack [CA] abilities. Besides the standard primarch abilities Leman Russ has the following abilities:

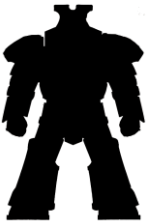
- Sire of the Space wolves – all space wolf formations in the space wolf legion within line of sight of their primarch gain +1 bonus to morale rolls

Thousand Sons



Castellax-Achea Battle-Automata

The legions doctrine opposes bloody attrition or vainglorious frontal assaults; therefore, the usefulness of obedient, resilient, and expendable shock assault elements were needed. Psychic arts were applied in their construction to make them respond to a commander's psychic ability. It has an invulnerable save of 8+, the robotic [RC] and "it will not die" [IWD] abilities. They are modified to be controlled by psychic powers. If their psyker controller (commander) is taken by the warp though failed psychic power use, the attached castellax formation is also removed. The Aether Fire weapon has the Volkite [VK] trait.



Sekmet Terminators

The elite of the First Fellowship, known as the Scarab Occult, serve as the primarchs personal bodyguard. They fought with such unified precision they seemed more automatons than men. They are level 2 psykers [P2] (the whole detachment counts as a level 2 psyker), have an invulnerable save of 5+ and the stubborn [SU] and Deep Strike [T] ability. They may be attached to the primarch special formation.



Khenetai Occult Blades

A mystical sect from the Jackal Order, they served as guardians of their reliquaries and sanctums. Sublime warrior who have honed their psychic abilities to be one with their swords. They are level 1 psykers [P1] (the whole detachment counts as a level 1 psyker) and have the furious assault [FA] ability.



Ammitara Occult Intercession Cabal

A shadowed reputation even within the legion, dedicated to reconnaissance, misdirection, espionage and assassination. They possess the Sniper [SN], infiltrate [IF], recon [R] and stealth [SH] abilities. Their weapon ignores cover.



Ahzek Ahriman

The first and last chief librarian of the legion and the most gifted of its psykers. An astute field commander he became the primarch's foremost pupil and his chief lieutenant. He is a level 3 commander [HQ3] and level 3 psyker [P3]. They have an invulnerable save of 6+ and the adamantium will [AW] ability. Formations in command (25cms) gain the recon [R] ability.



Magistus Amon

Equerry to the primarch and emissary to other marine legions and circles of power within the Imperium, once the tutor of Magnus himself, he is a powerful psyker and warrior. He is a level 3 commander [HQ3] and level 3 psyker [P3]. They have an invulnerable save of 5+ and the infiltrate [IF] ability. May automatically win game turn initiative once per game. May add +1 to friendly reserve rolls and opponents receive -1 penalty on their reserve rolls. Command section elements gain +1 to invulnerable saves.



Magnus the Red, the Crimson King

A psyker of prodigious power, his essence boils with psychic potential. Of supreme intelligence and hunger for knowledge this power made others, even his brother primarchs suspicious or fearful. In the end his obsession with the warp was his undoing. He is a primarch with an invulnerable save of 4+, damage rating [DR] of 2. Besides the standard primarch abilities Magnus also has the following:

- Sire of the Thousand Sons – Any thousand son formation in command (25cms) gain indomitable [ID] and -1 to hit penalty for shooting at them. Thousand Sons formations gain +1 to reserve rolls.
- Arch-sorcerer – May use 2 psychic powers per game turn. Powers work automatically with no chance of failure or succumbing to the warp.
- Eye of the Crimson King – his psychic powers do not need line of sight to the targets.
- Phantasmal aura – -1 penalty to fire (includes artillery as well as direct fire) at Magnus.

Ultramarines



Invictarus Suzerain Squads

The area class apart serving their primarch and the tetrarchs directly. Chosen from the ranks to be elevated to the Suzerain squads is to be marked for future greatness. They have an invulnerable save of 6+ and the stubborn [SU] ability. They may be attached to the primarch special formation card.



Locutarus Storm Squads

Elite formations deployed in vanguard strike formations. Courageous as well as ferocious, they are disciplined and precise in their use of force. They have jump packs [J] and the deep strike [T] ability. This formation does not scatter when deployed by deep strike.



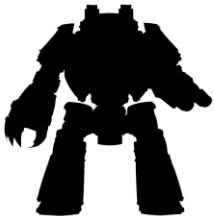
Fulmentarus Terminator Strike Squads

The idea originally from Perturabo, was taken and improved by Guilliman by adding enhanced targeting arrays to coordinate fire more effectively. Were it not for the Heresy, this formation may have been adopted across all legions. They have an invulnerable save of 5+, deep strike [T] and the night vision [N] abilities.



Damocles Command Rhino

Equipped with sophisticated communication arrays, orbital interface systems and secure vox channels, it is a dedicated command vehicle. It functions as a level 2 commander [HQ2], has a transport [TR] capacity of 1 and the recon [R] ability. Deep strike [T] deployments within 25cm do not scatter. Once per game turn may call in orbital strike (Blast 4, -5 TSM). Reserves have a higher probability of successfully arriving (+1 bonus for reserve rolls to formations attached to the company the Damocles belongs to).



Honored Telemechrus

Awoken by the betrayal at Calth, fighting alongside the tetrarchs he led many assaults, soon mastering fighting as a dreadnaught for which he was recently interred. He can re-roll failed armor saves (Second result stands), and a damage rating [DR] of 2. Formations within 25cm gain +1 bonus to CAF to hit.



Captain Remus Venatus

Central to the legions answer to the betrayal at Calth, he linked up with the Magos of Tawren to regain control of the defense grid, completing this vital task. He is a level 2 commander [HQ2], invulnerability save 7+ and the adamantium will [AW] ability. Formations within 25cm of an objective gain +2 to morale checks. May designate one formation on reserve which may be deployed from any table side from the second turn onwards and will succeed its reserve roll.



Roboute Guilliman, Master of Ultramar

Thought by some as the paragon of the Emperor's sons, he is a patrician statesman, practical warrior, and master logistician. He is a primarch with an invulnerable save of 4+ and damage rating [DR] of 2. His weapon has the assault [A] trait. Besides the standard primarch abilities Guilliman also has the following:

- Sire of the Ultramarines – all ultramarine formations gain +1 to morale checks.
- Preternatural Strategy – Infantry and cavalry formations gain +1 bonus to CAF to hit and the sweeping advance [SA] ability. Vehicle and walker elements gain -1 to their weapons save modifiers and +1 bonus to the damage tables.
- In command (25cms) formations gain stubborn [SU] and his command section gains +5cm base move.

White Scars



Ebon Keshig

The Kharash serves as a ritual post for atonement and redemption of sins and breaches of honor. Deployed in high intensity conflicts, they serve to shield more fragile contingents of the legion. They have an invulnerable save of 5+, stubborn [SU] and deep strike [T] abilities. They cannot hold objectives (no VP for claiming objective).



Falcon's Claws

They function as long ranged scouts, assassins and harry the enemy. Before the battle is joined they mark out targets, kill commanders and disrupt supply lines. They are excellent trackers and hunters. They have the move through cover [MC], Cameleoline [CE], recon [R] and infiltrate [IF] abilities. They possess melta bombs (gains attack versus structures in base-to-base contact -2 save modifier and +1 to damage and structure table rolls) and shroud bombs (stealth is 20cms and the recon/sniper ability cannot detect them).



Golden Keshig

One of the most prestigious formations in the legion. Superlative riders they serve as line breakers and are the spear tip of attacks using their heavy assault bikes. They possess the shamshir jetbike upgrade, are skimmers [K], have the recon [R] ability and use melta bombs (gains attack versus structures in base to base contact -2 save modifier and +1 to damage and structure table rolls).



Kyzagan Assault Speeder

Since heavy tanks cannot keep the pace with the legions swift bike mounted formations, they use a javelin modification that provides them mobile hard-hitting support weaponry. They possess the shamshir jetbike upgrade, are skimmers [K], and have the deep strike [T] ability.



Qin Xa

Master of the hunt and longtime companion to the primarch, even those outside the legion speak of his prowess as a warrior and leader. He is a level 3 commander [HQ3] with an invulnerable save of 5+ and the counter attack ability. Confers +2 bonus to reserve rolls. Formations within command distance gain +1 die bonus to their close combat dice per element.



Tsolmon Khan

Of quiet courage, resolute loyalty and fierceness with the hammer, he showed little mercy to those who take arms against his legion. He is a level 3 commander [HQ3] with an invulnerable save of 6+. Gains +1 bonus to damage table rolls. May attach one sisters of silence Oblivion Knight-Centura formations



Jaghatai Khan

He is as an unexpected storm or devastating gale that comes and goes as it pleases. The Great Crusade was like a great hunt that raged across the galaxy, fighting, and laughing as he went through his task with discipline and perfection. He is a primarch with an invulnerable save of 4+. He has dual stats whether mounted or on foot (15cm base move on foot, 40cms on mounted; CAF of 5/-4 on foot, 7/-5 mounted). Besides the standard primarch abilities, Jaghatai Khan has the following special abilities:

- Formations within command radius gain the recon [R] ability and the hit and run [HR] ability
- Gain +3 bonus to reserve rolls
- Jaghatai ignores difficult terrain tests

Word Bearers



Word Bearers Chaplain

They have existed in some form within the legion, even before the dictates of Nikea. A legion that valued faith had these astartes of particular zeal to inspire their brethren. However, it would soon be apparent that their faith was not in the imperial truth, but to the denizens of the warp. Their zeal perverted into madness and darkness of those they truly worshipped – the chaos gods! They are level 1 commanders [HQ1], cause fear [FR]. Each company card must attach the word bearers chaplain support card. It may attach itself to any one detachment formation within the company.



Mhara Gal Tainted Dreadnought

First encountered in the catastrophe at Calth, this twisted monster, and its kin were foes an astartes had never faced before. Although cloaked in the guise of a dreadnought, its fiery, blood weeping armor blasting black empyreal fire marked it as something from the warp. It is a demon [DE], can re-roll failed armor saves (second result stands) and damage rating [DR] of 2. It has the adamantium will [AW], Durable [DU], "it will not die" [IWD] and fear [FR] abilities. It ignores difficult terrain and opponents in close combat must re-roll successful armor saves (second result stands).



Gal Vorbak Dark Brethren

Built from the remains of the Serrated Sun Chapter of the legion from those who looked into the Eye of Terror and were infiltrated by creatures of the aether. The survivors were known as the Gal Vorbak or "blessed sons". They are demons [DE] with an invulnerable save 7+, causes fear [FR] and has the deep strike [T]. They receive a +1 bonus to damage table rolls in close combat.



Ashen Circle

Serving alongside the legions destroyers they serve a unique function. They destroy a foes culture, learning and faith and supplanting their own. They have jump packs [J] and the sweeping advance [SA] ability, if deployed by deep strike [T], each element gains a blast 1 attack.



High Chaplain Erebus

The arch-heretic. Erebus orchestrated the Warmaster's fall from grace, from engineering the chain of events that led him to Davin and much after that. In the end this harbinger of chaos was more the puppet master of the events of the Heresy than any other. He is a level 3 commander [HQ3], chaplain, psyker 1 [P1] with the indomitable [ID] ability. Counts a diabolist and formations within 25cm can use dark channeling. May add one demon formation to army. All opposing formations within 25cm must roll 2d10 for morale checks and pick the worst result.



Kor Phaeron

Scorned as "half astartes", surrogate father to their primarch and favored by him. Along with Erebus, they had Lorgar's ear and used it well to pave the way for their descent into darkness. He is a level 3 commander [HQ3], invulnerable save 5+ and damage rating [DR] of 2. Must be army leader unless Lorgar is present. Formations within 25cm may use dark channeling and may add one demonic formation to army. +1 morale bonus to formations within 25cms.



Zardu Layak, the Crimson Apostle

His true name lost, an officer of the ashen circle, lost after the humiliation of Monarchia, quickly adopted the new teachings of Erebus and through ritual turning into Zardu Layak – the eater of wisdom! He is a demon [DE], a level 2 commander [HQ2] and a level 2 psyker [P2] with invulnerable save of 6+. Formations within 25cms gain +1 CAF to hit bonus. May use only demonic psychic powers. May add up to two demonic formations to the army.



Anakatis Kul Blade-Salves

There are those who hunger for power and will do anything to obtain it. Zardu Layak bore gifts to those whose ambition outweighed their caution granting unearthly might to those who could master the blade he offered. None did, and those became his slaves. They are demons [DE] with invulnerability saves of 7+, the “it will not die” [IWD] and furious assault [FA] abilities. They are part of Zardu Layak’s special formation.



Hol Beloth

A prominent, ambitious field commander and veteran of many compliance campaigns. The honeyed words of Erebus turned him and was rewarded with the forefront of the legion’s offensive on Calth. He is a level 2 commander [HQ2] with invulnerable save of 6+. All infantry formations within 25cm gain +1 to CAF to hit.



Lorgar, Aurelian

At his core faith guided the Golden Son. However, there was no room for such faith that was anathema to the Imperial Truth. Earning scorn and censure from his siblings and father. His faith soon found darker truths to venerate. The galaxy would pay dearly for this ill-founded faith. He is a primarch with invulnerable save of 4+, a level 3 psyker [P3] and damage rating [DR] of 2. Besides the standard primarch abilities Lorgar also has the following:

- Sire of the Word Bearers – Gain Stubborn [SU] for formations in command (25cms).
- Living Icon – any Word bearer formation in command (25cms) gains, indomitable [ID] ability and +1 to CAF to hit.

World Eaters



Red Butchers

The madness long festering within the legion was unleashed at Isstvan III. The pervasive cranial surgeries found its ultimate manifestation in those that succumbed entirely to the frenzy of killing. Their armor was modified to be a prison as well as the vehicle to unleash their murderous rage. They have an invulnerable save of 5+, indomitable [ID] and deep strike [T] abilities. They cannot claim objectives (no VP awarded for controlling one).



Rampager Squads

Shock assault formations formed by the most savage and bloodthirsty of the legion. All possessed the prohibited psychosurgery to grant them even greater heights of rage. They have an invulnerable save of 7+, jump packs [J] and the recon [R] ability.



Centurion Shabran Darr

A Loyalist sent to Istvan III to die, he became insane with hatred at the betrayal and henceforth lived to kill his enemies, rather than die in a blaze of senseless violence like most of his legion. He is a level 2 commander [HQ2], has an invulnerable save of 7+, jump packs [J] and causes fear [FR]. He may command loyalist forces for Word Eaters.



Kharn the Bloody

A skilled warrior and equerry of the primarch, he was once the voice of reason, calming his enraged primarch. All such reason was abandoned on Istvan III as he surrendered to the never-ending rage and violence. He is a level 3 commander [HQ3], invulnerable save 5+, the "it will not die" [IWD] and sweeping advance [SA] abilities. Will always be army leader if Angron is not present. Gains one extra close combat die for every element beyond the first engaged with him. +1 bonus to initiative on game turn one.



Angron, the Red Angel

The most savage and bloodthirsty of the primarchs. A killer without peer, he never forgave the Emperor for the way he was taken from the planet he was raised from. He is a primarch with invulnerable save of 4+ and damage rating [DR] of 2 and receives a +2 bonus to damage table rolls in close combat. Besides the standard primarch ability Angron also has the following:

- Sire of the World Eaters – All world eater formations in command (25cms) of Angron gain the indomitable [ID] ability.
- Red Sands – May re-roll misses on close combat dice once.

Blackshields

Command and Specialists [1]



Reaver Lord

Forged by treachery and fate, it is around thus men that marauder groups will unite behind. Fearsome warriors that rule their bands through sheer force of will. Reaver Lords are level 3 commanders [HQ3]. When present they are the army leaders of the Blackshield force. They have an invulnerable save of 5+ when on foot and 6+ when using jump packs [J] or bikes. Their Xenos Deathlock weapon has the assault [A] trait.



Nemean Reaver

His name lost in the chaos of the Heresy, ruthless beyond human measure, he is a veteran of dark and terrible struggles. The Nemean Reaver is a level 3 commander [HQ3]. When present he is the Blackshield Army's overall leader. He possesses the indomitable [ID], stubborn [SU] and adamantium will [AW] abilities. He has an invulnerable save of 6+ and all hits against him in close combat receive a -1 penalty. Formations within command radius (25cms) receive +1 bonus to determine outcome of close combat.

Infantry [1]



Marauders

Armed with the plunder of their slain foes, they are the prime instrument of delivering the Blackshields justice to those who have wronged them. The bolters are the main weaponry for the marauders. However, variants armed with heavier weapons also exist. The marauder squads mainly exist as support formations.

Knight Errants


Command and Specialists



Knight Errant

The chosen of Malcador they are the exemplars and champions of humanity. Tested beyond measure, they have set aside the oaths of their parent legions to pursue quests vital to the imperium. They are level 2 commanders [HQ2] with an invulnerable save of 6+, the Stealth [SH], Deep strike [T], Stubborn [SU], one Wolf [LW] and adamantium will [AW] abilities. They possess melta bombs [MB] and all ranged fire receives a -1 penalty (this does not stack with cover modifiers). A knight errant may never be the overall army leader or company commander as this limits the true reason they are on the battlefield. They may assume command of one formation per turn and lend their command abilities when pursuing their true goals. Once both players have deployed their forces the knight errant player will determine the secret orders to fulfill its "oath of moment" for that battle. Randomly determine (rolling a d10) among the primary and secondary objectives (if multiple options) for that scenario which specific objectives will be the Knight Errants targets. For each Primary or Secondary objective, they help capture or fulfill the player gains +1 VP per 3000 points played. Note that the knight errant must be directly involved in securing those objectives. Being on the tabletop while other formations fulfill or secure those objectives is not enough to confer the bonus.

Nathaniel Garro



Foremost amongst the Knight Errants, the former Death Guard Captain carried the word of treason to the Imperial Loyalists. By his hand many such individuals would be recruited in the Knight Errants in defense of humanity. Garro is a level 3 commander [HQ3], has an invulnerable save of 4+, the "it will not die" [IWD], Deep Strike [T], Stealth [SH], Stubborn [SU], and adamantium will [AW] abilities. Ranged fire receives a -1 penalty against him (does not stack with cover). A knight errant may never be the overall army leader or company commander as this limits the true reason they are on the battlefield. They may assume command of one formation per turn and lend their command abilities when pursuing their true goals. Once both players have deployed their forces the knight errant player will determine the secret orders to fulfill its "oath of moment" for that battle. Randomly determine (rolling a d10) among the primary and secondary objectives (if multiple options) for that scenario which specific objectives will be the Knight Errants targets. For each Primary or Secondary objective, they help capture or fulfill the player gains +1 VP per 3000 points played. Note that the knight errant must be directly involved in securing those objectives. Being on the tabletop while other formations fulfill or secure those objectives is not enough to confer the bonus.



Tylos Rubio

Librarian of the XIII legion, recruited by Garro himself at the betrayal of Calth. Although initially refusing, his use of psychic powers and subsequent rejection by his legion forced his hand into becoming a Knight Errant. Rubio is a level 2 commander [HQ2] and psyker [P2]. He has an invulnerable save of 6+, has the deep strike [T], stubborn [SU] and adamantium will [AW] abilities. Ranged fire receives a -1 penalty against him (does not stack with cover). Rubio receives a +1 bonus to psychic power activation rolls. A knight errant may never be the overall army leader or company commander as this limits the true reason they are on the battlefield. They may assume command of one formation per turn and lend their command abilities when pursuing their true goals. Once both players have deployed their forces the knight errant player will determine the secret orders to fulfill its "oath of moment" for that battle. Randomly determine (rolling a d10) among the primary and secondary objectives (if multiple options) for that scenario which specific objectives will be the Knight Errants targets. For each Primary or Secondary objective, they help capture or fulfill the player gains +1 VP per 3000 points played. Note that the knight errant must be directly involved in securing those objectives. Being on the tabletop while other formations fulfill or secure those objectives is not enough to confer the bonus.

Statlines

A glossary below provides details on reading specific Statlines.

Name	Move	Armor	CAF	Weapons	SR/LR	AD	TSM	Notes
Legion General Elements								
Command and Specialists [1]								
Apothecary	10	4+	2/-2	Boltgun	25	2	0	[HQ1], [Apo]
Apothecary (Jump)	15[J]	4+	2/-2	Boltgun	25	2	0	[HQ1], [Apo]
Centurion (Artificer)	10	4[6]+	3/-2	Combi-Weapon	25	2	-1	[HQ2], [MB], [V]
Centurion (Artificer, Jump)	15[J]	4[6]+	3/-2	Combi-Weapon	25	2	-1	[HQ2], [MB], [V]
Centurion (Cataphractii)	10[T]	3[5]+	4/-4	Combi-Weapon	25	2	-1	[HQ2], [V]
Decurion	10	4[6]+	2/-2	Combi-Weapon	25	2	-1	[HQ1], [MB], [V]
Decurion (Jump)	15[J]	4[6]+	2/-2	Combi-Weapon	25	2	-1	[HQ1], [MB], [V]
Decurion (Cataphractii)	10[T]	3[5]+	3/-4	Combi-Weapon	25	2	-1	[HQ1], [V]
Librarian 1 (Artificer)	10	4[6]+	2/-3	Bolter & Forcesword	25	2	0	[HQ1], [P1], [MB], [V]
Librarian 2 (Artificer)	10	4[6]+	2/-3	Bolter & Forcesword	25	2	0	[HQ2], [P2], [MB], [V]
Librarian 1 (Cataphractii)	10[T]	3[5]+	3/-4	Combi-Weapon & Forcestaff	25	2	-1	[HQ1], [P1], [V]
Librarian 2 (Cataphractii)	10[T]	3[5]+	4/-4	Combi-Weapon & Forcestaff	25	2	-1	[HQ2], [P2], [V]
Nullifiers	10T	3[5]+	3/-3	Combi-Weapon [PY]	25	2	-1	[AW], Special
Praetor (Artificer)	10	4[6]+	5/-3	Combi-Weapon	25	2	-2	[HQ3], [MB], [V]
Praetor (Artificer, Jump)	15[J]	4[6]+	5/-3	Combi-Weapon	25	2	-2	[HQ3], [MB], [V]
Praetor (Terminator)	10[T]	3[5]+	5/-4	Combi-Weapon	25	2	-2	[HQ3], [V]
TechMarine	10	4+	3/-3	Heavy Support Weapons	25	2	-2	[HQ1], [MK], Special
Infantry [1]								
Assault Marine	10	5+	2/-2	CC Weapons	-	-	-	[MB]
Assault Marine (Jump)	15[J]	5+	2/-2	CC Weapons	-	-	-	
Breacher Marine	10	4[6]+	1/-1	Boltgun	25	2	0	
Destroyer Marine	10	5+	2/-2	CC Weapons	-	-	-	[MB], [CA], Special
Destroyer Marine (Jump)	15[J]	5+	2/-2	CC Weapons	-	-	-	[CA], Special
Heavy Support	10	4+	1/-1	Heavy Weapons	25/50	3	-3	
Recon Marine Sniper	10	7+	1/-1	Sniper rifle	35	1	-1	[R], [SN], [SH], [IF], [AG], Shroud Bombs
Recon Marine	10	7+	1/-1	Bolter	25	2	0	[R], [SH], [IF], [AG], [MB], Shroud Bombs
Seekers	10	5+	1/-1	Combi-Weapon	25	2	-1	[SN], [SU], +2 to leader hit table
Tactical Marine	10	5+	1/-1	Boltgun	25	2	0	
Tactical Support Marine	10	5+	1/-1	Support Weapons	25	2	-2	Gains [7]+ save if breacher support
Tactical Support Marine (Jump)	15[J]	5+	1/-1	Support Weapons	25	2	-2	
Terminator	10[T]	3[5]+	2/-3	Combi-Bolter	25	2	-1	
Cavalry [2]								
Attack Bike	25	5+	1/-1	Multi-Melta	25	1	-3	
				Anti-Personnel	25	1	-1	
Legion Hussars	30	5+	2/-2	Anti-personnel	25	2	-1	[HR]
Javelin Attack Speeder (Recon)	35[TK]	5+	1/-1	TL Cyclone (Krak)	25/50	2TL1	-2	[R]
				Anti-Personnel	25	1	-1	
Javelin Attack Speeder (Heavy)	25[TK]	5+	1/-1	TL Lascannons	25/50	2TL1	-3	
				Anti-Personnel	25	1	-1	
Jetbike Sky Slayer (Support)	30[TK]	5+	1/-1	Multi-Melta	25	1	-3	

Jetbike Skyhunter (Recon)	35[K]	5+	1/-1	Anti-Personnel	25	1	-1	[R]
Jetbike Skyhunter (Heavy)	30[K]	5+	1/-1	Plasma Cannon Anti-Personnel	20/35 25	1 1	-2 -1	
Jetbike Skyseeker	40TK	6+	1/-1	Heavy rotor cannon	30	4TL2	0	[R], Special
Landspeeder (Recon)	35[TK]	6+	1/-1	Anti-Personnel	25	1	-1	[R]
Landspeeder (Recon, Flamer)	35[TK]	6+	1/-1	Heavy Flamer [FW]	10	2	-1	[R]
Landspeeder	30[TK]	6+	1/-1	Plasma Cannon Havoc Launcher	20/35 25/50	1 B0	-2 -1	
Outriders	30	5+	2/-2	Anti-Personnel	25	1	-1	[R]
Walkers [2]								
Deredeo Dreadnought (Type 1A)	10	3+	2/-2	2x TL Anvillus Pattern AC Aiolos Missile Launcher [AA] Heavy Flamer [FW]	25/50 30/50 10	4TL2 1 2	-3 -1 -1	Special
Deredeo Dreadnought (Type 1B)	10	3+	2/-2	2x TL Anvillus Pattern AC Aiolos Missile Launcher [AA] Anti-Personnel	25/50 30/50 25	4TL2 1 2	-3 -1 -1	Special
Deredeo Dreadnought (Type 2A)	10	3+	2/-2	2x Arachnus LC Battery [Dmg+2] Aiolos Missile Launcher [AA] Heavy Flamer [FW]	25/50 30/50 10	2 1 2	-4 -1 -1	Special
Deredeo Dreadnought (Type 2B)	10	3+	2/-2	2x Arachnus LC Battery [Dmg+2] Aiolos Missile Launcher [AA] Anti-Personnel	25/50 30/60 25	2 1 2	-4 -1 -1	Special
Contemptor Dreadnought (Type 1A)	15	3+	3/-3	Multi-Melta Heavy Flamer [FW] CC Weapon	25 10 -	1 2 -	-3 -1 -	Special
Contemptor Dreadnought (Type 1B)	15	3+	3/-3	Multi-Melta Anti-Personnel CC Weapon	25 25 -	1 2 -	-3 -1 -	Special
Contemptor Dreadnought (Type 2)	15	3+	2/-2	TL Autocannons TL Volkite Culverin [VK]	25/50 25/50	4TL2 4TL2	-2 -1	Special
Contemptor Dreadnaught (Type 3)	15	3+	2/-2	TL Lascannons Kheres Assault Can [A]	25/50 25	2TL1 3	-3 -1	Special
Contemptor Dreadnaught (Type 4)	15	3+	2/-2	Heavy Conversion Beamer TL Lascannons	35/70 25/50	B2 2TL1	-2/-4 -3	Special
Mortis Dreadnought (Type 1)	15	4+	3/-3	Multi-Melta Anti-Personnel CC Weapon	25 25 -	1 2 -	-3 -1 -	
Mortis Dreadnought (Type 2)	15	4+	2/-2	TL Autocannons TL Missile Launchers TL Lascannons	25/50 25/50 25/50	4TL2 2TL1/B0 2TL1	-2 -2 -3	
Mortis Dreadnaught (Type 3)	15	4+	2/-2	TL Autocannons TL Lascannons	25/50 25/50	4TL2 2TL1	-2 -3	
Leviathan Siege Dreadnought (Type 1)	10	3+	5/-4	Meltagun 2x Heavy Flamers [FW] Leviathan Siege Claw/Drill [Str+3]	15 10 -	2 4 -	-3 -1 -	[DR2], Special
Leviathan Siege Dreadnought (Type 2)	10	3+	3/-3	Cyclonic Melta Lance Storm Cannon Grav-Flux Bombard[Str+3] TL Volkite Caliver [VK]	20 25 20 15/30	1 2 B2 4TL2	-4 -3 -3 -1	[DR2], Special
Vehicles [3]								
Deimos Predator (Beamer)	25	3+	2/-2	Conversion Beamer 2x Lascannons Anti-personnel	35/70 25/50 25	1B 2 1	-4 -3 -1	Special

Deimos Predator Annihilator	25	3+	2/-2	TL Lascannons 2x Lascannons Anti-personnel	25/50 25/50 25	2TL1 2 1	-3 -3 -1	
Deimos Predator Destructor (Flamer)	25	3+	2/-2	Predator Cannon Heavy Flamer [FW] Anti-personnel	25/50 10 25	2 4 1	-2 -1 -1	
Deimos Predator Destructor	25	3+	2/-2	Predator Cannon Anti-Personnel	25/50 25	2 5	-2 -1	
Deimos Predator Executioner	25	3+	2/-2	Plasma Destroyer 2x Lascannons Anti-personnel	20/35 25/50 25	3x B0 2 1	-2 -3 -1	
Deimos Predator Infernus (Flamer)	25	3+	2/-2	Flamestorm Cannon [FW] Heavy Flamer [FW] Anti-personnel	25 10 25	B2 4 1	-1 -1 -1	
Deimos Predator Infernus	25	3+	2/-2	Flamestorm Cannon [FW] Anti-Personnel	25 25	B2 5	-1 -1	
Deimos Predator Melta (Flamer)	25	3+	2/-2	Magna-Melta Heavy Flamer [FW] Anti-personnel	25 25 25	B2 4 1	-4 -1 -1	
Deimos Predator Melta	25	3+	2/-2	Magna-Melta Anti-Personnel	25 25	B2 5	-4 -1	
Termite Assault Drill	10[TN]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [W, Str+2]	10 10	4 B2	-1 -2	[TR3], [DU], Special
Rhino Armored Carrier	30	5+	2/-2	Anti-Personnel	25	2	-1	[TR2]
Sabre Strike Tank (Type 1)	30	3+	2/-2	Anvillus Autocannon [Dmg+1] Sabre Missile Anti-Personnel	25 35 25	2TL1 1 2	-3 -2 -1	
Sabre Strike Tank (Type 2)	30	3+	2/-2	Neutron Blaster [Dmg+1] Sabre Missile Anti-Personnel	25 35 25	1 1 2	-4 -2 -1	Suppression as Artillery
Sabre Strike Tank (Type 3)	30	3+	2/-2	Volkite Saker [VK] Anti-Personnel	25 25	4 2	-1 -1	
Sicaran Arcus Strike Tank	30	3+	2/-2	Arcus launcher [IC, AA] Anti-Personnel	25/50 25	2 2	-2 -1	
Sicaran Battle Tank	30	3+	2/-2	TL Accelerator Autocannon Anti-Personnel	25/50 25	2TL1 2	-3 -1	
Sicaran Omega Tank Destroyer	30	3+	2/-2	Omega Plasma Array Volley Sustained Burn [Dmg+2] Anti-Personnel	 25 25 25	3x B1 2 2	-2 -3 -1	
Sicaran Punisher Assault Tank	30	3+	2/-2	Punisher Rotary Cannon Anti-Personnel	20/35 25	5 2	-2 -1	
Sicaran Venator Tank Destroyer	30	3+	2/-2	Neutron Beam Laser [M, Dmg+1] Anti-Personnel	25/50 25	1 2	-5 -1	
Vindicator Siege Tank (Type 1)	20	2+	2/-2	Demolisher Cannon [M, Str+2] Anti-Personnel	25/50 25	B2 2	-4 -1	
Vindicator Siege Tank (Type 2)	25	3+	2/-2	Laser Destroyer Array [Dmg+1]	35	2	-4	Special
Heavy Vehicles [3]								
Achilles Land Raider (Alpha Pattern)	20	2+	3/-3	2x TL Volkite Culverins [V] Quad Mortar Frag AP	25/50 10/60 25	8TL4 B0 2	-1 -1 -1	[TR1], [DR2], -1 to damage table rolls against it.
Achilles Land Raider	20	2+	3/-3	2x TL Multi-Melta Quad Mortar Frag AP	25 10/60 25	4TL2 B0 2	-3 -1 -1	[TR1], [DR2], -1 to damage table rolls against it

Cerebus Heavy Tank Destroyer (Type 1)	15	2+	3/-3	Triple Linked Neutron Lasers [M] Anti-Personnel	35/70 25	3TL1 6	-4 -1	[DR2]
Cerebus Heavy Tank Destroyer (Type 2)	15	2+	3/-3	Triple Linked Neutron Lasers [M] 2x Lascannons Anti-Personnel	35/70 25/50 25	3TL1 2 6	-4 -3 -1	[DR2]
Malcador Assault Tank (Type 1)	15	2+	3/-3	Battlecannon Anti-Personnel	35/70 25	B1 4	-2 -1	[DR2]
Malcador Assault Tank (Type 2)	15	2+	3/-3	Battlecannon 2x Lascannons Anti-Personnel	35/70 25/50 25	B1 2 4	-2 -3 -1	[DR2]
Phobos Land Raider	20	2+	3/-3	2x TL Lascannons Anti-Personnel	25/50 25	4TL2 4	-3 -1	[TR2], [DR2]
Proteus Land Raider	25	2+	3/-3	2x TL Lascannons Anti-Personnel	25/50 25	4TL2 4	-3 -1	[TR2], [DR2], [R] (on command vehicle)
Spartan Assault Tank	20	2+	4/-3	2x Quad Lascannons Anti-Personnel	25/50 25	8TL4 4	-3 -1	[TR5], [DR2]
Super Heavy Vehicles [4]								
Falchion Tank Destroyer	15	2+	5/-4	TL Volcano Cannon [M, Dmg+2] 2x Quad Lascannons Anti-Personnel	60/120 25/50 25	2TL1 8TL4 8	-5 -3 -1	[DR4]
Fellblade Super Heavy Tank (Lascannon)	15	2+	5/-4	TL Fellblade Accelerator Cannon HE Shell [Dmg+1] AP Shell [Dmg+1] 2x Quad Lascannon Demolisher Cannon [Dmg+1, Str+2] Anti-Personnel	50/100 50/100 25/50 25/50 25	2x B3 B0 8TL4 B2 8	-2 -4 -3 -4 -1	[DR4] Secondary Weapon
Fellblade Super Heavy Tank (Laser Destroyer)	15	2+	5/-4	TL Fellblade Accelerator Cannon HE Shell [Dmg+1] AP Shell [Dmg+1] 2x TL Laser Destroyer [Dmg+1] Demolisher Cannon [Dmg+1, Str+2] Anti-Personnel	50/100 50/100 20/35 25/50 25	2x B3 B0 8TL4 B2 8	-2 -4 -3 -4 -1	[DR4] Secondary Weapon
Glaive Special Weapons Tank	15	2+	5/-4	Volkite Carronade [VK, IC] 2x Quad Lascannons Anti-Personnel	25/50 25/50 25	2 8TL4 8	-2 -3 -1	[DR4], Special (Heavy Beam)
Ordinatus Aktaeus Mole	10[TN]	0/2+	8/-3	Volkite Culverins [VK] Terrebrax Rockets [W] Seismic Drill [W]	25/50 25/50 -	2 3x B1 -	-1 -2 -	[TR11 (Special)], [DU], [DR4], -2 penalty on damage rolls against it, auto-repair 6+, Special
Mastodon Heavy Assault Transport	15	2+	6/-4	Siege Melta Array [W] Lascannons Skyreaper Battery [AA] Heavy Flamers [FW]	15 25/50 25/50 10	B2 2 2 8	-3 -3 -2 -1	[DR4], [TR9 or 3 Dreadnoughts], 2 Void Shields Special
Stormblade Super Heavy Tank	15	2+	4/-4	Plasma Blastgun [M] Rapid Overload Lascannons Anti-Personnel	35/70 50/100 25/50 25	2x B2 B4 2 6	'-2 -4 -3 -1	[DR3], Special
Stormblade Super Heavy Tank (Flamer)	15	2+	4/-4	Plasma Blastgun [M] Rapid Overload Lascannons Heavy Flamers [FW]	35/70 50/100 25/50 10	2x B2 B4 2 6	'-2 -4 -3 -1	[DR3], Special

Typhon Heavy Siege Tank (Type 1)	15	2+	3/-3	Dreadhammer Can [M, IC, Str+3] Anti-Personnel	25/50 25	B4 6	-4 -1	[DR2]
Typhon Heavy Siege Tank (Type 2)	15	2+	3/-3	Dreadhammer Can [M, IC, Str+3] 2x Lascannons Anti-Personnel	25/50 25/50 25	B4 2 4	-4 -3 -1	[DR2]
Light Weapons Platforms [1]								
Rapier (Type 1)	5	5+	1/0	Anti-Personnel	35	4	-1	Cannot charge move
Rapier (Type 2)	5	5+	1/0	Quad Laser Destroyer [Dmg+1]	20/35	4	-3	Cannot charge move
Rapier (Type 3)	5	5+	1/0	Quad Launcher Frag	50	B0	-1	Cannot charge move
Tarantula Sentry Gun (Type 1)	5[T]	5+	1/0	Anti-Personnel	35	2	-1	[RC], [IF], Cannot charge move, cannot fire both weapons in same turn, Special
				Heavy Flamers [FW]	10	4	-1	
Tarantula Sentry Gun (Type 2)	5[T]	5+	1/0	TL Lascannons	25/50	2	-3	[RC], [IF], Cannot charge move, Special
Tarantula Sentry Gun (Type 3)	5[T]	5+	1/0	TL Rotor Cannon	15/30	8TL4	0	[RC], [IF], Cannot charge move, Special
Tarantula Sentry Gun (Type 4)	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF], Cannot charge move, Special
Artillery [3]								
Arquitor Bombard (Type 1)	30	3+	2/-2	Spicula Rocket System [M, Str+2]	25/50	B1/B2	-3/-2	Special
				2x TL Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
Arquitor Bombard (Type 2)	30	3+	2/-2	Graviton Cannon [M, IC, Dmg+1]	25	B1	-2	TSM -4 vs Vehicles
				2x Autocannons	25/50	4TL2	-2	
				Anti-Personnel	25	2	-1	
Arquitor Bombard (Type 3)	30	3+	2/-2	Morbus Heavy Bombard [M, IC]				
				HE Shell	25	B1	-4	
				Carcass Shell [VK]	25	B1	-1	
				2x TL Autocannons	25/50	4TL2	-2	
Basilisk	15	4+	2/-1	Earthshaker Cannon [HM, Dmg+1]	25-240	B2	-3	
				Anti-Personnel	25	2	-1	
Medusa	15	4+	2/-1	Medusa siege gun [HM, Str+1]	35-120	B2	-4	
				Anti-Personnel	25	2	-1	
Whirlwind Scorpius AA	25	3+	2/-2	Hyperios Warhead [HS, AA]	25/50	1	-2	
				Anti-Personnel	25	2	-1	
Whirlwind Scorpius	25	3+	2/-2	Scorpius Missile Launcher	50	B1	-2	Special
				Anti-Personnel	25	2	-1	
Fliers [F]								
Anvillus Dreadclaw Drop Pod	30[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special
Deathstorm Drop Pod	Flier	4+	-	Deathstorm				[RC], Special
				Frag	50	B3	-1	
				Krak	25/50	1	-2	
Caestus Assault Ram	Flier	2+	2/-2	TL Magna Melta [W]	20	2x B2	-2	[TR2], [DR2], invulnerable save 8+ for frontal shots
				TL Havoc Launchers	25/50	B1	-1	
Drop Pod	Flier	4+	-	-	-	-	-	Deep Strike, [TR2]
Dreadnought Pod	Flier	4+	-	-	-	-	-	Deep Strike, [TR1 dreadnought]
Fire Raptor	Flier	4+	2/-2	Tempest Rockets [Dmg+1]	30/60	1	-1	[DR2]
				Avenger Bolt Cannon	35	2	-1	
				Reaper Autocannon	35	2	-2	
				Air Defense	25	4	-1	
Kharybdis Assault Claw	25[T]	4+	2/-2	Kharybdis Storm Launchers	25	6	-1	

									[TR4], [DR2], Flier, Special
Storm Eagle Assault Gunship	Flier	4+	2/-2	Vengeance Launcher Tempest Rockets [Dmg+1] Air Defense	25/50 30/60 25	1 4 6	-1 -1 -1		[DR2], [TR4]
Thunderhawk Transporter	Flier	4+	3/-3	Air Defense	25	6	-1		[DR3], [TR3 Special]
Thunderhawk Gunship (Type 1)	Flier	4+	3/-3	Thunderhawk Cannon Hellstrike missiles Lascannons Bombs [OS] Air Defense	35/70 35/70 25/50 - 25	B2 1 2 B6 6	-2 -2 -3 -2 -1		[DR3], [TR6]
Thunderhawk Gunship (Type 2)	Flier	4+	3/-3	Turbo Laser Destructor [M] Hellstrike missiles Lascannons Bombs [OS] Air Defense	50/100 35/70 25/50 - 25	1 1 2 B6 6	-5 -2 -3 -2 -1		[DR3], [TR6]
Primaris Lightning Strike Fighter	Flier	5+	3/-2	TL Lascannons Air Defense	25/50 25	2TL1 2	-3 -1		Special
Sokar Pattern Stormbird	Flier	2+	4/-4	4x TL Lascannons Air Defense Dreadstrike Missiles [Dmg+1] Macro-bomb Cluster [OS] Orbital Strike	25/50 25 60/120 - -	8TL4 8 1 B8 B4	-3 -1 -4 -2 -5		[DR4], 2 Void Shields, Flier, [TR12 Special]
Xiphon Pattern interceptor	Flier	5+	3/-2	2x TL Lascannons Xiphon Rotary Launcher Air Defense	25/50 30/60 25	4TL2 1 2	-3 -2 -1		Special

Legion Specific Elements									
Alpha Legion									
Headhunter Kill Team	10	5+	1/-2	Combi-Bolter [Banestrike]	25	2	-1		Venom Spheres, [IF]
Lernean Terminators	10[T]	3[5]+	3/-3	Volkite Charger [VK, Dmg+1]	25	2	-2		
Armillus Dynat	10	4[6]+	5/-3	CC Weapons	-	-	-		[HQ3], Special
Exodus the Assassin	10	5+	2/-2	The Instrument [IC] Rapid Fire Mode Execution Shot	 35 35	 2 1	 -2 -3		[R], [IF], [SN], Special
Alpharius [2]	15[T]	2[4]+	7/-4	Plasma Blaster	20	3	-3		[DR2], Primarch, Special
Blood Angels									
Contemptor-Incaendius Dreadnought [2]	20[JT]	2+	4/-3	2x Iliastus Assault Cannon Power Claws	25 -	4 -	-2 -		Special
Crimson Paladins (Cataphractii Terminator)	10[T]	3[5]+	3/-3	2x Iliastus Assault Cannon Power Weapons	25 -	2 -	-2 -		[SU], Special
Dawnbreaker Cohort	15[JT]	4+	3/-3	Assault Weapons	-	-	-		[MB], Special
The Angel's Tears	15[J]	4+	3/-2	Angel's Tears GL [A]	25	1	0		[CA], Special
Chapter Master Raldoron	10	4[6]+	6/-3	Encarmine Warblade	-	-	-		[HQ3], [V], Special
Judiciar Aster Crohne	10	4[6]+	4/-3	Flamers [FW]	10	2	-1		[R], [AW], [IWD], [HQ2], Special
Sanguinius [2]	30[JT]	2[4]+	7/-5	Spear of Telesto (Assault)	10	1	-4		[DR2], Primarch, Special
Dark Angels									
Deathwing Companions	15T	4[6]+	2/-2	Combi-weapon	25	2	-1		[AW], [V],[ID], [MB], Special
Deathwing Companions Terminators	15T	3[5]+	3/-3	Combi bolter	25	2	-2		[AW], [V],[ID], [MB], Special
Dreadwing Interemptors	10	5+	1/-1	Plasma Burner [FW, A]	15	4	0		[SU], Special
Firewing Enigmatus Cabal	20J	5+	2/-3	Close Combat Weapons	-	-	-		[R], Special

Ironwing Excindio Class Battle-Automata Type 1	15	3+	4/-3	Anti-Personnel	25	4	-1	[RC], Special
Ironwing Excindio Class Battle-Automata Type 2	15	3+	3/-2	Anti-Personnel Phosphex canister launcher [M]	25 40	2 B3	-1 -1	[RC], Special
Ironwing Excindio Class Battle-Automata Type 3	15	3+	3/-2	Anti-personnel Nerve induction shredder	25 25	2 4TL2	-1 0	[RC], Special
Ironwing Excindio Class Battle-Automata Type 4	15	3+	3/-2	Anti-personnel Atomantic pulse cannon [Dmg+1]	25 25	2 3TL1	-1 -3	[RC], Special
Knights Cenobium	10T	3[5]+	3/-3	Plasma Caster [FW, A]	10	2	0	[AW], [V]
Corswain	10T	3[5]+	6/-4	Combi Bolter	25	2	-1	[HQ3], [V], [ID], Special
Marduk Sedras	10T	3[5]+	6/-5	Plasma Burner [FW, A] Death of Worlds	15	4	-1	[HQ3], [AW], [V], Special
Lion El'Jonson [2]	15T	2[4]+	7/-5	The Fusil [A] Actinaeus	20	4	-2	Primarch, DR 2, Special
Death Guard								
Grave Warden Terminators	10[T]	3[5]+	2/-3	Grenade Launcher [A, IC]	25	1	-1	
Deathshroud Terminators	10[T]	3[5]+	4/-3	Heavy Flamer [FW] CC Weapons	10 -	2 -	-1 -	[MB], Special
Section Leader Crysos Morturg	10	4+	3/-3	Heavy Flamer [FW] CC Weapons	10 -	2 -	-1 -	[HQ1], [P1], [IF], Loyalist
Marshal Durak Rask	10	4[6]+	3/-2	Volkite Serpent [VK]	25	2	-1	[HQ2], Special
Calas Typhon	10	3[5]+	5/-3	Heavy Flamer [FW] CC Weapons	10 -	2 -	-1 -	[HQ3], [P2], Special
Mortarion [2]	15[T]	2[4]+	7/-5	The Lantern	20	2	-3	[DR3], Primarch, [TR
				Phosphex Bombs	10	B2	-2	versus non-
				CC Special Weapons	-	-	-	Primarchs], Special
Emperor's Children								
Phoenix Terminators	10[T]	3[5]+	4/-3	CC Special Weapons	-	-	-	Special
Palatine Blades	10	5+	3/-3	CC Special Weapons	-	-	-	[CA]
Palatine Blades	15[J]	5+	3/-3	CC Special Weapons	-	-	-	[CA]
The Kakophoni	10	5+	2/-2	The Cacophony	35	2	-2	[SU], Special
Rylanor the Unyielding	20	3+	3/-3	Kheres Assault Can [A]	25	3	-1	[DR2], Loyalist, Pin
				Heavy Flamer [FW]	10	2	-1	[2], Special
Lord Commander Eidolon	10	4[6]+	5/-3	CC Special Weapons	-	-	-	[HQ3], Special
Captain Saul Tarvitz	10	4[6]+	3/-2	Sniper Rifle	35	1	-1	[HQ2], [SN], Loyalist
Fulgrim [2]	15[T]	2[4]+	7/-5	Volkite Charger [VK]	15	2	-2	[DR2], Pin [2],
				Blade of Laer	-	-	-	invulnerable 4+ in CC, Primarch, Special
Imperial Fists								
Aetos Dios	Flier	4+	4/-4	Turbo Laser Destructor [M]	50/100	1	-5	[DR3], [TR8], 1 Void
				Hellstrike Missiles [OS]	35/70	1	-2	Shield, Auto-Repair
				Lascannons	25/50	2	-3	6+, Flier
				Bombs	-	B6	-2	
				Air Defense	25	6	-1	
Templar brethren	10	4+	4/-3	CC Weapons	-	-	-	[FA], [MB], Special
Phalanx Warder	10	4[6]+	1/-1	Boltgun	25	2	0	[CA]
Phalanx Warder	10	4[6]+	2/-3	Close Combat Weapons	-	-	-	[CA], [MB]
Sigismund	10	4[6]+	4/-3	CC Special Weapons	-	-	-	[DR2], [HQ2], [ID], [AW], Special
Alexis Polux	10	4[5]+	4/-2	Combi-Melta	25	2	-3	[HQ3], Special
Rogal Dorn [2]	15[T]	2[4]+	7/-4	The Voice of Terra	25	3	-3	[DR2], Primarch, Special
Iron Hands								
Gorgon Terminators	10[T]	3[5]+	2/-3	Combi-Bolter [Dmg+1]	25	2	-1	
Medusan Immortals	10	5[7]+	1/-1	Volkite Charger [VK]	25	2	-1	[SA], Special
Casrmen Orth	10	5[7]+	4/-3	CC Weapons	-	-	-	[HQ2], Special
Iron-Father Autek Mor	10	2+	4/-2	Volkite Charger [VK]	25	2	-1	[HQ3], [MK], Special

Ferrus Manus [2]	15[T]	2[4]+	7/-5	Heavy Flamer [FW] CC Special Weapons	25 -	2 -	-3 -	[DR2], [MK], Primarch, Special
Iron Warriors								
Tyrant Siege Terminators	10[T]	3[5]+	2/-3	Cyclone Launcher (Krak) [Dmg+2] Combi-Bolters	25/50 25	1 2	-2 -1	[N]
Iron Havoc Support	10	4+	1/-1	Heavy Weapons [Dmg+1]	25/50	3	-3	Special
Iron Circle Domitar-Ferrum Battle Automata [2]	15	5+	2/-2	Olympia Bolt Cannon [Dmg+1] Graviton Hammer [A]	20/35 10	2 2	-1 -1	[RC], Special
Erasmus Golg	10	3[5]+	4/-2	Combi-Melta [Dmg+1]	25	2	-2	[HQ3], Special
Kyr Vhalen	10	3[5]+	3/-2	Volkite Charger [VK]	25	2	-1	[DR2], [HQ3], [MB], Loyalist, Special
Tormentor Shadowsword [4]	15	1+	5/-4	Volcano Cannon [Dmg+3] Lascannons Anti-personnel	60/120 25/50 25	B1 2 6	-6 -3 -1	[DR4], [TR 4], [HQ1], 1 Void Shield
Perturabo [2]	15[T]	2[4]+	7/-5	Wrist Cannon CC Special Weapons	25 -	2 -	-2 -	[DR2], [FA], Primarch, Special
Night Lords								
Contekar Terminator Elite Type 1	10T	3[5+]	2/-3	Volkite Cavor [VK]	10	4	-1	[FR], [SU], [ID]
Contekar Terminator Elite Type 2	10T	3[5+]	2/-3	Heavy flamer [FW]	10	2	-1	[FR], [SU], [ID]
Terror Squads	10	5+	1/-1	Volkite Charger [VK]	25	2	-1	[FR], [IF], [MB]
Night Raptors	20[J]	5+	3/-3	CC Weapons	-	-	-	
Flaymaster Mawdrym Llansahai	10	5[7]+	3/-2	CC Special Weapons	-	-	-	[FR], [Apo], [IWD], [ID], Special
Kheron Ophion	10	5[6]+	5/-2	Volkite Serpenta [VK]	25	2	-1	[HQ3], [MB], Special
Nakrid Thole	10	4[6]+	4/-3	Volkite Serpenta [VK]	25	2	-1	[HQ2], [FR], [SH], Special
Sevatar	10T	4[6]+	5/-3	CC Special Weapons	-	-	-	[HQ3], [P1], [FR], Special
Konrad Cruze [2]	20[J]	3[4]+	7/-5	CC Special Weapons	-	-	-	[DR2], [N], [TR vs non Primarchs], [SH], [HR], Primarch, Special
Raven Guard								
Mor Deythan Strike Squad (Sniper)	10	5+	1/-1	Sniper Rifle	35	1	-1	[R], [SH], [IF], Special
Mor Deythan Strike Squad (Support)	10	5+	1/-1	Support Weapons	25	2	-2	[R], [SH], [IF], Special
Dark Fury Assault	15[Jt]	5[7]+	3/-2	CC Weapons	-	-	-	[IF], [FA]
Darkwing Pattern Storm Eagle Gunship [F]	Flier	4+	2/-2	Vengeance Launcher Eclipse Missile [Dmg+1] 2x TL Lascannons Air Defense	25/50 25/50 25	1 4TL2 4	-1 -3 -1	[DR2], [TR4], [SH] Suppresses as artillery
Strike Captain Alvarex Maun	10	4+	4/-3	CC Weapons	-	-	-	[HQ2], [R], Special
Moritat Prime Kaedes Nex	10	5[7]+	2/-2	Hand Cannon	20	2	-2	[CE], [MB], [FA], [CA], [LW], [SH], [IF], Special
Corvus Corax [2]	20[Jt]	3[5]+	7/-4	Hand Cannons	20	4	-2	[DR2], [SH], [IF], [R], [HR], Primarch, Special
Salamanders								
Pyroclast Squad	10	4+	1/-1	Heavy Flamers [FW]	10	2	-1	[MB]
Firedrake Terminators	10[T]	3[5]+	2/-3	Combi-Flamer [FW, Dmg+1]	25	2	-2	[SA]
Firedrake Terminators	10[T]	3[5]+	3/-3	CC Weapons and Shield [Dmg+1]	-	-	-	[SA]
Cassian Dracos (Flamer)	15	2+	4/-2	Heavy Flamer [FW] CC Special Weapons	10 -	4 -	-1 -	[DR2], [IWD], Special
Cassian Dracos (Meltagun)	15	2+	4/-2	TL Meltagun CC Special Weapons	25 -	2TL1 -	-2 -	[DR2], [IWD], Special

Lord Chaplain Nomus Rhy'tan	10	4+	3/-2	Darkstar Falling Combi-Flamer [FW]	25 25	1 2	-1 -2	[HQ2], [IWD], Special
Vulkan [2]	15[T]	2[4]+	7/-5	The Furnaces Heart Dawnbringer Warhammer	20 -	2 -	-3 -	[DR2], Primarch, Special
Sons of Horus								
Dreadclaw Drop Pod (Anvillus) [F]	40[TK]	4+	1/-1	-	-	-	-	[TR2], Special
Justaerin Terminators	10[T]	3[5]+	2/-2	Combi-Bolter	25	2	-2	[FA], [SA], [SU]
Reaver Attack Squad	10	5+	1/-1	Combi-Weapon	25	2	-2	Special
Reaver Attack Squad	15[J]	5+	1/-1	Boltgun	25	2	-2	Special
Maloghurst the Twisted	10	5[6]+	5/-3	Bolter [Banestrike] CC Special Weapons	25 -	2 -	-1 -	[HQ3], Special
Ezekyle Abaddon	10	3[5]+	4/-2	Combi-Bolter	25	2	-2	[DR2], [ID], [HQ3], Special
Gavriel Loken	10	5[6]+	5/-3	CC Special Weapons	-	-	-	[IWD], [HQ3], Loyalist, Special
Horus the Warmaster [2]	15[T]	2[4]+	8/-5	The Talon Worldbreaker Maul	25 -	3 -	-2 -	[DR2], Primarch, Special
Space Wolves								
Fenrisian Wolf	20	9+	2/-2	CC Abilities	-	-	-	Special
Cyber Wolves	20	7[8]+	3/-2	CC Abilities	-	-	-	Special
Deathsworn Pack	10	4+	2/-2	CC Weapons	-	-	-	[ID], [MB], [HR], Special
Varagyr Wolf Guard Terminators	10[T]	3[5]+	2/-2	Reaper Autocannon	35	3	-2	[FR], [SU], [SA], [HR], Special
Grey Slayer	10	5+	2/-2	Bolters CC Weapons	25 -	2 -	0 -	[HR], [SU], [ID]
Grey Slayer	10	5[7]+	2/-2	CC Weapons & Shield	-	-	-	[HR], [SU], [ID]
Geigor Fell-Handed	15	5[7]+	3/-3	Bolter CC Special Weapons	25 -	2 -	0 -	[SU], [HQ1]
Hvarl Red-Blade	15	3[5]+	4/-3	Special Heavy Bolter CC Special Weapons	20/35 -	3 -	-1 -	[DR2], [HQ2], [FR], Special
Speaker of the Dead (Priest)	15	4[6]+	3/-3	CC Special Weapons	-	-	-	[Apo], Special
Caster of Runes (Priest)	15	4[6]+	3/-3	CC Special Weapons	-	-	-	[P1], [MB], Special
Priest of Iron	10	4[6]+	3/-3	CC Special Weapons	-	-	-	[MK], [MB], Special
Leman Russ [2]	25[T]	3[4]+	7/-5	Stormspitter CC Special Weapons	20 -	4 -	-2 -	[DR2], [N], [CA], Primarch, Special
Thousand Suns								
Osirion Dreadnaught [2] (Type 1A)	15	3+	3/-3	Multi-Melta Heavy Flamer [FW] CC Weapon	25 10 -	1 2 -	-3 -1 -	[P1], [AW]
Osirion Dreadnaught [2] (Type 1B)	15	3+	3/-3	Multi-Melta Anti-Personnel CC Weapon	25 25 -	1 2 -	-3 -1 -	[P1], [AW]
Castellax-Achea Battle Automata [2]	15	5+	2/-2	Aether Fire Cannon [VK] Anti-Personnel	35 25	1 2	-3 -1	[RC], [IWD], Special
Sekmet Terminators	10[T]	3[5]+	3/-3	Combi-Weapon	25	2	-2	[P2] (formation), [SU]
Khenetai Occult Blades	10	5+	3/-3	CC Special Weapons	-	-	-	[P1] (formation), [FA]
Ammitara Occult Intercessors	10	7+	1/-1	Sniper Rifle [IC]	35	2	-1	[SN], [IF], [R], [SH]
Ahzek Ahriman	10	4[6]+	6/-4	CC Special Weapons	-	-	-	[P3], [HQ3], Special
Magistus Amon	10	3[5]+	6/-4	CC Special Weapons	-	-	-	[P3], [HQ3], [IF], Special
Magnus the Red [2]	15[T]	3[4]+	7/-4	Psyfire Serpenta [IC]	20	2	-3	[DR2], Primarch, Special
Ultramarines								
Invictarus Suzerain Squads	10	4[6]+	2/-2	CC Weapons	-	-	-	[SU]

Honored Telemechrus [2]	20	3+	4/-3	Kheres Assault Cannon [A] Combi-Bolter Anti-Personnel	25 25 25	3 2 4	-1 -1 -1	[DR2], Special
Locutarus Storm Squad	15[J/T]	4+	2/-2	CC Weapons	-	-	-	Special
Fulmentarus Terminator Strike Squad	10[T]	3[5]+	2/-3	Combi-Bolter Cyclone Launcher (Krak)	25 25/50	2 1	-1 -3	[N]
Captain Remus Venatus	10	5[7]+	4/-3	CC Special Weapons	-	-	-	[HQ2], Special
Damocles command Rhino [3]	30	5+	3/-2	Anti-Personnel	25	2	-1	[HQ2], [R], [TR1], Special
Roboute Guilliman [2]	15[T]	2[4]+	7/-5	The Arbitrator [A]	20	2	-3	[DR2], Primarch, Special

White Scars

The Ebon Keshig	10[T]	3[5]+	4/-4	Combi Bolters Power glaives	25 -	2 -	-2 -	[SU], cannot claim objectives
The Falcon's Claws	10	7+	3/-3	Lighting claws	-	-	-	[CE], Shroud Bombs, [AG], [R], [IF], [MB]
The Golden Keshig [2]	35[K]	4+	2/-2	Anti-Personnel	25	1	-1	[R], [MB], Shamshir Jetbike
Kyzagan Assault Speeder [2]	25[TK]	4+	2/-1	Kheres Assault Cannon [A] 2x Reaper Autocannons Hunter killer Missile	25/35 15/50 25	3 4 1	-1 -2 -2	Shamshir Jetbike
Qin Xa - Master of the Keshig	10	3[5]+	5/-4	Tails of the Dragon Blades	-	-	-	[HQ3], [CA], Special
Tsolmon Khan	10	4[6]+	6/-4	Combi-Melta Thunder Hammer [Dmg+1]	10 -	2 -	-2 -	[HQ3], Special
Jaghatai Khan [2]	15[T]	3[4]+	5/-4	Anti-Personnel	25	4	-1	[DR2], [DU], Primarch, Special
Jaghatai Khan on Bike [3]	40[TK]	3[4]+	7/-5	Anti-Personnel	25	4	-1	[DR2], [DU], Primarch, Special

Word Bearers

Word Bearer Chaplain	15	5+	2/-2	Boltgun	25	2	0	[HQ1], [FR], Special
Mhara Gal Tainted Dreadnaught [2]	20	3+	4/-3	Cursed Boltspitter Warpfire Plasma Cannon Anti-Personnel	25 35 25	2 1 4	0 -2 -1	[DR2], [DE], [FR], [IWD], [DU], [AW], Special
Gal Vorbak Dark Brethren	15[T]	5[7]+	3/-3	CC Weapons [Dmg+1 CC]	-	-	-	[DE], [FR]
The Ashen Circle	20[J]	5+	2/-2	CC Special Weapons	-	-	-	Special
High Chaplain Erebus	15	4+	5/-3	CC Special Weapons	-	-	-	[HQ3], Chaplain, [ID], [P1], Special
Kor Phaeron	15	3[5]+	5/-3	CC Special Weapons	-	-	-	[DR2], [HQ3], Special
Zardu Layak - Crimson Apostle	15	4[6]+	4/-3	CC Special Weapons	-	-	-	[HQ2], [DE], [P2], Special
Hol Beloth	15	4[6]+	3/-3	CC Special Weapons	-	-	-	[HQ1], Special
Anakatis Kul Blade Slaves	15	5[7]+	3/-3	CC Special Weapons	-	-	-	[DE], [IWD], [FA]
Lorgar [2]	20[T]	2[4]+	7/-5	CC Special Weapons	-	-	-	[DR2], [P3], Primarch, Special

World Eaters

Red Butchers	15[T]	3[5]+	4/-3	Combi-Bolter	25	2	-1	[ID], cannot claim objectives
Rampager Squads	15[J]	5[7]+	2/-2	CC Weapons	-	-	-	[R]
Centurion Shabran Darr	15[J]	5[7]+	4/-3	CC Weapons	-	-	-	[HQ2], Loyalist, [FR]
Kharn the Bloody	10	4[5]+	6/-4	The Cutter	-	-	-	[HQ3], [SA], [IWD], Special
Angron [2]	15[T]	2[4]+	7/-5	CC Special Weapons [Dmg+2 CC]	-	-	-	[DR2], Primarch

Blackshield Specific Elements

Command and Specialists [1]

Blackshield Reaver Lord	10	3[5]+	6/-5	Xenos deathlock [A]	20	3	-1	[HQ3]
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Blackshield Reaver Lord	15[J]	4[6]+	5/-4	Xenos deathlock [A]	20	3	-1	[HQ3]
Blackshield Reaver Lord on bike	30	4[6]+	5/-4	Xenos deathlock [A]	20	3	-1	[HQ3]
Marauder Chief (Decurion)	10	4[6]+	2/-2	Combi-Weapon	25	2	-1	[HQ1], [MB], [V]
Nemean Reaver	15	4[6]+	7/-4	Close Combat Weapons	-	-	-	[HQ3], [ID], [AW], [SU], Special

Infantry [1]

Blackshield Marauders	10	5+	2/-2	Bolters	25cm	2	-1	
Blackshield Heavy Weapon Marauders	10	5+	2/-2	Heavy Weapons	25/50	3	-2	

Knight Errant Specific Elements

Command and Specialists [1]

Knight Errant	10[T]	4[6]+	5/-5	Paragon Bolter	25cm	3	-1	[HQ2], [AW], [SU], [SH], [MB], [LW], Special
Nathaniel Garro	10[T]	3[4]+	6/-5	Paragon bolter	25cm	3	-2	[HQ3], [AW], [SU], [SH], [IWD], [ID], [LW], Special
Tylos Rubio	10[T]	4[6]+	5/-5	Paragon bolter	25cm	3	-1	[HQ2], [P2], [SH], [SU], [AW], [LW], Special

Formation Composition

Formation Name	Formation composition	MV	BP	Cost VP
General Company Formations (Standard Size)				
Infantry				
Legion Tactical Company	<p><i>Commander/HQ Section:</i> 1 Centurion Stand And 2 Veteran Tactical Legionnaire Stands</p> <p><i>Tactical Detachment:</i> 1 Decurion Stand, 4 Tactical Legionnaire Stands, 1 Support Legionnaire Stand</p> <p><i>Tactical Detachment:</i> 1 Decurion Stand, 4 Tactical Legionnaire Stands, 1 Support Legionnaire Stand</p> <p><i>Tactical Detachment:</i> 1 Decurion Stand, 4 Tactical Legionnaire Stands, 1 Support Legionnaire Stand</p>	5+	13	700 7 VP
Legion Assault Company (jump pack equipped)	<p><i>Commander/HQ Section:</i> 1 Centurion Stand And 2 Veteran Assault Legionnaire Stands</p> <p><i>Assault Detachment:</i> 1 Decurion Stand, 4 Assault Legionnaire Stands, 1 Support Legionnaire Stand</p> <p><i>Assault Detachment:</i> 1 Decurion Stand, 4 Assault Legionnaire Stands, 1 Support Legionnaire Stand</p> <p><i>Assault Detachment:</i> 1 Decurion Stand, 4 Assault Legionnaire Stands, 1 Support Legionnaire Stand</p>	5+	13	650 7 VP
Legion Assault Company (non-jump pack equipped)	<p><i>Commander/HQ Section:</i> 1 Centurion Stand And 2 Veteran Assault Legionnaire Stands</p> <p><i>Assault Detachment:</i> 1 Decurion Stand, 4 Assault Legionnaire Stands, 1 Support Legionnaire Stand</p> <p><i>Assault Detachment:</i> 1 Decurion Stand, 4 Assault Legionnaire Stands, 1 Support Legionnaire Stand</p> <p><i>Assault Detachment:</i> 1 Decurion Stand, 4 Assault Legionnaire Stands, 1 Support Legionnaire Stand</p>	5+	13	650 7 VP
Legion Breacher Company	<p><i>Commander/HQ Section:</i> 1 Centurion Stand And 2 Veteran Breacher Legionnaire Stands</p> <p><i>Breacher Detachment:</i> 1 Decurion Stand, 4 Breacher Legionnaire Stands, 1 Support Legionnaire Stand</p> <p><i>Breacher Detachment:</i> 1 Decurion Stand, 4 Breacher Legionnaire Stands, 1 Support Legionnaire Stand</p> <p><i>Breacher Detachment:</i> 1 Decurion Stand, 4 Breacher Legionnaire Stands, 1 Support Legionnaire Stand</p>	5+	13	900 9 VP
Legion Battle Company	<p><i>Commander/HQ Section:</i> 1 Centurion Stand And 2 Veteran Tactical Legionnaire Stands</p> <p><i>Tactical Detachment:</i> 1 Decurion Stand, 4 Tactical Legionnaire Stands, 1 Support Stand</p>	5+	13	700 7 VP

	Assault Detachment: 1 Decurion Stand, 4 Assault Legionnaire Stands, 1 Support Legionnaire Stand Breacher Detachment: 1 Decurion Stand, 4 Breacher Legionnaire Stands, 1 Support Legionnaire Stand			
Terminator Company	Commander/HQ Section: 1 Centurion Stand And 2 Veteran Terminator Stands Terminator Detachment: 1 Decurion Stand And 4 Terminators Legionnaire Stands Terminator Detachment: 1 Decurion Stand And 4 Terminators Legionnaire Stands Terminator Detachment: 1 Decurion Stand And 4 Terminators Legionnaire Stands	5+	11	1100 11 VP
Walkers				
Legion Dreadnaught Talon Company	Commander/HQ: 1 Contemptor Dreadnaught Type 4 Contemptor Talon: 3 Contemptor Dreadnaughts Type 1 Contemptor Talon: 3 Contemptor Dreadnaughts Type 2 Contemptor Talon: 3 Contemptor Dreadnaughts Type 3	5+	6	650 7 VP
Cavalry				
Legion Javelin Attack Speeder Wing	Commander/HQ: 1 Javelin Attack Speeder HQ (Heavy) And 2 Javelin Attack Speeder Escorts (Heavy) Javelin Attack Speeder Squadron: 5 Javelin Attack Speeder (Recon) Javelin Attack Speeder Squadron: 5 Javelin Attack Speeder (Recon) Javelin Attack Speeder Squadron: 5 Javelin Attack Speeder (Heavy)	5+	11	800 8 VP
Legion Jetbike Sky Hunter Attack Wing	Commander/HQ: 1 Jetbike Sky Hunter HQ (Heavy) And 2 Jetbike Sky Hunter Escort (Heavy) Jetbike Sky Hunter Squadron: 5 Jetbike Sky Hunters (Recon) Jetbike Sky Hunter Squadron: 5 Jetbike Sky Hunters (Recon) Jetbike Sky Hunter Squadron: 5 Jetbike Sky Hunters (Heavy)	5+	11	600 6 VP
Legion Landspeeder Wing	Commander/HQ: 1 Legion Landspeeder HQ (Heavy) And 2 Legion Landspeeders (Heavy) Landspeeder Squadron: 5 Landspeeders (Recon) Landspeeder Squadron: 5 Landspeeders (Recon) Landspeeders Squadron: 5 Landspeeders (Heavy)	5+	11	650 7 VP
Legion Outrider Attack Wing	Commander/HQ: 1 Attack Bike HQ Stand And 2 Attack Bike Escort Stands Outrider Squadron: 5 Outrider Bike Stands Outrider Squadron: 5 Outrider Bike Stands Attack Bike Squadron: 5 Attack Bike Stands	5+	11	550 6 VP
Vehicles				
Legion Cerebus Heavy Tank Destroyer Company	Commander/HQ: 1 Cerebus Heavy Tank Destroyer Type 2 Cerebus Heavy Tank Destroyer Detachment: 3 Cerebus Heavy Tank Destroyers Type 1 Cerebus Heavy Tank Destroyer Detachment: 3 Cerebus Heavy Tank Destroyers Type 1 Cerebus Heavy Tank Destroyer Detachment: 3 Cerebus Heavy Tank Destroyer Type 2	5+	6	1000 10 VP
Legion Land Raider Phobos Company	Commander/HQ: 1 HQ Legion Phobos Land Raider Phobos Land Raider Detachment: 3 Legion Phobos Land Raiders Phobos Land Raider Detachment: 3 Legion Phobos Land Raiders Phobos Land Raider Detachment: 3 Legion Phobos Land Raiders	5+	6	950 10 VP
Legion Predator Strike Company	Commander/HQ: 1 HQ Legion Deimos Predator Annihilator Deimos Predator Annihilator Detachment: 3 Deimos Predator Annihilators Deimos Predator Destructor Detachment: 3 Deimos Predator Destructors Deimos Predator Conversion Beamer Detachment: 3 Deimos Predator Conversion Beamers	5+	6	700 7 VP

Legion Predator Assault Company	Commander/HQ: 1 HQ Legion Deimos Predator Executioner Deimos Predator Annihilator Detachment: 3 Deimos Predator Executioners Deimos Predator Destructor Detachment: 3 Deimos Predator Meltas Deimos Predator Conversion Beamer Detachment: 3 Deimos Predator Infernus	5+	6	700 7 VP
Legion Sabre Strike Tanks	Commander/HQ: 1 HQ Legion Sabre Strike Tank Type 1 Legion Sabre Strike Tank Detachment: 3 Sabre Strike Tanks Type 1 Legion Sabre Strike Tank Detachment: 3 Sabre Strike Tanks Type 2 Legion Sabre Strike Tank Detachment: 3 Sabre Strike Tanks Type 3	5+	6	600 6 VP
Legion Sicaran Tank Company	Commander/HQ: 1 HQ Legion Sicaran Omega Destroyer Legion Sicaran Detachment: 3 Sicaran Battle Tanks Legion Sicaran Detachment: 3 Sicaran Battle Tanks Legion Sicaran Detachment: 3 Sicaran Venators	5+	6	550 6 VP
Legion Sicaran Strike Company	Commander/HQ: 1 HQ Legion Sicaran Omega Destroyer Legion Sicaran Detachment: 3 Sicaran Omega Destroyers Legion Sicaran Detachment: 3 Sicaran Punishers Legion Sicaran Detachment: 3 Sicaran Arcus Strike Tanks	5+	6	650 7 VP
Legion Vindicator Company	Commander/HQ: 1 HQ Legion Deimos Vindicator Laser Destroyer Deimos Vindicator Detachment: 3 Deimos Vindicators Deimos Vindicator Detachment: 3 Deimos Vindicators Deimos Vindicator Detachment: 3 Deimos Vindicator Laser Destroyers	5+	6	550 6 VP
Heavy Tanks				
Legion Malcador Assault Company	Commander/HQ: 1 Legion Malcador Assault Tank Type 2 Legion Malcador Assault Tank Detachment: 3 Legion Malcador Assault Tanks Type 1 Legion Malcador Assault Tank Detachment: 3 Legion Malcador Assault Tanks Type 2	5+	4	600 6 VP
Artillery				
Legion Artillery Company	Commander/HQ: 1 HQ Legion Whirlwind Scorpius Legion Basilisk Detachment: 3 Legion Basilisks Legion Medusa Detachment: 3 Legion Medusae Legion Whirlwind Detachment: 3 Legion Whirlwind Scorpius	5+	6	700 7 VP
Super Heavy				
Falchion Tank Destroyer Company	Commander/HQ: 1 Legion Falchion Tank Destroyer Legion Falchion Destroyer Detachment: 3 Falchion Tank Destroyers	5+	2	900 9 VP
Legion Fellblade Company	Commander/HQ: 1 Legion Fellblade HQ Legion Fellblade Detachment: 3 Legion Fellblades	5+	2	900 9 VP
Legion Glaive Company	Commander/HQ: 1 Legion Glaive HQ Legion Glaive Detachment: 3 Legion Glaives	5+	2	850 9 VP
Legion Stormblade Company	Commander/HQ: 1 Legion Stormblade Tank Legion Stormblade Detachment: 3 Legion Stormblades	5+	2	500 5 VP
Legion Typhon Heavy Siege Tank Company	Commander/HQ: 1 Legion Typhon Heavy Siege Tank HQ Type 2 Legion Typhon Heavy Siege Tank Detachment: 3 Legion Typhon Heavy Siege Tanks Type 1 Legion Typhon Heavy Siege Tank Detachment: 3 Legion Typhon Heavy Siege Tanks Type 2	5+	4	750 8 VP

General Grand Company Formations				
Infantry				
Legion Tactical Company	Commander/HQ Section: 1 Centurion Stand And 4 Veteran Tactical Legionnaire Stands			
	Tactical Detachment: 1 Decurion Stand, 8 Tactical Legionnaire Stands, 2 Support Legionnaire Stand	5+	23	1100
	Tactical Detachment: 1 Decurion Stand, 8 Tactical Legionnaire Stands, 2 Support Legionnaire Stand			11 VP
	Tactical Detachment: 1 Decurion Stand, 8 Tactical Legionnaire Stands, 2 Support Legionnaire Stand			
Legion Assault Company (jump pack equipped)	Commander/HQ Section: 1 Centurion Stand And 4 Veteran Assault Legionnaire Stands			
	Assault Detachment: 1 Decurion Stand, 8 Assault Legionnaire Stands, 2 Support Legionnaire (Jump Pack) Stand	5+	23	1000
	Assault Detachment: 1 Decurion Stand, 8 Assault Legionnaire Stands, 2 Support Legionnaire (Jump Pack) Stand			10 VP
	Assault Detachment: 1 Decurion Stand, 8 Assault Legionnaire Stands, 2 Support Legionnaire (Jump Pack) Stand			
Legion Assault Company (non-jump pack equipped)	Commander/HQ Section: 1 Centurion Stand And 4 Veteran Assault Legionnaire Stands			
	Assault Detachment: 1 Decurion Stand, 8 Assault Legionnaire Stands, 2 Support Legionnaire Stand	5+	23	1000
	Assault Detachment: 1 Decurion Stand, 8 Assault Legionnaire Stands, 2 Support Legionnaire Stand			10 VP
	Assault Detachment: 1 Decurion Stand, 8 Assault Legionnaire Stands, 2 Support Legionnaire Stand			
Legion Breacher Company	Commander/HQ Section: 1 Centurion Stand And 4 Veteran Breacher Legionnaire Stands			
	Breacher Detachment: 1 Decurion Stand, 8 Breacher Legionnaire Stands, 2 Support Legionnaire Stand	5+	23	1500
	Breacher Detachment: 1 Decurion Stand, 8 Breacher Legionnaire Stands, 2 Support Legionnaire Stand			15 VP
	Breacher Detachment: 1 Decurion Stand, 8 Breacher Legionnaire Stands, 2 Support Legionnaire Stand			
Legion Battle Company	Commander/HQ Section: 1 Centurion Stand And 4 Veteran Tactical Legionnaire Stands			
	Tactical Detachment: 1 Decurion Stand, 8 Tactical Legionnaire Stands, 2 Support Stand	5+	23	1100
	Assault Detachment: 1 Decurion Stand, 8 Assault Legionnaire Stands, 2 Support Legionnaire Stand			11 VP
	Breacher Detachment: 1 Decurion Stand, 8 Breacher Legionnaire Stands, 2 Support Legionnaire Stand			
Terminator Company	Commander/HQ Section: 1 Centurion Stand And 4 Veteran Terminator Stands			
	Terminator Detachment: 1 Decurion Stand And 8 Terminators Legionnaire Stands	5+	19	1900
	Terminator Detachment: 1 Decurion Stand And 8 Terminators Legionnaire Stands			19 VP
	Terminator Detachment: 1 Decurion Stand And 8 Terminators Legionnaire Stands			
Walkers				
Legion Dreadnaught Talon Company	Commander/HQ: 1 Contemptor Dreadnaught Type 4			
	Contemptor Talon: 6 Contemptor Dreadnaughts Type 1	5+	11	1200
	Contemptor Talon: 6 Contemptor Dreadnaughts Type 2			13 VP
	Contemptor Talon: 6 Contemptor Dreadnaughts Type 3			
Cavalry				
Legion Javelin Attack Speeder Wing	Commander/HQ: 1 Javelin Attack Speeder HQ (Heavy) And 4 Javelin Attack Speeder Escorts (Heavy)			
	Javelin Attack Speeder Squadron: 10 Javelin Attack Speeder (Recon)	5+	21	1550
	Javelin Attack Speeder Squadron: 10 Javelin Attack Speeder (Recon)			16 VP
	Javelin Attack Speeder Squadron: 10 Javelin Attack Speeder (Heavy)			
Legion Jetbike Sky Hunter Attack Wing	Commander/HQ: 1 Jetbike Sky Hunter HQ (Heavy) And 4 Jetbike Sky Hunter Escort (Heavy)			
	Jetbike Sky Hunter Squadron: 10 Jetbike Sky Hunters (Recon)	5+	21	1100
	Jetbike Sky Hunter Squadron: 10 Jetbike Sky Hunters (Recon)			11 VP
	Jetbike Sky Hunter Squadron: 10 Jetbike Sky Hunters (Heavy)			

Legion Landspeeder Wing	Commander/HQ: 1 Legion Landspeeder HQ (Heavy) And 4 Legion Landspeeders (Heavy) Landspeeder Squadron: 10 Landspeeders (Recon) Landspeeder Squadron: 10 Landspeeders (Recon) Landspeeders Squadron: 10 Landspeeders (Heavy)	5+	21	1250 13 VP
Legion Outrider Attack Wing	Commander/HQ: 1 Attack Bike HQ Stand And 4 Attack Bike Escort Stands Outrider Squadron: 10 Outrider Bike Stands Outrider Squadron: 10 Outrider Bike Stands Attack Bike Squadron: 10 Attack Bike Stands	5+	21	1050 11 VP
Vehicles				
Legion Cerebus Heavy Tank Destroyer Company	Commander/HQ: 1 Cerebus Heavy Tank Destroyer Type 2 Cerebus Heavy Tank Destroyer Detachment: 6 Cerebus Heavy Tank Destroyers Type 1 Cerebus Heavy Tank Destroyer Detachment: 6 Cerebus Heavy Tank Destroyers Type 1 Cerebus Heavy Tank Destroyer Detachment: 6 Cerebus Heavy Tank Destroyers Type 2	5+	11	1950 20 VP
Legion Land Raider Phobos Company	Commander/HQ: 1 HQ Legion Phobos Land Raider Phobos Land Raider Detachment: 6 Legion Phobos Land Raiders Phobos Land Raider Detachment: 6 Legion Phobos Land Raiders Phobos Land Raider Detachment: 6 Legion Phobos Land Raiders	5+	11	1800 18 VP
Legion Predator Strike Company	Commander/HQ: 1 HQ Legion Deimos Predator Annihilator Deimos Predator Annihilator Detachment: 6 Deimos Predator Annihilators Deimos Predator Destructor Detachment: 6 Deimos Predator Destructors Deimos Predator Conversion Beamer Detachment: 6 Deimos Predator Conversion Beamers	5+	11	1300 13 VP
Legion Predator Assault Company	Commander/HQ: 1 HQ Legion Deimos Predator Executioner Deimos Predator Annihilator Detachment: 6 Deimos Predator Executioners Deimos Predator Destructor Detachment: 6 Deimos Predator Meltas Deimos Predator Conversion Beamer Detachment: 6 Deimos Predator Infernus	5+	11	1300 13 VP
Legion Sabre Strike Tanks	Commander/HQ: 1 HQ Legion Sabre Strike Tank Type 1 Legion Sabre Strike Tank Detachment: 6 Sabre Strike Tanks Type 1 Legion Sabre Strike Tank Detachment: 6 Sabre Strike Tanks Type 2 Legion Sabre Strike Tank Detachment: 6 Sabre Strike Tanks Type 3	5+	11	1100 11 VP
Legion Sicaran Tank Company	Commander/HQ: 1 HQ Legion Sicaran Omega Destroyer Legion Sicaran Detachment: 6 Sicaran Battle Tanks Legion Sicaran Detachment: 6 Sicaran Battle Tanks Legion Sicaran Detachment: 6 Sicaran Venators	5+	11	1050 11 VP
Legion Sicaran Strike Company	Commander/HQ: 1 HQ Legion Sicaran Omega Destroyer Legion Sicaran Detachment: 6 Sicaran Omega Destroyers Legion Sicaran Detachment: 6 Sicaran Punishers Legion Sicaran Detachment: 6 Sicaran Arcus Strike Tanks	5+	11	1200 12 VP
Legion Vindicator Company	Commander/HQ: 1 HQ Legion Deimos Vindicator Laser Destroyer Deimos Vindicator Detachment: 6 Deimos Vindicators Deimos Vindicator Detachment: 6 Deimos Vindicators Deimos Vindicator Detachment: 6 Deimos Vindicator Laser Destroyers	5+	11	1050 11 VP

Heavy Tanks				
Legion Malcador Assault Company	Commander/HQ: 1 Legion Malcador Assault Tank Type 2			
	Legion Malcador Assault Tank Detachment: 3 Legion Malcador Assault Tanks Type 1	5+	6	800
	Legion Malcador Assault Tank Detachment: 3 Legion Malcador Assault Tanks Type 1			8 VP
	Legion Malcador Assault Tank Detachment: 3 Legion Malcador Assault Tanks Type 2			
Artillery				
Legion Artillery Company	Commander/HQ: 1 HQ Legion Whirlwind Scorpius			
	Legion Basilisk Detachment: 6 Legion Basilisks	5+	11	1300
	Legion Medusa Detachment: 6 Legion Medusae			13 VP
	Legion Whirlwind Detachment: 6 Legion Whirlwind Scorpius			
Super heavies				
Falchion Tank Destroyer Company	Commander/HQ: 1 Legion Falchion Tank Destroyer			
	Legion Falchion Destroyer Detachment: 3 Falchion Tank Destroyers	5+	4	1550
	Legion Falchion Destroyer Detachment: 3 Falchion Tank Destroyers			16 VP
Legion Fellblade Company	Commander/HQ: 1 Legion Fellblade HQ			
	Legion Fellblade Detachment: 3 Legion Fellblades	5+	4	1600
	Legion Fellblade Detachment: 3 Legion Fellblades			16 VP
Legion Glaive Company	Commander/HQ: 1 Legion Glaive HQ			
	Legion Glaive Detachment: 3 Legion Glaives	5+	4	1500
	Legion Glaive Detachment: 3 Legion Glaives			15 VP
Legion Stormblade Company	Commander/HQ: 1 Legion Stormblade Tank			
	Legion Stormblade Detachment: 3 Legion Stormblades	5+	4	850
	Legion Stormblade Detachment: 3 Legion Stormblades			9 VP
Legion Typhon Heavy Siege Tank Company	Commander/HQ: 1 Legion Typhon Heavy Siege Tank HQ Type 2			
	Legion Typhon Heavy Siege Tank Detachment: 3 Legion Typhon Heavy Siege Tanks Type 1	5+	6	1050
	Legion Typhon Heavy Siege Tank Detachment: 3 Legion Typhon Heavy Siege Tanks Type 1			11 VP
	Legion Typhon Heavy Siege Tank Detachment: 3 Legion Typhon Heavy Siege Tanks Type 2			
General Support Formations (Standard Size)				
Infantry				
Blackshield Marauders	1 Blackshield Marauder Chief And 5 Blackshield Marauder stands	5+	4	200 2 VP
Blackshield Heavy Marauders	1 Blackshield Marauder Chief And 5 Blackshield Heavy Marauder stands	5+	4	250 3 VP
Legion Apothecarion	1 Legion Apothecary	5+	+1	50/+1 VP
Legion Assault Marine Detachment (Jump Packs)	Commander/HQ: 1 Decurion Stand	5+	4	150
	4 Legion Assault Stands And 1 Legion Support Stand			2 VP
Legion Assault Marine Detachment	Commander/HQ: 1 Decurion Stand	5+	4	150
	4 Legion Assault Stands And 1 Legion Support Stand			2 VP
Legion Breacher Marine Detachment	Commander/HQ: 1 Decurion Stand	5+	4	250
	4 Legion Breacher Stands And 1 Legion Support Stand			3 VP
Legion Destroyer Marine Detachment	Commander/HQ: 1 Decurion Stand	5+	4	250
	5 Legion Destroyer Stands			3 VP
	Commander/HQ: 1 Decurion Stand	5+	4	

Legion Destroyer Marine Detachment (Jump Packs)	5 Legion Destroyer Stands (Jump Packs)			250 3 VP
Legion Heavy Support Marine Detachment	Commander/HQ: 1 Decurion Stand 5 Legion Heavy Support Stands	5+	4	300 3 VP
Legion Reconnaissance Marine Detachment	Commander/HQ: 1 Decurion Stand 5 Legion Reconnaissance Stands	5+	4	200 2 VP
Legion Reconnaissance Marine Detachment (Sniper)	Commander/HQ: 1 Decurion Stand 5 Legion Reconnaissance Stands	5+	4	200 2 VP
Legion Seeker Marine Detachment	Commander/HQ: 1 Decurion Stand 5 Legion Seeker Stands	5+	4	250 3 VP
Legion Tactical Marine Detachment	Commander/HQ: 1 Decurion Stand 4 Legion Tactical Stands And 1 Legion Support Stand	5+	4	200 2 VP
Legion Techmarine	1 Legion Techmarine Stand	5+	+1	50 +1 VP
Legion Terminator Detachment	Commander/HQ: 1 Decurion Stands 4 Legion Terminator Stands	5+	3	300 3 VP
Cavalry				
Legion Attack Bike Squadron	Commander/HQ: 1 Legion Attack Bike 4 Legion Attack Bikes	5+	3	150 2 VP
Legion Hussar Bike Squadron	Commander/HQ: 1 Legion Hussar Bike 4 Legion Hussar Bikes	5+	3	200 2 VP
Legion Javelin Attack Speeder Squadron (Recon)	Commander/HQ: 1 Legion Javelin Attack Speeder (Recon) 4 Legion Attack Speeders (Recon)	5+	3	250 3 VP
Legion Javelin Attack Speeder Squadron (Heavy)	Commander/HQ: 1 Legion Javelin Attack Speeder (Heavy) 4 Legion Attack Speeders (Heavy)	5+	3	200 2 VP
Legion Jetbike Sky Slayer Support Squadron	Commander/HQ: 1 Legion Jetbike Sky Slayer Support 4 Legion Jetbike Sky Slayer Support	5+	3	150 2 VP
Legion Jetbike Skyhunter Squadron (recon)	Commander/HQ: 1 Legion Jetbike Skyhunter (Recon) 4 Legion Jetbike Skyhunters (Recon)	5+	3	150 2 VP
Legion Jetbike Skyhunter Squadron (heavy)	Commander/HQ: 1 Legion Jetbike Skyhunter (Heavy) 4 Legion Jetbike Skyhunters (Heavy)	5+	3	150 2 VP
Legion Jetbike Skyseeker Squadron	Commander/HQ: 1 Legion Jetbike Skyseeker 4 Legion Jetbike Skyseekers	5+	3	200 2 VP
Legion Landspeeder Squadron (recon)	Commander/HQ: 1 Legion Landspeeder (Recon) 4 Legion Landspeeders (Recon)	5+	3	150 2 VP
Legion Landspeeder Squadron	Commander/HQ: 1 Legion Landspeeder 4 Legion Landspeeders	5+	3	200 2 VP
Legion Outrider Squadron	Commander/HQ: 1 Legion Outrider 4 Legion Outriders	5+	3	150 2 VP
Walkers				
Deredeo Heavy Support Dreadnaught Talon (type 1)	Commander/HQ: 1 Deredeo Dreadnaught (Type 1) 2 Deredeo Dreadnaughts (Type 1)	5+	2	200 2 VP

Deredeo Heavy Support Dreadnaught Talon (type 2)	Commander/HQ: 1 Deredeo Dreadnaught (Type 2) 2 Deredeo Dreadnaughts (Type 2)	5+	2	200 2 VP
Legion Contemptor Dreadnaught Talon (type 1)	Commander/HQ: 1 Contemptor Dreadnaught (Type 1) 2 Contemptor Dreadnaughts (Type 1)	5+	2	150 2 VP
Legion Contemptor Dreadnaught Talon (type 2)	Commander/HQ: 1 Contemptor Dreadnaught (Type 2) 2 Contemptor Dreadnaughts (Type 2)	5+	2	250 3 VP
Legion Contemptor Dreadnaught Talon (type 3)	Commander/HQ: 1 Contemptor Dreadnaught (Type 3) 2 Contemptor Dreadnaughts (Type 3)	5+	2	200 2 VP
Legion Contemptor Dreadnaught Talon (type 4)	Commander/HQ: 1 Contemptor Dreadnaught (Type 4) 2 Contemptor Dreadnaughts (Type 4)	5+	2	200 2 VP
Legion Mortis Dreadnaught Talon (type 1)	Commander/HQ: 1 Mortis Dreadnaught (Type 1) 2 Mortis Dreadnaughts (Type 1)	5+	2	150 2 VP
Legion Mortis Dreadnaught Talon (type 2)	Commander/HQ: 1 Mortis Dreadnaught (Type 2) 2 Mortis Dreadnaughts (Type 2)	5+	2	200 2 VP
Legion Mortis Dreadnaught Talon (type 3)	Commander/HQ: 1 Mortis Dreadnaught (Type 3) 2 Mortis Dreadnaughts (Type 3)	5+	2	200 2 VP
Legion Leviathan Pattern Siege Dreadnaught (type 1)	Commander/HQ: 1 Legion Leviathan Pattern Siege Dreadnaught (Type 1) 2 Legion Leviathan Pattern Siege Dreadnaughts (Type 1)	5+	2	300 3 VP
Legion Leviathan Pattern Siege Dreadnaught (type 2)	Commander/HQ: 1 Legion Leviathan Pattern Siege Dreadnaught (Type 2) 2 Legion Leviathan Pattern Siege Dreadnaughts (Type 2)	5+	2	300 3 VP
Vehicles				
Legion Cerebus Heavy Tank Destroyer Squadron (type 1)	Commander/HQ: 1 Legion Cerebus Heavy Tank (Type 1) 2 Legion Cerebus Heavy Tanks (Type 1)	5+	2	300 3 VP
Legion Cerebus Heavy Tank Destroyer Squadron (type 2)	Commander/HQ: 1 Legion Cerebus Heavy Tank (Type 2) 2 Legion Cerebus Heavy Tanks (Type 2)	5+	2	300 3 VP
Deimos Predator Conversion Beamer Squadron	Commander/HQ: 1 Deimos Predator Conversion Beamer Tank 2 Deimos Predator Conversion Beamer Tanks	5+	2	200 2 VP
Deimos Predator Annihilator Squadron	Commander/HQ: 1 Deimos Predator Annihilator Tank 2 Deimos Predator Annihilator Tanks	5+	2	200 2 VP
Deimos Predator Destructor Squadron	Commander/HQ: 1 Deimos Predator Destructor Tank 2 Deimos Predator Destructor Tanks	5+	2	200 2 VP
Deimos Predator Executioner Squadron	Commander/HQ: Deimos Predator Executioner Tank 2 Deimos Predator Executioner Tanks	5+	2	200 2 VP
Deimos Predator Infernus Squadron	Commander/HQ: Deimos Predator Infernus Tank 2 Deimos Predator Infernus Tanks	5+	2	200 2 VP
Deimos Predator Melta Squadron	Commander/HQ: 1 Deimos Predator Melta Tank 2 Deimos Predator Melta Tanks	5+	2	200 2 VP
Legion Sabre Strike Tank Squadron Type 1	Commander/HQ: 1 Sabre Strike Tank Type 1 2 Sabre Strike Tanks Type 1	5+	2	200 2 VP
Legion Sabre Strike Tank Squadron Type 2	Commander/HQ: 1 Sabre Strike Tank Type 2 2 Sabre Strike Tanks Type 2	5+	2	150 2 VP

Legion Sabre Strike Tank Squadron Type 3	Commander/HQ: 1 Sabre Strike Tank Type 3 2 Sabre Strike Tanks Type 3	5+	2	200 2 VP
Legion Sicaran Arcus Strike Tank Squadron	Commander/HQ: 1 Legion Sicaran Arcus Strike Tank 2 Legion Sicaran Arcus Strike Tanks	5+	2	200 2 VP
Legion Sicaran Battle Tank Squadron	Commander/HQ: 1 Legion Sicaran Battle Tank 2 Legion Sicaran Battle Tanks	5+	2	150 2 VP
Legion Sicaran Omega Tank Destroyer Squadron	Commander/HQ: 1 Legion Sicaran Omega Tank Destroyer 2 Legion Sicaran Omega Tank Destroyers	5+	2	200 2 VP
Legion Sicaran Punisher Assault Tank Squadron	Commander/HQ: 1 Legion Sicaran Punisher Assault Tank 2 Legion Sicaran Punisher Assault Tanks	5+	2	200 2 VP
Legion Sicaran Venator Tank Destroyer Squadron	Commander/HQ: 1 Legion Sicaran Venator Tank Destroyer 2 Legion Sicaran Venator Tank Destroyers	5+	2	150 2 VP
Legion Vindicator Siege Tank Squadron (type 1)	Commander/HQ: 1 Legion Vindicator Siege Tank (Type 1) 2 Legion Vindicator Siege Tanks (Type 1)	5+	2	200 2 VP
Legion Vindicator Siege Tank Squadron (type 2)	Commander/HQ: 1 Legion Vindicator Siege Tank (Type 2) 2 Legion Vindicator Siege Tanks (Type 2)	5+	2	150 2 VP
Heavy Vehicles				
Legion Achilles Land Raider Squadron	Commander/HQ: 1 Legion Achilles Land Raider 2 Legion Achilles Land Raider	5+	2	300 3 VP
Legion Achilles Alpha Pattern Land Raider Squadron	Commander/HQ: 1 Legion Achilles Alpha Pattern Land Raider 2 Legion Achilles Alpha Pattern Land Raider	5+	2	350 4 VP
Legion Malcador Assault Tank Squadron (type 1)	Commander/HQ: 1 Legion Malcador Assault Tank (Type 1) 3 Legion Malcador Assault Tanks (Type 1)	5+	2	300 3 VP
Legion Malcador Assault Tank Squadron (type 2)	Commander/HQ: 1 Legion Malcador Assault Tank (Type 2) 3 Legion Malcador Assault Tanks (Type 2)	5+	2	350 4 VP
Legion Phobos Land Raider Squadron	Commander/HQ: 1 Legion Phobos Land Raider 2 Legion Phobos Land Raiders	5+	2	300 3 VP
Super Heavy Vehicles				
Legion Falchion Super Heavy Tank Destroyer	Commander/HQ: 1 Legion Falchion Super Heavy Tank Destroyer	5+	1	200
Legion Fellblade Super Heavy Tank	Commander/HQ: 1 Legion Fellblade Super Heavy Tank	5+	1	250
Legion Glaive Super Heavy Special Weapons Tank	Commander/HQ: 1 Legion Glaive Super Heavy Special Weapons Tank	5+	1	200
Legion Stormblade Super Heavy Tank	Commander/HQ: 1 Legion Stormblade Super Heavy Tank	5+	1	100 1 VP
Legion Typhon Heavy Siege Tank Squadron (type 1)	Commander/HQ: 1 Legion Typhon Heavy Siege Tank (Type 1) 3 Legion Typhon Heavy Siege Tanks (Type 1)	5+	2	400 4 VP
Legion Typhon Heavy Siege Tank Squadron (type 2)	Commander/HQ: 1 Legion Typhon Heavy Siege Tank (Type 2) 3 Legion Typhon Heavy Siege Tanks (Type 2)	5+	2	450 5 VP
Light Artillery				
Legion Rapier Weapons Battery (type 1)	Commander/HQ: 1 Legion Rapier Weapon (Type 1) 4 Legion Rapier Weapons (Type 1)	5+	3	150 2 VP
Legion Rapier Weapons Battery (type 2)	Commander/HQ: 1 Legion Rapier Weapon (Type 2) 4 Legion Rapier Weapons (Type 2)	5+	3	250 3 VP
	Commander/HQ: 1 Legion Rapier Weapon (Type 3)	5+	3	

Legion Rapier Weapons Battery (type 3)	4 Legion Rapier Weapons (Type 3)			100 1 VP
Legion Tarantula Sentry Gun Battery (type 1)	5 Legion Tarantula Sentry Guns (Type 1)	-	4	200 2 VP
Legion Tarantula Sentry Gun Battery (type 2)	5 Legion Tarantula Sentry Guns (Type 2)	-	4	150 2 VP
Legion Tarantula Sentry Gun Battery (type 3)	5 Legion Tarantula Sentry Guns (Type 3)	-	4	200 2 VP
Legion Tarantula Sentry Gun Battery (type 4)	5 Legion Tarantula Sentry Guns (Type 4)	-	4	150 2 VP
Artillery				
Legion Arquitor Pattern Bombard Spicula Rockets	Commander/HQ: 1 Legion Arquitor Pattern Bombard Spicula Rocket Artillery 2 Legion Arquitor Pattern Bombards Spicula Rocket Artillery	5+	2	200 2 VP
Legion Arquitor Bombard Graviton Charge	Commander/HQ: 1 Legion Arquitor Pattern Bombard Graviton Charge Artillery 2 Legion Arquitor Pattern Bombard Graviton Charge Artillery	5+	2	200 2 VP
Legion Arquitor Morbus Heavy Bombard	Commander/HQ: 1 Legion Arquitor Pattern Morbus Heavy Bombard Artillery 2 Legion Arquitor Pattern Morbus Heavy Bombards Artillery	5+	2	200 2 VP
Legion Basilisk Battery	Commander/HQ: 1 Legion Basilisk 2 Legion Basilisks	5+	2	250 3 VP
Legion Medusa Battery	Commander/HQ: 1 Legion Medusa 2 Legion Medusae	5+	2	200 2 VP
Legion Whirlwind Scorpius Battery	Commander/HQ: 1 Legion Whirlwind Scorpius 2 Legion Whirlwinds Scorpius	5+	2	150 2 VP
Legion Whirlwind Scorpius AA Battery	Commander/HQ: 1 Legion Whirlwind Scorpius Aa 2 Legion Whirlwinds Scorpius Aa	5+	2	150 2 VP
General Grand Support Formations				
Infantry				
Blackshield Marauders	1 Blackshield Marauder Chief And 10 Blackshield Marauder stands	5+	7	350 4 VP
Blackshield Heavy Marauders	1 Blackshield Marauder Chief And 10 Blackshield Heavy Marauder stands	5+	7	500 5 VP
Legion Apothecarion	3 Legion Apothecary	5+	+2	200 +2 VP
Legion Assault Marine Detachment (Jump Packs)	Commander/HQ: 1 Decurion Stand 8 Legion Assault Stands And 2 Legion Support Stand (Jump Packs)	5+	7	300 3 VP
Legion Assault Marine Detachment	Commander/HQ: 1 Decurion Stand 8 Legion Assault Stands And 2 Legion Support Stand	5+	7	300 3 VP
Legion Breacher Marine Detachment	Commander/HQ: 1 Decurion Stand 8 Legion Breacher Stands And 2 Legion Support Stand	5+	7	400 4 VP
Legion Destroyer Marine Detachment (Jump Packs)	Commander/HQ: 1 Decurion Stand 9 Legion Destroyer Stands (Jump Packs)	5+	6	400 4 VP
Legion Destroyer Marine Detachment	Commander/HQ: 1 Decurion Stand 9 Legion Destroyer Stands	5+	6	350 4 VP
Legion Heavy Support Marine Detachment	Commander/HQ: 1 Decurion Stand 9 Legion Heavy Support Stands	5+	6	450 5 VP
	Commander/HQ: 1 Decurion Stand	5+	6	

Legion Reconnaissance Marine Detachment (Sniper)	9 Legion Reconnaissance Stands			350 4 VP
Legion Reconnaissance Marine Detachment	Commander/HQ: 1 Decurion Stand 9 Legion Reconnaissance Stands	5+	6	350 4 VP
Legion Seeker Marine Detachment	Commander/HQ: 1 Decurion Stand 9 Legion Seeker Stands	5+	6	350 4 VP
Legion Tactical Marine Detachment	Commander/HQ: 1 Decurion Stand 8 Legion Tactical Stands And 2 Legion Support Stand	5+	7	300 3 VP
Legion Techmarine Covenant	3 Legion Techmarine Stand	5+	+2	200 +2 VP
Legion Terminator Detachment	Commander/HQ: 1 Decurion Stands 8 Legion Terminator Stands	5+	5	550 6 VP
Cavalry				
Legion Attack Bike Squadron	Commander/HQ: 1 Legion Attack Bike 9 Legion Attack Bikes	5+	6	300 3 VP
Legion Hussar Bike Squadron	Commander/HQ: 1 Legion Hussar Bike 9 Legion Hussar Bikes	5+	6	350 4 VP
Legion Javelin Attack Speeder Squadron (Recon)	Commander/HQ: 1 Legion Javelin Attack Speeder (Recon) 9 Legion Attack Speeders (Recon)	5+	6	450 5 VP
Legion Javelin Attack Speeder Squadron (Heavy)	Commander/HQ: 1 Legion Javelin Attack Speeder (Heavy) 9 Legion Attack Speeders (Heavy)	5+	6	400 4 VP
Legion Jetbike Sky Slayer Support Squadron	Commander/HQ: 1 Legion Jetbike Sky Slayer Support 9 Legion Jetbike Sky Slayer Support	5+	6	350 4 VP
Legion Jetbike Skyhunter Squadron (recon)	Commander/HQ: 1 Legion Jetbike Skyhunter (Recon) 9 Legion Jetbike Skyhunters (Recon)	5+	6	300 3 VP
Legion Jetbike Skyhunter Squadron (heavy)	Commander/HQ: 1 Legion Jetbike Skyhunter (Heavy) 9 Legion Jetbike Skyhunters (Heavy)	5+	6	350 4 VP
Legion Jetbike Skyseeker Squadron	Commander/HQ: 1 Legion Jetbike Skyseeker 9 Legion Jetbike Skyseekers	5+	6	400 4 VP
Legion Landspeeder Squadron (recon)	Commander/HQ: 1 Legion Landspeeder (Recon) 9 Legion Landspeeders (Recon)	5+	6	300 3 VP
Legion Landspeeder Squadron	Commander/HQ: 1 Legion Landspeeder 9 Legion Landspeeders	5+	6	400 4 VP
Legion Outrider Squadron	Commander/HQ: 1 Legion Outrider 9 Legion Outriders	5+	6	250 3 VP
Walkers				
Deredeo Heavy Support Dreadnaught Talon (type 1)	Commander/HQ: 1 Deredeo Dreadnaught (Type 1) 5 Deredeo Dreadnaughts (Type 1)	5+	4	450 5 VP
Deredeo Heavy Support Dreadnaught Talon (type 2)	Commander/HQ: 1 Deredeo Dreadnaught (Type 2) 5 Deredeo Dreadnaughts (Type 2)	5+	4	450 5 VP
Legion Contemptor Dreadnaught Talon (type 1)	Commander/HQ: 1 Contemptor Dreadnaught (Type 1) 5 Contemptor Dreadnaughts (Type 1)	5+	4	350 4 VP

Legion Contemptor Dreadnaught Talon (type 2)	Commander/HQ: 1 Contemptor Dreadnaught (Type 2) 5 Contemptor Dreadnaughts (Type 2)	5+	4	500 5 VP
Legion Contemptor Dreadnaught Talon (type 3)	Commander/HQ: 1 Contemptor Dreadnaught (Type 3) 5 Contemptor Dreadnaughts (Type 3)	5+	4	400 4 VP
Legion Contemptor Dreadnaught Talon (type 4)	Commander/HQ: 1 Contemptor Dreadnaught (Type 4) 5 Contemptor Dreadnaughts (Type 4)	5+	4	400 4 VP
Legion Mortis Dreadnaught Talon (type 1)	Commander/HQ: 1 Mortis Dreadnaught (Type 1) 5 Mortis Dreadnaughts (Type 1)	5+	4	300 3 VP
Legion Mortis Dreadnaught Talon (type 2)	Commander/HQ: 1 Mortis Dreadnaught (Type 2) 5 Mortis Dreadnaughts (Type 2)	5+	4	350 4 VP
Legion Mortis Dreadnaught Talon (type 3)	Commander/HQ: 1 Mortis Dreadnaught (Type 3) 5 Mortis Dreadnaughts (Type 3)	5+	4	350 4 VP
Legion Leviathan Pattern Siege Dreadnaught (type 1)	Commander/HQ: 1 Legion Leviathan Pattern Siege Dreadnaught (Type 1) 5 Legion Leviathan Pattern Siege Dreadnaughts (Type 1)	5+	4	600 6 VP
Legion Leviathan Pattern Siege Dreadnaught (type 2)	Commander/HQ: 1 Legion Leviathan Pattern Siege Dreadnaught (Type 2) 5 Legion Leviathan Pattern Siege Dreadnaughts (Type 2)	5+	4	600 6 VP
Vehicles				
Legion Cerebus Heavy Tank Destroyer Squadron (type 1)	Commander/HQ: 1 Legion Cerebus Heavy Tank (Type 1) 5 Legion Cerebus Heavy Tanks (Type 1)	5+	4	600 6 VP
Legion Cerebus Heavy Tank Destroyer Squadron (type 2)	Commander/HQ: 1 Legion Cerebus Heavy Tank (Type 2) 5 Legion Cerebus Heavy Tanks (Type 2)	5+	4	600 6 VP
Deimos Predator Conversion Beamer Squadron	Commander/HQ: 1 Deimos Predator Conversion Beamer Tank 5 Deimos Predator Conversion Beamer Tanks	5+	4	400 4 VP
Deimos Predator Annihilator Squadron	Commander/HQ: 1 Deimos Predator Annihilator Tank 5 Deimos Predator Annihilator Tanks	5+	4	400 4 VP
Deimos Predator Destructor Squadron	Commander/HQ: 1 Deimos Predator Destructor Tank 5 Deimos Predator Destructor Tanks	5+	4	400 4 VP
Deimos Predator Executioner Squadron	Commander/HQ: Deimos Predator Executioner Tank 5 Deimos Predator Executioner Tanks	5+	4	450 5 VP
Deimos Predator Infernus Squadron	Commander/HQ: Deimos Predator Infernus Tank 5 Deimos Predator Infernus Tanks	5+	4	400 4 VP
Deimos Predator Melta Squadron	Commander/HQ: 1 Deimos Predator Melta Tank 5 Deimos Predator Melta Tanks	5+	4	400 4 VP
Legion Sabre Strike Tank Squadron Type 1	Commander/HQ: 1 Sabre Strike Tank Type 1 5 Sabre Strike Tanks Type 1	5+	2	350 4 VP
Legion Sabre Strike Tank Squadron Type 2	Commander/HQ: 1 Sabre Strike Tank Type 2 5 Sabre Strike Tanks Type 2	5+	2	350 4 VP
Legion Sabre Strike Tank Squadron Type 3	Commander/HQ: 1 Sabre Strike Tank Type 3 5 Sabre Strike Tanks Type 3	5+	2	350 4 VP
Legion Sicaran Arcus Strike Tank Squadron	Commander/HQ: 1 Legion Sicaran Arcus Strike Tank 5 Legion Sicaran Arcus Strike Tanks	5+	4	350 4 VP

Legion Sicaran Battle Tank Squadron	Commander/HQ: 1 Legion Sicaran Battle Tank 5 Legion Sicaran Battle Tanks	5+	4	350 4 VP
Legion Sicaran Omega Tank Destroyer Squadron	Commander/HQ: 1 Legion Sicaran Omega Tank Destroyer 5 Legion Sicaran Omega Tank Destroyers	5+	4	350 4 VP
Legion Sicaran Punisher Assault Tank Squadron	Commander/HQ: 1 Legion Sicaran Punisher Assault Tank 5 Legion Sicaran Punisher Assault Tanks	5+	4	450 5 VP
Legion Sicaran Venator Tank Destroyer Squadron	Commander/HQ: 1 Legion Sicaran Venator Tank Destroyer 5 Legion Sicaran Venator Tank Destroyers	5+	4	300 3 VP
Legion Vindicator Siege Tank Squadron (type 1)	Commander/HQ: 1 Legion Vindicator Siege Tank (Type 1) 5 Legion Vindicator Siege Tanks (Type 1)	5+	4	350 4 VP
Legion Vindicator Siege Tank Squadron (type 2)	Commander/HQ: 1 Legion Vindicator Siege Tank (Type 2) 5 Legion Vindicator Siege Tanks (Type 2)	5+	4	300 3 VP
Heavy Vehicles				
Legion Achilles Land Raider Squadron	Commander/HQ: 1 Legion Achilles Land Raider 5 Legion Achilles Land Raider	5+	4	600 6 VP
Legion Achilles Alpha Pattern Land Raider Squadron	Commander/HQ: 1 Legion Achilles Alpha Pattern Land Raider 5 Legion Achilles Alpha Pattern Land Raider	5+	4	650 7 VP
Legion Malcador Assault Tank Squadron (type 1)	Commander/HQ: 1 Legion Malcador Assault Tank (Type 1) 3 Legion Malcador Assault Tanks (Type 1) 3 Legion Malcador Assault Tanks (Type 1)	5+	4	500 5 VP
Legion Malcador Assault Tank Squadron (type 2)	Commander/HQ: 1 Legion Malcador Assault Tank (Type 2) 3 Legion Malcador Assault Tanks (Type 2) 3 Legion Malcador Assault Tanks (Type 2)	5+	4	600 6 VP
Legion Phobos Land Raider Squadron	Commander/HQ: 1 Legion Phobos Land Raider 5 Legion Phobos Land Raiders	5+	4	550 6 VP
Super Heavy Vehicles				
Legion Falchion Super Heavy Tank Destroyer	Commander/HQ: 1 Legion Falchion Super Heavy Tank Destroyer 3 Legion Falchion Super Heavy Tank Destroyers	5+	2	850 9 VP
Legion Fellblade Super Heavy Tank	Commander/HQ: 1 Legion Fellblade Super Heavy Tank 3 Legion Fellblade Super Heavy Tanks	5+	2	900 9 VP
Legion Glaive Super Heavy Special Weapons Tank	Commander/HQ: 1 Legion Glaive Super Heavy Special Weapons Tank 3 Legion Glaive Super Heavy Special Weapons Tanks	5+	2	850 9 VP
Legion Stormblade Super Heavy Tank	Commander/HQ: 1 Legion Stormblade Super Heavy Tank 3 Legion Stormblade Super Heavy Tanks	5+	2	500 5 VP
Legion Typhon Heavy Siege Tank Squadron (type 1)	Commander/HQ: 1 Legion Typhon Heavy Siege Tank (Type 1) 3 Legion Typhon Heavy Siege Tanks (Type 1) 3 Legion Typhon Heavy Siege Tanks (Type 1)	5+	4	700 7 VP
Legion Typhon Heavy Siege Tank Squadron (type 2)	Commander/HQ: 1 Legion Typhon Heavy Siege Tank (Type 2) 3 Legion Typhon Heavy Siege Tanks (Type 2) 3 Legion Typhon Heavy Siege Tanks (Type 2)	5+	4	750 8 VP
Light Artillery				

Legion Rapier Weapons Battery (type 1)	Commander/HQ: 1 Legion Rapier Weapon (Type 1) 9 Legion Rapier Weapons (Type 1)	5+	6	300 3 VP
Legion Rapier Weapons Battery (type 2)	Commander/HQ: 1 Legion Rapier Weapon (Type 2) 9 Legion Rapier Weapons (Type 2)	5+	6	500 5 VP
Legion Rapier Weapons Battery (type 3)	Commander/HQ: 1 Legion Rapier Weapon (Type 3) 9 Legion Rapier Weapons (Type 3)	5+	6	250 3 VP
Legion Tarantula Sentry Gun Battery (type 1)	10 Legion Tarantula Sentry Guns (Type 1)	-	7	350 4 VP
Legion Tarantula Sentry Gun Battery (type 2)	10 Legion Tarantula Sentry Guns (Type 2)	-	7	350 4 VP
Legion Tarantula Sentry Gun Battery (type 3)	10 Legion Tarantula Sentry Guns (Type 3)	-	7	350 4 VP
Legion Tarantula Sentry Gun Battery (type 4)	10 Legion Tarantula Sentry Guns (Type 4)	-	7	300 3 VP
Artillery				
Legion Arquitor Pattern Bombard Spicula Rockets	Commander/HQ: 1 Legion Arquitor Pattern Bombard Spicula Rocket Artillery 5 Legion Arquitor Pattern Bombards Spicula Rocket Artillery	5+	4	400 4 VP
Legion Arquitor Bombard Graviton Charge	Commander/HQ: 1 Legion Arquitor Pattern Bombard Graviton Charge Artillery 5 Legion Arquitor Pattern Bombard Graviton Charge Artillery	5+	4	400 4 VP
Legion Arquitor Morbus Heavy Bombard	Commander/HQ: 1 Legion Arquitor Pattern Morbus Heavy Bombard Artillery 5 Legion Arquitor Pattern Morbus Heavy Bombards Artillery	5+	4	400 4 VP
Legion Basilisk Battery	Commander/HQ: 1 Legion Basilisk 5 Legion Basilisks	5+	4	550 6 VP
Legion Medusa Battery	Commander/HQ: 1 Legion Medusa 5 Legion Medusae	5+	4	450 5 VP
Legion Whirlwind Scorpius Battery	Commander/HQ: 1 Legion Whirlwind Scorpius 5 Legion Whirlwinds Scorpius	5+	4	250 3 VP
Legion Whirlwind Scorpius AA Battery	Commander/HQ: 1 Legion Whirlwind Scorpius Aa 5 Legion Whirlwinds Scorpius Aa	5+	4	300 3 VP
Special Formations (Standard Size and Grand)				
Infantry				
Blackshield, Nemean Lord	1 Nemean Lord stand	4+	+1	150 +2 VP
Blackshield Reaver Lord	1 Blackshield Reaver Lord stand	4+	+1	100 +1 VP
Knight Errant	1 Knight Errant Stand	4+	1	100 1 VP
Knight Errant, Nathaniel Garro	1 Nathaniel Garro Stand	4+	1	150 2 VP
Knight Errant, Tylos Rubio	1 Tylos Rubio stand	4+	1	150 2 VP
Legion Librarian (Artificer armor)	1 Legion Librarian (Artificer Armor) Level 1	5+	+1	50 +1 VP
Legion Librarian (Artificer armor)	1 Legion Librarian (Artificer Armor) Level 2	5+	+1	100 +1 VP
Legion Librarian (terminator armor)	1 Legion Librarian (Terminator Armor) Level 1	5+	+1	100 +1 VP
Legion Librarian (terminator armor)	1 Legion Librarian (Terminator Armor) Level 2	5+	+1	150 +2 VP
Legion Librarius	3 Legion Librarians (Artificer Armor) 1 Level 2, 2 Level 1	5+	+2	250 +3 VP

Legion Librarius	3 Legion Librarians (Terminator Armor) 1 Level 2, 2 Level 1	5+	+2	300 +3 VP
Legion Nullificators	1 Legion Nullificator decurion and 4 Legion Nullificator stands	5+	3	350 4 VP
	1 Legion Nullificator decurion and 9 Legion Nullificator stands	5+	6	650 7 VP
Legion Praetor	1 Legion Praetor	4+	-	1 Per Army Free
Fliers				
Aetos Dios	1 Aetos Dios	4+	+1	200 +2 VP
Legion Fire Raptor Squadron	Squadron: 3 Legion Fire Raptors	5+	2	250 3 VP
Legion Fire Raptor Wing	Squadron 1: 3 Legion Fire Raptors	5+	4	550
	Squadron 2: 3 Legion Fire Raptors			6 VP
Legion Fire Raptor Air Force	Squadron 1: 3 Legion Fire Raptors	5+	5	800
	Squadron 2: 3 Legion Fire Raptors			8 VP
	Squadron 3: 3 Legion Fire Raptors			
Primaris Lightning Strike Fighter Squadron	Squadron: 3 Primaris Lightning Strike Fighters	5+	2	200 2 VP
Primaris Lightning Strike Fighter Wing	Squadron 1: 3 Primaris Lightning Strike Fighters	5+	4	400
	Squadron 2: 3 Primaris Lightning Strike Fighters			4 VP
Primaris Lightning Strike Fighter Air force	Squadron 1: 3 Primaris Lightning Strike Fighters	5+	5	550
	Squadron 2: 3 Primaris Lightning Strike Fighters			6 VP
	Squadron 3: 3 Primaris Lightning Strike Fighters			
Xiphon Pattern Interceptor Squadron	Squadron: 3 Xiphon Pattern Interceptors	5+	2	250 3 VP
Xiphon Pattern Interceptor Wing	Squadron: 3 Xiphon Pattern Interceptors	5+	4	500
	Squadron: 3 Xiphon Pattern Interceptors			5 VP
Xiphon Pattern Interceptor Air Force	Squadron: 3 Xiphon Pattern Interceptors	5+	5	800
	Squadron: 3 Xiphon Pattern Interceptors			8 VP
	Squadron: 3 Xiphon Pattern Interceptors			
Transport Pool Formations (Standard Size and Grand)				
Vehicles				
Legion Damocles Command Rhino	Special Card: Replaces Rhino for Company Command (1 Damocles Rhino). Non-Ultramarine Legion Only	-	-	50 +1 VP
Legion Mastodon Heavy Assault Transport (All Sizes)	One Terminator Detachment: One Legion Mastodon Heavy Assault Transports	5+	+1	200 +2 VP
Legion Mastodon Heavy Assault Transports (All Sizes)	One Terminator Company: 4 Legion Mastodon Heavy Assault Transports	5+	+3	750 +8 VP
Legion Mastodon Heavy Assault Transport (Standard)	One Powered Armor Infantry Detachment: One Legion Mastodon Heavy Assault Transports	5+	+1	200 +2 VP
Legion Mastodon Heavy Assault Transports (Standard)	One Powered Armor Infantry Company: 4 Legion Mastodon Heavy Assault Transports	5+	+3	750 +8 VP
Legion Mastodon Heavy Assault Transport (Grand)	One Powered Armor Infantry Detachment: 2 Legion Mastodon Heavy Assault Transports	5+	+1	400 +4 VP
Legion Mastodon Heavy Assault Transports (Grand)	One Powered Armor Infantry Company: 7 Legion Mastodon Heavy Assault Transports	5+	+5	1350 +14 VP
Legion Pattern Termite Assault Drill (Standard)	One Powered Armor Infantry Detachment: 2 Legion Pattern Termite Assault Drills	5+	+1	150 +2 VP
Legion Pattern Termite Assault Drill (Standard)	One Powered Armor Infantry Company: 7 Legion Pattern Termite Assault Drills	5+	+4	450 +5 VP
	One Terminator Company: 6 Legion Pattern Termite Assault Drills		+3	400 +4 VP

Legion Pattern Termite Assault Drill (Grand)	One Powered Armor Infantry Detachment: 4 Legion Pattern Termite Assault Drills	5+	+2	250 +3 VP
	One Terminator Detachment: 3 Legion Pattern Termite Assault Drills		+2	200 +2 VP
Legion Pattern Termite Assault Drill (Grand)	One Powered Armor Infantry Company: 13 Legion Pattern Termite Assault Drills	5+	+8	850 +9 VP
	One Terminator Company: 11 Legion Pattern Termite Assault Drills		+6	700 +7 VP
Legion Ordinatus Akteus Mole (Standard)	One Infantry Formation (Any Type): 1 Legion Ordinatus Akteus Mole	5+	+1	150 +2 VP
Legion Ordinatus Akteus Mole (Standard)	One Infantry Company (Any Type): 2 Legion Ordinatus Akteus Mole	5+	+1	350 +4 VP
Legion Ordinatus Akteus Mole (Grand)	One Infantry Formation (Any Type): 1 Legion Ordinatus Akteus Mole	5+	+1	150 +2 VP
Legion Ordinatus Akteus Mole (Grand)	One Infantry Company (Any Type): 2 Legion Pattern Termite Assault Drills (HQ) And 3 Legion Ordinatus Akteus Mole	5+	+3	650 +7 VP
Legion Proteus Land Raiders (Standard Size)	One Terminator or Powered Infantry Detachment: 3 Legion Proteus Land Raiders	5+	+2	300 +3 VP
Legion Proteus Land Raiders (Grand)	One Grand Terminator Detachment: 5 Legion Proteus Land Raiders	5+	+3	450 +5 VP
	One Grand Powered Infantry Detachment: 6 Legion Proteus Land Raiders		+4	550 +6 VP
Legion Proteus Land Raiders (Standard Size)	One Terminator or Powered Infantry Company: 11 Legion Proteus Land Raiders	5+	+6	1050 +11 VP
Legion Proteus Land Raiders (Grand)	One Grand Terminator Company: 18 Legion Proteus Land Raiders	5+	+11	1700 +17 VP
	One Grand Powered Infantry Company: 21 Legion Proteus Land Raiders		+13	2000 +20 VP
Legion Rhino Armored Carrier (Standard Size)	One Powered Infantry Detachment: 3 Legion Rhino Armored Carriers	5+	+2	100 +1 VP
Legion Rhino Armored Carrier (Grand)	One Powered Infantry Detachment: 6 Legion Rhino Armored Carriers	5+	+4	200 +2 VP
Legion Rhino Armored Carrier (Standard Size)	One Powered Infantry Company: 11 Legion Rhino Armored Carriers	5+	+6	400 +4 VP
Legion Rhino Armored Carrier (Grand)	One Powered Infantry Company: 21 Legion Rhino Armored Carriers	5+	+13	750 +8 VP
Legion Spartan Assault Tanks (Standard Size)	One Terminator Detachment: 1 Legion Spartan Assault Tank	5+	+1	150 +2 VP
Legion Spartan Assault Tanks (Standard Size)	One Powered Armor Detachment: 2 Legion Spartan Assault Tank	5+	+1	250 +3 VP
Legion Spartan Assault Tanks (Grand)	One Terminator Detachment: 2 Legion Spartan Assault Tank	5+	+1	250 +3 VP
Legion Spartan Assault Tanks (Grand)	One Powered Armor Detachment: 3 Legion Spartan Assault Tank	5+	+1	400 +4 VP
Legion Spartan Assault Tanks (Standard Size)	One Terminator Company: 4 Legion Spartan Assault Tank	5+	+2	500 +5 VP
Legion Spartan Assault Tanks (Standard Size)	One Powered Armor Company: 5 Legion Spartan Assault Tank	5+	+2	650 +7 VP
Legion Spartan Assault Tanks (Grand)	One Terminator Company: 7 Legion Spartan Assault Tank	5+	+4	900 +9 VP
Legion Spartan Assault Tanks (Grand)	One Powered Armor Company: 8 Legion Spartan Assault Tank	5+	+4	1000 +10 VP
Fliers				
Anvillus Pattern Dreadclaw Drop Pod (Standard Size)	Transport Formation: 1 Powered Infantry Detachment: 3 Anvillus Pattern Dreadclaw Drop Pods	-	+2	100 +1 VP
	Transport Formation: 1 Powered Infantry Company: 11 Anvillus Pattern Dreadclaw Drop Pods	-	+8	400 +4 VP
	Transport Formation: 1 Terminator Detachment: 3 Anvillus Pattern Dreadclaw Drop Pods	-	+2	100 +1 VP
	Transport Formation: 1 Terminator Company: 9 Anvillus Pattern Dreadclaw Drop Pods	-	+6	350 +4 VP
Anvillus Pattern Dreadclaw Drop Pod (Grand)	Transport Formation: 1 Terminator Detachment: 5 Anvillus Pattern Dreadclaw	-	+4	200 +2 VP

	Transportation Formation: 1 Powered Infantry Detachment: 6 Anvillus Pattern Dreadclaw Drop Pod	-	+4	200 +2 VP
	Transport Formation: 1 Terminator Company: 18 Anvillus Pattern Dreadclaw Drop Pod	-	+13	650 +7 VP
	Transportation Formation: 1 Powered Infantry Company: 21 Anvillus Pattern Dreadclaw Drop Pod	-	+15	800 +8 VP
Deathstorm Drop Pod	3 Deathstorm Drop Pods (Per Standard Company Cards Worth of Drop Pods)	-	+2	100 +1 VP
	6 Deathstorm Drop Pods (Per Grand Company Cards Worth of Drop Pods)		+4	150 +2 VP
Legion Caestus Assault Ram	One Standard Powered Infantry or Terminator Detachment: 3 Caestus Assault Rams	-	+2	250 +3 VP
	One Grand Terminator Detachment: 5 Caestus Assault Rams	-	+4	400 +4 VP
	One Grand Powered Infantry Detachment: 6 Caestus Assault Rams	-	+4	500 +5 VP
	One Standard Terminator Company: 9 Caestus Assault Rams	-	+6	750 +8 VP
	One Standard Powered Infantry Company: 11 Caestus Assault Rams	-	+8	900 +9 VP
	One Grand Terminator Company: 16 Caestus Assault Rams	-	+11	1350 +14 VP
	One Grand Powered Infantry Company: 19 Caestus Assault	-	+13	1550 +16 VP
Legion Drop Pods	One Standard Powered Infantry or Terminator Detachment: 3 Legion Drop Pods	-	+2	50 +1 VP
	One Grand Terminator Detachment: 5 Legion Drop Pods	-	+4	100 +1 VP
	One Grand Powered Infantry Detachment: 6 Legion Drop Pods	-	+4	100 +1 VP
	One Standard Terminator Company: 9 Legion Drop Pods	-	+6	150 +2 VP
	One Standard Powered Infantry Company: 11 Legion Drop Pods	-	+8	200 +2 VP
	One Grand Terminator Company: 16 Legion Drop Pods	-	+11	300 +3 VP
	One Grand Powered Infantry Company: 19 Legion Drop Pods	-	+13	350 +4 VP
Legion Dreadnaught Pod	One Standard Talon: 3 Legion Dreadnaught Pods	-	+2	50 +1 VP
	One Grand Talon: 6 Legion Dreadnaught Pods	-	+4	100 +1 VP
Legion Kharybdis Assault Claw	One Standard Powered Infantry or Terminator Detachment: 2 Legion Kharybdis Assault Claws	-	+1	100 +1 VP
	One Grand Powered Infantry or Terminator Detachment: 3 Legion Kharybdis Assault Claws	-	+2	150 +2 VP
	One Standard Powered Infantry Company: 6 Legion Kharybdis Assault Claws	-	+4	350 +4 VP
	One Grand Powered Infantry Company: 10 Legion Kharybdis Assault Claws	-	+7	550 +6 VP
	One Standard Terminator Company: 5 Legion Kharybdis Assault Claws	-	+4	300 +3 VP
	One Grand Terminator Company: 8 Legion Kharybdis Assault Claws	-	+6	450 +5 VP
Legion Storm Eagles (Standard)	One Standard Powered Infantry Company: 6 Storm Eagle Gunships		+4	450 +5 VP
	One Standard Powered Infantry or Terminator Detachment: 2 Storm Eagle Gunships	5+	+1	150 +2 VP
	One Standard Terminator Company: 5 Storm Eagle Gunships		+3	350 +4 VP
Legion Storm Eagles (Grand)	One Grand Powered Infantry Company: 10 Storm Eagle Gunships	5+	+6	750 +8 VP
	One Grand Powered Infantry or Terminator Detachment: 3 Storm Eagle Gunships		+2	200 +2 VP

	One Grand Terminator Company: 8 Storm Eagle Gunships		+5	600 +6 VP
Legion Thunderhawk Gunship (Standard)	One Standard Powered Infantry Company: 4 Thunderhawk Gunships (Choose Type 1 Or 2 Any Mix)		+2	600 +6 VP
	One Standard Powered Infantry or Terminator Detachment: 1 Thunderhawk Gunship (Type 1 Or 2)	5+	+1	150 +2 VP
	One Standard Terminator Company: 3 Thunderhawk Gunships (Choose Type 1 Or 2 Any Mix)		+2	450 +5 VP
Legion Thunderhawk Gunship (Grand)	One Grand Powered Infantry Company: 7 Thunderhawk Gunships (Type 1 Or 2 Any Mix)		+4	1100 +11 VP
	One Grand Powered Infantry or Terminator Detachment: 2 Thunderhawk Gunship (Type 1 Or 2 Any Mix)	5+	+1	300 +3 VP
	One Grand Terminator Company: 6 Thunderhawk Gunships (Type 1 Or 2 (Any Mix)		+4	950 +10 VP
Legion Thunderhawk Transporter	One Rhino Chassis Standard Detachment (Plus One Standard Infantry Detachment of Any Type): 2 Thunderhawk Transporters		+1	150 +2 VP
	One Land Raider Chassis Standard Detachment (Plus One Standard Infantry Detachment of Any Type or One Grand Terminator Detachment): 3 Thunderhawk Transporters		+2	250 +3 VP
	One Rhino Chassis Grand Detachment (Plus One Standard Infantry Detachment of Any Type or One Grand Terminator Detachment): 3 Thunderhawk Transports	5+	+2	250 +3 VP
	One Land Raider Chassis Grand Detachment (Plus One Infantry Detachment of Any Type and Size): 6 Thunderhawk Transports		+3	500 +5 VP
Legion Sokar Pattern Stormbird (Standard)	One Standard Powered Infantry Company: 2 Sokar Pattern Stormbirds		+1	600 +6 VP
	One or Two Standard Powered Infantry Detachments: 1 Sokar Pattern Stormbird	5+	+1	300 +3 VP
Legion Sokar Pattern Stormbird (Grand)	One Grand Powered Infantry Company: 3 Sokar Pattern Stormbirds and 1 Thunderhawk Gunship (Type 1 Or 2)		+2	1100 +11 VP
	One Grand Terminator Company: 3 Sokar Pattern Stormbirds	5+	+2	950 +10 VP
	One Powered Infantry Detachment or Terminator Detachments: 1 Sokar Pattern Stormbird		+1	300 +3 VP
Legion Specific Formations				
Alpha Legion				
Head Hunter Kill Team (Standard Size)	Support Formation: 1 Commander/HQ Stand And 5 Head Hunter Stands	4+	4	200 2 VP
Head Hunter Kill Team (Grand)	Support Formation: 1 Commander/HQ Stand And 10 Head Hunter Stands	4+	4	350 4 VP
Lernaen Terminators First Company (company Standard Size)	1 Centurion And 2 Lernaen Veteran Terminator Stands			
	Detachment: 1 Lernaen Terminator Decurion and 4 Lernaen Terminator Stands	4+	13	1200 12 VP
	Detachment: 1 Lernaen Terminator Decurion and 4 Lernaen Terminator Stands			
	Detachment: 1 Lernaen Terminator Decurion and 4 Lernaen Terminator Stands			
Lernaen Terminators First Company (Grand company)	1 Centurion And 4 Lernaen Veteran Terminator Stands			
	Detachment: 1 Lernaen Terminator Decurion and 8 Lernaen Terminator Stands	4+	22	2100 21 VP
	Detachment: 1 Lernaen Terminator Decurion and 8 Lernaen Terminator Stands			
	Detachment: 1 Lernaen Terminator Decurion and 8 Lernaen Terminator Stands			
Lernaen Terminators (Support Standard Size)	1 Lernaen Terminator Decurion and 4 Lernaen Terminator Stands	4+	4	350 4 VP
Lernaen Terminators (Support Grand)	1 Lernaen Terminator Decurion and 8 Lernaen Terminator Stand	4+	6	600 6 VP
Armillus Dynat	Special Formation: 1 Character Stand	4+	+1	50 +1 VP
Exodus the Assassin	Special Formation: 1 Character Stand	4+	1	50 1 VP
Alpharius	Special Formation: 1 Character Stand	4+	1	150 2 VP
Blood Angels				

Crimson Paladins (Support Standard)	1 Crimson Paladin Decurion and 4 Crimson Paladins	4+	4	300 3 VP
Crimson Paladins (Support Grand)	1 Crimson Paladin Decurion and 8 Crimson Paladins	4+	6	550 6 VP
Dawnbreaker Cohort (Support Standard)	1 Dawnbreaker Decurion and 5 Dawnbreakers	4+	4	200 2 VP
Dawnbreaker Cohort (Support Grand)	1 Dawnbreaker Decurion and 10 Dawnbreakers	4+	8	450 5 VP
The Angel's Tears (Support Standard)	1 Angels' Tear Decurion and 5 Angel's Tears	4+	4	250 3 VP
The Angel's Tears (Support Grand)	1 Angels' Tear Decurion and 10 Angel's Tears	4+	8	450 5 VP
Contemptor-Incaendius Class Dreadnaughts Power Claws (Support Standard)	3 Contemptor-Incaendius Class Dreadnaughts	4+	2	200 2 VP
Contemptor-Incaendius Class Dreadnaughts Power Claws (Support Grand)	6 Contemptor-Incaendius Class Dreadnaughts	4+	4	450 5 VP
Contemptor-Incaendius Class Dreadnaughts Flamers (Support Standard)	3 Contemptor-Incaendius Class Dreadnaughts	4+	2	200 2 VP
Contemptor-Incaendius Class Dreadnaughts Flamers (Support Grand)	6 Contemptor-Incaendius Class Dreadnaughts	4+	4	400 4 VP
Chapter Master Raldoron	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Judiciar Aster Crohne	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Sanguinius	Special Formation: 1 Character Stand	4+	1	200 +2 VP
Dark Angels				
Deathwing Companion Terminator Honor Guard	Special Formation: 1 Deathwing Companion Honor Guard Terminator Decurion and 4 Deathwing Companion Terminator Honor Guard	4+	4	400 4 VP
Deathwing Companion Terminator Honor Guard	Special Formation: 1 Deathwing Companion Honor Guard Terminator Decurion and 8 Deathwing Companion Terminator Honor Guard	4+	6	700 7 VP
Dreadwing Interemptors (Support Standard size)	1 Dreadwing Interemptor Decurion and 5 Dreadwing Interemptors	4+	4	300 3 VP
Dreadwing Interemptors (Support Grand)	1 Dreadwing Interemptor Decurion and 10 Dreadwing Interemptors	4+	8	500 5 VP
Ironwing Excindio Class Battle Automata Type 1 (Support Standard size)	3 Ironwing Excindio Class Battle Automata Type 1	-	2	200 2 VP
Ironwing Excindio Class Battle Automata Type 1 (Support Grand)	6 Ironwing Excindio Class Battle Automata Type 1	-	4	350 4 VP
Ironwing Excindio Class Battle Automata Type 2 (Support Standard size)	3 Ironwing Excindio Class Battle Automata Type 2	-	2	200 2 VP
Ironwing Excindio Class Battle Automata Type 2 (Support Grand)	6 Ironwing Excindio Class Battle Automata Type 2	-	4	400 4 VP
Ironwing Excindio Class Battle Automata Type 3 (Support Standard size)	3 Ironwing Excindio Class Battle Automata Type 3	-	2	200 2 VP
Ironwing Excindio Class Battle Automata Type 3 (Support Grand)	6 Ironwing Excindio Class Battle Automata Type 3	-	4	400 4 VP
Ironwing Excindio Class Battle Automata Type 4 (Support Standard size)	3 Ironwing Excindio Class Battle Automata Type 4	-	2	200 2 VP
Ironwing Excindio Class Battle Automata Type 4 (Support Grand)	6 Ironwing Excindio Class Battle Automata Type 4	-	4	400 4 VP
Firewing Enigmatus Cabal (Support Standard size)	1 Firewing Enigmatus Cabal Decurion and 5 Dreadwing Enigmatus Cabals	4+	4	200 2 VP
Firewing Enigmatus Cabal (Support Grand)	1 Firewing Enigmatus Cabal Decurion and 10 Dreadwing Enigmatus Cabals	4+	8	400 4 VP

Knights Cenobium	Special Formation: 1 Knight Cenobium Decurion and 4 Knights Cenobium	4+	4	300 3 VP
Knights Cenobium	Special Formation: 1 Knight Cenobium Decurion and 8 Knights Cenobium	4+	6	550 6 VP
Corswain	Special Formation: 1 Character Stand	4+	+1	150 +2 VP
Marduk Sedras	Special Formation: 1 Character Stand	4+	+1	150 +2 VP
Lion El'jonson [2]	Special Formation: 1 Character Stand	4+	1	250 3 VP
Death Guard				
Grave Warden Terminators First Company (company Standard Size)	1 Centurion And 2 Veteran Grave Warden Terminators Stands			
	Detachment: 1 Grave Warden Terminator Decurion and 4 Grave Warden Terminator Stands	4+	13	1000 10 VP
	Detachment: 1 Grave Warden Terminator Decurion and 4 Grave Warden Terminator Stands			
	Detachment: 1 Grave Warden Terminator Decurion and 4 Grave Warden Terminator Stands			
Grave Warden Terminators First Company (Grand company)	1 Centurion And 4 Veteran Grave Warden Terminators Stands			
	Detachment: 1 Grave Warden Terminator Decurion and 8 Grave Warden Terminator Stands	4+	22	1750 18 VP
	Detachment: 1 Grave Warden Terminator Decurion and 8 Grave Warden Terminator Stands			
	Detachment: 1 Grave Warden Terminator Decurion and 8 Grave Warden Terminator Stands			
Grave Warden Terminators (Support Standard Size)	1 Grave Warden Decurion and 4 Grave Warden Terminator Stands	4+	4	250 3 VP
Grave Warden Terminators (Support Grand)	1 Grave Warden Decurion and 8 Grave Warden Terminator Stands	4+	6	500 5 VP
Deathshroud Terminators (Support Standard Size)	1 Deathshroud Terminator Decurion and 4 Deathshroud Terminator Stands (Attached Only to Primarch Only)	4+	4	350 4 VP
Deathshroud Terminators (Support Grand)	1 Deathshroud Terminator Decurion and 8 Deathshroud Terminator Stands (Attached Only to Primarch Only)	4+	6	650 7 VP
Section Leader Crysos Morturg	Special Formation: 1 Character Stand	4+	+1	50 +1 VP
Marshal Durak Rask	Special Formation: 1 Character Stand	4+	+1	50 +1 VP
Calas Typhon	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Mortarion	Special Formation: 1 Character Stand	4+	1	200 2VP
Emperor's Children				
Phoenix Terminators (Support Standard Size)	1 Phoenix Terminator Decurion and 4 Phoenix Terminator Stands (Attached to Primarch Only)	4+	4	300 3 VP
Phoenix Terminators (Support Grand)	1 Phoenix Terminator Decurion and 8 Phoenix Terminator Stands (Attached to Primarch Only)	4+	6	500 5 VP
Palatine Blade Squads (Support Standard Size)	1 Palatine Blade Decurion and 5 Palatine Blade Stands	4+	4	150 2 VP
Palatine Blade Squads (Support Standard Size) (Jump Packs)	1 Palatine Blade Decurion and 5 Palatine Blade Stands (Jump Packs)	4+	4	200 2 VP
Palatine Blade Squads (Support Grand)	1 Palatine Blade Decurion and 10 Palatine Blade Stands	4+	8	300 3 VP
Palatine Blade Squads (Support Grand) (Jump Packs)	1 Palatine Blade Decurion and 10 Palatine Blade Stands (Jump Packs)	4+	8	350 4 VP
The Kakophoni (Support Standard Size)	1 Kakophoni Orchestrator/Decurion and 5 Kakophoni Stands	4+	4	250 3 VP
The Kakophoni (Grand)	1 Kakophoni Orchestrator/Decurion and 10 Kakophoni Stands	4+	8	400 4 VP
Rylanor the Unyielding	Special Formation: 1 Character Dreadnaught Stand	4+	1	100 1 VP
Lord Commander Eidolon	Special Formation: 1 Character Stand	4+	+1	50 +1 VP
Captain Saul Tarvitz	Special Formation: 1 Character Stand	4+	+1	50 +1 VP

Fulgrim	Special Formation: 1 Character Stand	4+	1	150 2 VP
Imperial Fists				
Templar brethren (Support Standard Size)	1 Templar Brethren Decurion and 5 Templar Brethren	4+	4	250 3 VP
Templar brethren (Support Grand)	1 Templar Brethren Decurion and 10 Templar Brethren	4+	8	450 5 VP
Phalanx Warder Squad (Support Standard Size)	1 Phalanx Warder Decurion and 5 Phalanx Warder Stands	4+	4	250 3 VP
Phalanx Warder Squad (Support Grand)	1 Phalanx Warder Decurion and 10 Phalanx Warder Stands	4+	8	450 5 VP
Phalanx Warder Squad Assault (Support Standard Size)	1 Phalanx Warder Decurion and 5 Phalanx Warder CC Stands	4+	4	250 3 VP
Phalanx Warder Squad Assault (Support Grand)	1 Phalanx Warder Decurion and 10 Phalanx Warder CC Stands	4+	8	450 5 VP
Sigismund	Special Formation: 1 Character Stand	4+	+1	50 +1 VP
Alexis Polux	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Rogal Dorn	Special Formation: 1 Character Stand	4+	1	150 2 VP
Aetos Dios	Can Only Be Added to Rogal Dorn Special Card	4+	+1	200 +2 VP
Iron Hands				
Gorgon Terminators First Company (Company Standard Size)	1 Centurion Gorgon Terminator And 2 Veteran Gorgon Terminator Stands Detachment: 1 Gorgon Terminator Decurion and 4 Gorgon Terminator Stands Detachment: 1 Gorgon Terminator Decurion and 4 Gorgon Terminator Stands Detachment: 1 Gorgon Terminator Decurion and 4 Gorgon Terminator Stands	4+	13	1100 11 VP
Gorgon Terminators First Company (Grand Company)	1 Centurion Gorgon Terminator And 4 Veteran Gorgon Terminator Stands Detachment: 1 Gorgon Terminator Decurion and 8 Gorgon Terminator Stands Detachment: 1 Gorgon Terminator Decurion and 8 Gorgon Terminator Stands Detachment: 1 Gorgon Terminator Decurion and 8 Gorgon Terminator Stands	4+	22	1950 20 VP
Gorgon Terminators (Support Standard Size)	1 Gorgon Terminator Decurion and 4 Gorgon Terminators	4+	4	300 3 VP
Gorgon Terminators (Support Grand)	1 Gorgon Terminator Decurion and 8 Gorgon Terminators	4+	6	550 6 VP
Medusan Immortals Squads (Support Standard Size)	1 Medusan Immortal Decurion and 5 Medusan Immortals	4+	4	250 3 VP
Medusan Immortals Squads (Support Grand)	1 Medusan Immortal Decurion and 10 Medusan Immortals	4+	8	400 4 VP
Spearhead Centurion Casrmen Orth	Special Formation: 1 Character Stand	4+	+1	50 +1 VP
Iron-father Autek Mor	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Ferrus Manus	Special Formation: 1 Character Stand	4	1	200 2 VP
Iron warriors				
Tyrant Siege terminators (Support Standard Size)	1 Tyrant Siege Terminator Decurion and 4 Tyrant Siege Terminator Stands	4+	4	350 4 VP
Tyrant Siege terminators (Support Grand)	1 Tyrant Siege Terminator Decurion and 8 Tyrant Siege Terminator Stands	4+	6	600 6 VP
Iron Havoc Support Squads (Support Standard Size)	1 Iron Havoc Support Decurion and 5 Iron Havoc Support Stands	4+	4	300 3 VP
Iron Havoc Support Squads (Support Grand)	1 Iron Havoc Support Decurion and 10 Iron Havoc Support Stands	4+	8	550 6 VP
Iron Circle Domitar-Ferrum Class Battle Automata (Support Standard Size)	3 Iron Circle Domitar-Ferrum Class Battle Automata	-	2	100 1 VP

Iron Circle Domitar-Ferrum Class Battle Automata (Support Grand)	6 Iron Circle Domitar-Ferrum Class Battle Automata	-	4	200 2 VP
Erasmus Golg	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Kvr Vhalen	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Tormentor Shadowsword	1 Tormentor Shadowsword tank. Can only be added to Perturabo special card	4+	+1	150 +2VP
Perturabo	Special Formation: 1 Character Stand	4+	1	150 2 VP
Night Lord				
Contekar Terminators Type 1 (Support Standard size)	1 Contekar Type 1 Decurion and 4 Contekar Terminators Type 1	4+	4	350 4 VP
Contekar Terminators Type 1 (Support Grand)	1 Contekar Type 1 Decurion and 8 Contekar Terminators Type 1	4+	6	650 7 VP
Contekar Terminators Type 2 (Support Standard size)	1 Contekar Type 1 Decurion and 4 Contekar Terminators Type 1	4+	4	300 3 VP
Contekar Terminators Type 2 (Support Grand)	1 Contekar Type 1 Decurion and 8 Contekar Terminators Type 1	4+	6	550 6 VP
Terror Squads (Support Standard Size)	1 Terror Decurion and 5 Terror Squad Stands	4+	4	250 3 VP
Terror Squads (Support Grand)	1 Terror Decurion and 10 Terror Squad Stands	4+	8	450 5 VP
Night Raptors (Support Standard Size)	1 Night Raptor Decurion and 5 Night Raptor Stands	4+	4	200 2 VP
Night Raptors (Support Grand)	1 Night Raptor Decurion and 10 Night Raptor Stands	4+	8	350 4 VP
Flaymaster Mawdrym Llansahai	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Kheron Ophion	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Makrid Thole	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Sevatar	Special Formation: 1 Character Stand	4+	+1	150 +2 VP
Konrad Cruze	Special Formation: 1 Character Stand	4+	1	200 2 VP
Raven Guard				
Mor Deythan Strike Squad (Support Standard Size) (Sniper)	1 Mor Deythan Strike Decurion and 5 Mor Deythan Strike Squad Stands (Sniper)	4+	4	200 2 VP
Mor Deythan Strike Squad (Support Standard Size) (Support)	1 Mor Deythan Strike Decurion and 5 Mor Deythan Strike Squad Stands (Support)	4+	4	250 3 VP
Mor Deythan Strike Squad (Support Grand) (Sniper)	1 Mor Deythan Strike Decurion and 10 Mor Deythan Strike Squad Stands (Sniper)	4+	8	350 4 VP
Mor Deythan Strike Squad (Support Grand) (Support)	1 Mor Deythan Strike Decurion and 10 Mor Deythan Strike Squad Stands (Support)	4+	8	400 4 VP
Dark Fury Assault (Support Standard Size)	1 Dark Fury Assault Decurion and 5 Dark Fury Assault Stands	4+	4	250 3 VP
Dark Fury Assault (Support Grand)	1 Dark Fury Assault Decurion and 10 Dark Fury Assault Stands	4+	8	450 5 VP
Darkwing Pattern Storm Eagle Gunships (Standard Size)	Special Formation: 3 Darkwing Pattern Storm Eagle Gunships	4+	2	350 4 VP
Darkwing Pattern Storm Eagle Gunships (Grand)	Special Formation: 6 Darkwing Pattern Storm Eagle Gunships	4+	4	650 7 VP
Strike Captain Alvarex Maun	Special Formation: 1 Character Stand	4+	+1	50 +1 VP
Moritat Prime Kaedes Nex	Special Formation: 1 Character Stand	4+	+1	50 +1 VP
Corvus Corax	Special Formation: 1 Character Stand	4+	1	150 2 VP
Salamanders				
Pyroclast Squads (Support Standard Size)	1 Pyroclast Decurion and 5 Pyroclast Stands	4+	4	200 2 VP

Pyroclast Squads (Support Grand)	1 Pyroclast Decurion and 10 Pyroclast Stands	4+	8	350 4 VP
Firedrake Terminators (Support Standard Size)	1 Firedrake Terminator Decurion and 4 Firedrake Terminator Stands	4+	4	300 3 VP
Firedrake Terminators (Support Standard Size) (Close Combat)	1 Firedrake Terminator Decurion and 4 Firedrake Terminator Stands	4+	4	300 3 VP
Firedrake Terminators (Support Grand)	1 Firedrake Terminator Decurion and 8 Firedrake Terminator Stands	4+	6	600 6 VP
Firedrake Terminators (Support Grand) (Close Combat)	1 Firedrake Terminator Decurion and 8 Firedrake Terminator Stands	4+	6	500 5 VP
Cassian Draco	Special Formation: 1 Character Dreadnaught Stand	4+	+1	50 +1 VP
Lord Chaplain Nomus Phy'tan	Special Formation: 1 Character Stand	4+	+1	50 +1 VP
Vulkan	Special Formation: 1 Character Stand	4+	1	150 2 VP
Sons of Horus				
Anvillus Pattern Dreadclaw Drop Pod (Standard Size)	Transport Formation: 1 Infantry Detachment: 3 Anvillus Pattern Dreadclaw Drop Pods	-	+2	100 +1 VP
	Transport Formation: 1 Infantry Company: 11 Anvillus Pattern Dreadclaw Drop Pods	-	+8	450 +5 VP
	Transport Formation: 1 Terminator Detachment: 3 Anvillus Pattern Dreadclaw Drop Pods	-	+2	100 +1 VP
	Transport Formation: 1 Terminator Company: 9 Anvillus Pattern Dreadclaw Drop Pods	-	+6	350 +4 VP
Anvillus Pattern Dreadclaw Drop Pod (Grand)	Transport Formation: 1 Terminator Detachment: 5 Anvillus Pattern Dreadclaw	-	+4	200 +2 VP
	Transportation Formation: 1 Infantry Detachment: 6 Anvillus Pattern Dreadclaw Drop Pod	-	+4	250 +3 VP
	Transport Formation: 1 Terminator Company: 18 Anvillus Pattern Dreadclaw Drop Pod	-	+13	700 +7 VP
	Transportation Formation: 1 Infantry Company: 21 Anvillus Pattern Dreadclaw Drop Pod	-	+15	800 +8 VP
Justaerin Terminators (Support Standard Size)	1 Justaerin Terminator Decurion and 4 Justaerin Terminator Stands (Can Be Used as Primarch Support and Terminator Command Retinue)	4+	4	350 4 VP
Justaerin Terminators (Support Grand)	1 Justaerin Terminator Decurion and 8 Justaerin Terminator Stands (Can Be Used as Primarch Support and Terminator Command Retinue)	4+	6	650 7 VP
Reaver Attack Squads (Support Standard Size)	1 Reaver Attack Decurion and 5 Reaver Attacks Squad Stands	4+	4	150 2 VP
Reaver Attack Squads (Support Standard Size) (Jump Packs)	1 Reaver Attack Decurion and 5 Reaver Attacks Squad Stands (Jump Packs)	4+	4	200 2 VP
Reaver Attack Squads (Support Grand)	1 Reaver Attack Decurion and 10 Reaver Attacks Squad Stands	4+	8	300 3 VP
Reaver Attack Squads (Support Grand) (Jump Packs)	1 Reaver Attack Decurion and 10 Reaver Attacks Squad Stands (Jump Packs)	4+	8	350 4 VP
Sons of Horus First Company (Standard Size)	1 Centurion Justaerin Terminator Stand And 2 Veteran Justaerin Terminator Stands			
	1 Detachment: 1 Justaerin Terminator Decurions and 8 Justaerin Terminator Stands	4+	16	1200 12 VP
	1 Detachment: 1 Reaver Attack Decurions and 10 Reaver Attack Squad Stands			
Sons of Horus First Company (Grand)	1 Centurion Justaerin Terminator Stand And 4 Veteran Justaerin Terminator Stands			
	1 Detachment: 1 Justaerin Terminator Decurions and 14 Justaerin Terminator Stands	4+	27	2000 20 VP
	1 Detachment: 1 Reaver Attack Decurions and 18 Reaver Attack Squad Stands			
Maloghurst the twisted	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Ezekyle Abaddon	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Gavriel Loken	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Horus the Warmaster	Special Formation: 1 Character Stand	4+	1	200 2 VP
Space Wolves				

Fenrisian Wolves	5 Fenrisian Wolves (Support Standard Size)	4+	4	50 1 VP
	10 Fenrisian Wolves (Support Oversized)	4+	7	150 2 VP
Cyber Wolves (Standard Size)	5 Cyber Wolves	-	4	150 2 VP
Cyber wolves (Grand)	10 Cyber Wolves	-	7	250 3 VP
Deathsworm pack (Special Formation)	5 Deathsworn Pack Stands (Standard Size)	4+	4	150 2 VP
	10 Deathsworn Pack Stands (Oversized)	4+	7	300 3 VP
Varagyr Wolf Guard Terminators (Standard Size)	1 Varagyr Wolf Guard Terminator Decurion and 4 Varagyr Wolf Guard Terminator Stands (Attached to Primarch Only)	4+	4	450 5 VP
Varagyr Wolf Guard Terminators (Grand)	1 Varagyr Wolf Guard Terminator Decurion and 8 Varagyr Wolf Guard Terminator Stands (Attached to Primarch Only)	4+	6	750 8 VP
Grey Slayers Company (Standard Size)	1 Centurion Grey Slayer Stand And 2 Veteran Grey Slayer Stands	4+	13	850 9 VP
	Detachment: 1 Grey Slayer Decurion and 5 Grey Slayer Stands			
	Detachment: 1 Grey Slayer Decurion and 5 Grey Slayer Stands			
	Detachment: 1 Grey Slayer Decurion and 5 Grey Slayer Stands			
Grey Slayers Company (Standard Size) (Combat Shields)	1 Centurion Grey Slayer Stand And 2 Veteran Grey Slayer Stands	4+	13	750 8 VP
	Detachment: 1 Grey Slayer Decurion and 5 Grey Slayer Stands			
	Detachment: 1 Grey Slayer Decurion and 5 Grey Slayer Stands			
	Detachment: 1 Grey Slayer Decurion and 5 Grey Slayer Stands			
Grey Slayers Company (Grand)	1 Centurion Grey Slayer Stand And 4 Veteran Grey Slayer Stands	4+	27	1450 15 VP
	Detachment: 1 Grey Slayer Decurion and 10 Grey Slayer Stands			
	Detachment: 1 Grey Slayer Decurion and 10 Grey Slayer Stands			
	Detachment: 1 Grey Slayer Decurion and 10 Grey Slayer Stands			
Grey Slayers Company (Grand) (Combat Shields)	1 Centurion Grey Slayer Stand And 4 Veteran Grey Slayer Stands	4+	27	1300 13 VP
	Detachment: 1 Grey Slayer Decurion and 10 Grey Slayer Stands			
	Detachment: 1 Grey Slayer Decurion and 10 Grey Slayer Stands			
	Detachment: 1 Grey Slayer Decurion and 10 Grey Slayer Stands			
Grey Slayers (Support Standard Size)	Detachment: 1 Grey Slayer Decurion and 5 Grey Slayer Stands	4+	4	250 3 VP
Grey Slayers (Support Standard Size) (Combat Shields)	Detachment: 1 Grey Slayer Decurion and 5 Grey Slayer Stands	4+	4	200 2 VP
Grey Slayers (Support Grand)	Detachment: 1 Grey Slayer Decurion and 10 Grey Slayer Stands	4+	8	400 4 VP
Grey Slayers (Support Grand) (Combat Shields)	Detachment: 1 Grey Slayer Decurion and 10 Grey Slayer Stands	4+	8	350 4 VP
Geigor Fell-hand	Special Formation: 1 Character Stand	4+	+1	50 +1 VP
Hvari Red-Blade	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Priest of Fenris	Special Formation: 1 Speaker of The Dead	4+	+1	50 +1 VP
	Special Formation: 3 Speakers of The Dead		+2	200 +2 VP
	Special Formation: 1 Casters of Runes		+1	50 +1 VP
	Special Formation: 3 Casters of Runes		+2	150 +2 VP
	Special Formation: 1 Iron Priest		+1	50 +1 VP
	Special Formation: 3 Iron Priests		+2	200

				+2 VP
Leman Russ	Special Formation: 1 Character Stand	4+	1	200 2 VP
Thousand Sons				
Castellax-Achea Battle Automata	3 Castellax-Achea Battle Automata (Support Standard Size)	-	2	150 2 VP
	6 Castellax-Achae Battle Automata (Support Grand)	-	4	300 3 VP
Sekmet Terminator Cabal (Support Standard Size)	1 Sekmet Terminator Decurion and 4 Sekmet Terminator Stands	4+	4	300 3 VP
Sekmet Terminator Cabal (Support Grand)	1 Sekmet Terminator Decurion and 8 Sekmet Terminator Stands	4+	6	500 5 VP
Khentai Occult Blade Cabal (Support Standard Size)	1 Khentai Occult Blade Decurion and 5 Kentai Occult Blade Stands	4+	4	200 2 VP
Khentai Occult Blade Cabal (Support Grand)	1 Khentai Occult Blade Decurion and 10 Kentai Occult Blade Stands	4+	8	350 4 VP
Ammitara Occult-Intercession Cabal (Support Standard Size)	1 Ammitara Occult-Intercession Decurion and 5 Ammitara Occult-Intercession Stands	4+	4	250 3 VP
Ammitara Occult-Intercession Cabal (Support Grand)	1 Ammitara Occult-Intercession Decurion and 10 Ammitara Occult-Intercession Stands	4+	8	450 5 VP
Ahzek Ahriman	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Magistus Amon	Special Formation: 1 Character Stand	4+	+1	150 +2 VP
Magnus the Red	Special Formation: 1 Character Stand	4+	1	200 2 VP
Ultramarines				
Invictarus Suzerain Squads (Support Standard Size)	1 Invictarus Suzerain Decurion and 5 Invictarus Suzerain Stands (Can Be Attached to Primarch)	4+	4	200 2 VP
Invictarus Suzerain Squads (Support Grand)	1 Invictarus Suzerain Decurion and 10 Invictarus Suzerain Stands (Can Be Attached to Primarch)	4+	8	400 4 VP
Locutarus Storm Squad (Support Standard Size)	1 Locutarus Storm Decurion and 5 Locutarus Storm Stands	4+	4	150 2 VP
Locutarus Storm Squad (Support Grand)	1 Locutarus Storm Decurion and 10 Locutarus Storm Stands	4+	8	300 3 VP
Fulmentarus Terminator Strike Squads (Support Standard Size)	1 Fulmentarus Terminator Strike Decurion and 4 Fulmentarus Terminator Strike Stands	4+	4	350 4 VP
Fulmentarus Terminator Strike Squads (Support Grand)	1 Fulmentarus Terminator Strike Decurion and 8 Fulmentarus Terminator Strike Stands	4+	6	600 6 VP
Honored Telemechrus	Special Formation: 1 Character Dreadnaught Stand	4+	1	100 1 VP
Captain Remus Venatus	Special Formation: 1 Character Stand	4+	+1	50 +1 VP
Damocles Command Rhino	Special Transport Formation: Replace Command Rhinos with Damocles Rhino	4+	-	50 +1 VP
Roboute Guilliman	Special Formation: 1 Character Stand	4+	1	150 2 VP
White Scars				
The Ebon Keshig (Support Standard)	1 Ebon Keshig Decurion and 4 Ebon Keshigs	4+	4	300 3 VP
The Ebon Keshig (Support Grand)	1 Ebon Keshig Decurion and 8 Ebon Keshigs	4+	6	600 6 VP
The Falcon's Claws (Support Standard)	1 Falcon's Claw Decurion and 5 Falcon's Claw	4+	4	250 3 VP
The Falcon's Claws (Support Grand)	1 Falcon's Claw Decurion and 10 Falcon's Claw	4+	8	450 5 VP
The Golden Keshig (Support Standard)	1 Golden Keshig Commander/HQ and 4 Golden Keshigs	4+	4	200 2 VP
The Golden Keshig (Support Grand)	1 Golden Keshig Commander/HQ and 8 Golden Keshigs	4+	6	350 4 VP
Kyzagan Assault Speeder (Support Standard)	1 Command/HQ Kyzagan Assault Speeder And 4 Kyzagan Assault Speeders	4+	4	350 4 VP

Kyzagan Assault Speeder (Support Grand)	1 Command/HQ Kyzagan Assault Speeder And 9 Kyzagan Assault Speeders	4+	7	700 7 VP
Qin Xa	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Tsolmon Khan	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Jaghatai Khan	Special Formation: 1 Character Stand	4+	1	250 3 VP
Word Bearers				
Word Bearer Chaplain	1 Word Bearer Chaplain Stand	4+	1	50 +1 VP
Mhara Gal tainted Dreadnaught	3 Mhara Gal Tainted Dreadnaught (Support Standard Size)	4+	2	350 4 VP
	6 Mhara Gal Tainted Dreadnaught (Support Oversized)		4	700 7 VP
Gal Vorbak Dark Brethren (Special Formation)	6 Gal Vorbak Dark Brethren Stands (Standard Size)	4+	4	300 3 VP
	12 Gal Vorbak Dark Brethren Stands (Oversized)		8	600 6 VP
The Ashen Circle (Standard)	1 Ashen Circle Decurion and 5 Ashen Circle	4+	4	150 2 VP
The Ashen Circle (Grand)	1 Ashen Circle Decurion and 10 Ashen Circle	4+	8	250 3 VP
High Chaplain Erebus	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Kor Phaeron	Special Formation: 1 Character Stand	4+	+1	100 +1 VP
Zardu Layak, The Crimson Apostle	Special Formation: 1 Character Stand And 2 Anakatis Blade Slaves	-	2	150 2 VP
Hol Beloth	Special Formation: 1 Character Stand	3+	+1	50 +1 VP
Lorgar	Special Formation: 1 Character Stand	-	1	150 2 VP
World Eaters				
Red Butchers (Standard Size)	1 Red Butcher Decurion and 4 Red Butcher Stands	-	5	300 3 VP
Red Butchers (Grand)	1 Red Butcher Decurion and 8 Red Butcher Stands	-	9	600 6 VP
Rampager Squads (Standard Size)	1 Rampager Decurion and 5 Rampager Stands	4+	4	200 2 VP
Rampager Squads (Grand)	1 Rampager Centurion And 10 Rampager Stands	4+	8	350 4 VP
Centurion Shabran Darr	Special Formation: 1 Character Stand	3+	+1	50 +1 VP
Kharn the Bloody	Special Formation: 1 Character Stand	3++	1	100 +1 VP
Angron	Special Formation: 1 Character Stand	-	1	150 2 VP

Legion Upgrade Cards

First cost before the slash indicates cost for standard formations. Second cost after slash is for grand formations. Single cost means same cost for any formation regardless of size.

Name	Description	Cost	VP
<i>Command and Specialists</i>			
Armistos Consul	Adds heavy weapons to one formation within command. Formation gains one additional attack to its standard allotment of 3 attack dice at a -3 TSM, range 25/50 and +1 to damage table rolls ([Dmg+1]). When added to a heavy weapons formation they only gain +1 to hit. Extra attack can only be assigned to infantry formations. May not be assigned to terminators or cavalry formations.	100	+1 VP
Champion	Level 2 and 3 command may add Champion which confers +1 morale (cumulative with other bonuses) and +1 to the special-order roll (hero or fool) to formations within 25cms that are under its command	50	+1 VP
Consul Chaplain	Level 2 and 3 command may add Chaplain which grants furious assault, and may re-roll failed morale checks to formations within 25cms that are under its command	50	+1 VP
Consul Delegatus	The army Praetor can confer the veteran [V] ability to any formation within command radius (25cms)	50	+1 VP
Consul Forge Lord	Level 2 and 3 command may add Forge Lord which adds the special-order Battlefield repairs (needs successful result on hero or fool table to issue). May use the battlesmith ability to repair vehicles within 25cms under its command	100	+1 VP
Consul Herald	Level 2 and 3 command may add Herald which confers the indomitable [ID] ability, +1 bonus to CAF to hit and +5cms to charge move to formations within 25cms that are under its command	100	+1 VP
Consul Librarian	Level 2 and 3 command may add Psyker which confers level 3 psyker ability. Use standard rules for psykers.	100	+1 VP
Consul Master of the Signal	Level 2 and 3 command may add Master of the Signal which confers automatic spotting for indirect artillery fire (does not need to roll on table) and artillery barrages do not scatter. Also serves as teleport homer, deep strike formations do not scatter within 25cms of this element	50	+1 VP
Consul Moritat	Level 2 and 3 command may add Moritat which confers recon and the counter attack ability to formations within 25cms that are under its command	50	+1 VP
Mortificator Consul	The command formation gains the Mechanicus [MK] and Indomitable [ID] abilities. The command formation may add up to two formations of dreadnought support formations (does not count toward support card allotment). All dreadnought formations in command receive +1 bonus to hit in close combat.	100	+1 VP
Praevian Consul	Level 2 and 3 command gains cortex controller. May add support (or company if replacing standard legion companies) formations of Castellax or Vorax Battle Automata	50	+1 VP
Consul Primus Medicae	Level 2 and 3 command may add Primus Medicae which adds the special-order Battlefield Hospital (needs successful result on hero or fool table to issue): May use the apothecary ability to heal infantry elements within 25cms under its command	100	+1 VP
Consul Primus Nullificator	One formation within command gains the psyk-out weapon trait [PY] to all weapons, psyker 1 [P1], adamantium will [AW] ability and invulnerable save of 6+ ([6]+).	100	+1 VP
Consul Siege Breaker	Level 2 and 3 command may add Siege Breaker which confers +1 bonus to damage and structure table rolls (cumulative) to vehicles and artillery within 25cms under its command.	50	+1 VP

Consul Vigilator	Leve I2 and 3 command may add Vigilator which adds the recon ability to the command section and adds the special order Search and Destroy (needs successful result on hero or fool table to issue): May use the sabotage and sniper ability to infantry elements within 25cms under its command.	50	+1 VP
Warmonger Consul	Adds the deepstrike [T] ability to one formation within command radius. That formation gains +1 to the close combat attack dice and invulnerability save of 6+ ([6]+).	100	+1 VP
Infantry			
Melta Bombs	Gains attack versus structures in base to base contact -2 TSM and [Dmg+1, Str+1]	50	+1 VP
Veteran	Gains the veteran ability	100/150	+1/+2 VP
Vehicles			
Dozer blades	Vehicle formations (rhino hull only), -5cms move, gains move through cover ability.	Free	Free
Extra Sponson Weapons	Sicaran Tank formations only: Adds 4 Attack dice of Anti-personnel weapons	50/100	+1 VP
Artillery			
Proscribed Ammo	Artillery formation may use Phosphex (causes fires) and Radiation shells (ignores cover)	100/150	+1/+2 VP
Special Artillery Ammo	Artillery formation may use shatter and incendiary shells: Shatter: AD 1, range 20/35, TSM -2 [Dmg+1] Incendiary: Blast 1, range 60, TSM -1, [IC, Fire]	50/100	+1 VP
Transport			
Specialist Transport	May add Legion transport to specialist (apothecary, chaplain, techmarines or librarian). May select cavalry type, jump packs or rhino	Free	Free
Fliers			
Specialized Missiles	Primaris Lightning Strike fighter formations may select one of the following: Sunfury Heavy Missiles: Blast 2, TSM -2, [OS] Kraken Penetrator Missiles: AD 1, TSM -3, [OS]	50	+1 VP
Legion Specific			
Alpha Legion			
Venom Spheres and Harness	Formation(s) may use Venom Spheres and Harness (one use per formation)	50/100	+1 VP
Banestrike Rounds	Formation(s) bolter weapons gain -1 to save modifiers versus infantry targets	50	+1 VP
Blood Angels			
Illastus Pattern assault cannon	May replace bolters or flamers on Predator formations each with: Assault Cannons: AD 2, TSM -2, 25cm	50/100	+1 VP
Dark Angels			
Deathwing Companions (Power armor companies)	2 Deathwing Companion stands or 4 Deathwing Companions stands	100/250	+1/+3
Deathwing Companions (Terminator companies)	2 Deathwing Companion Terminator stands or 4 Deathwing Companions Terminator stands	150/300	+2/+3
Rad Grenades	Ignores cover in close combat	50/100	+1
Stasis Grenades	Opponents engaged in close combat are suppressed	100/150	+1/+2
Molecular Acid Shells	Heavy Support formations only: gains bonus -1 TSM to weapons versus organic targets (non-robotic, non vehicles)	50/100	+1
Emperor's Children			
Sonic Shriekers	Formation(s) gain the Sonic Shrieker Weapon	50/100	+1 VP
Imperial Fists			

Iliastus pattern assault cannon	Terminator formation(s) gain: Iliastus Pattern Assault Cannon: AD 3, TSM -2, 25cm, [A]	50/100	+1 VP
Iron Hands			
Blessed Autosimulacra	Vehicle formation(s) gain the mechanicus ability with +1 bonus	50/100	+1 VP
Breacher Charge	[Str+2] and -3 TSM vs Structures	50/100	+1 VP
Iron Warriors			
Breacher Charge	[Str+2] and -3 TSM vs Structures	50/100	+1 VP
Night Lord			
Trophies of Judgement	Command section gains Fear [FR]	50	+1 VP
Raven Guard			
Infravisor	Infantry formation(s) gain Night Vision [N]	50/100	+1 VP
Salamanders			
Mantle of the Elder Drake	Command Element gains It Will Not Die [IWD]	50	+1 VP
Sons of Horus			
Banestrike Rounds	Infantry formation(s) gain -1 TSM versus infantry	50/100	+1 VP
Space Wolves			
The Get of the Wyrm	One infantry formation gains +1 CAF to hit bonus and Fear [FR]	50/100	+1 VP
Fenrisian Cyberwolves	Command section gains 2 fenrisian cyberwolves elements	50	+1 VP
Thousand Suns			
Asphyx Shells	Infantry formation(s) gain -1 TSM to small arms	50/100	+1 VP
Osirion Patter Dreadnought	Upgrade Contemptor Dreadnoughts to Osirion pattern.	50/100	+1 VP
Ultramarines			
Legantine Axes	Infantry formations gain +1 CAF to hit bonus	25/50	+1 VP
Mantle of Ultramar	Army Praetor gains +1 DR	50	+1 VP
White Scars			
Cyber Hawk	May be attached to the army commander. Once per turn one formation may re-roll die results of 1.	50/100	+1 VP
Power Glaives	One infantry formation gains +1 to close combat to hit rolls	50/100	+1 VP
Shamshir Jetbike	One jetbike formation gains +1 to armor save	50/100	+1 VP
World Bearers			
Burning Lore	Upgrade one chaplain to psyker 1	50	+1 VP
Daemon	Infantry formation gains the Daemon ability	50/100	+1 VP
Dark Channeling	Infantry formation gains +1 CAF to hit bonus	25/50	+1 VP
World Eaters			
Chainaxes and Caedere weapons	Infantry Formation gain +1 bonus to CAF to hit bonus	50	+1 VP

Glossary

Helpful tidbits on abbreviations and how to read certain shorthand that is uniform throughout the books and tables.

How to read Statline notations

While much of a Statline is self-explanatory, we have added many shorthand notations to convey more information to the player with minimal amounts of cross referencing. The notations are standardized and are also mentioned in the core rules.

Pinning class

In the legion general element section, next to each section type you will see a number in brackets. This number is the pinning class as described in the core rules. Examples:

Vehicles [3]: This means all the elements under this section have a pinning class of 3.

In the legion specific element, ONLY elements that are a pinning class greater than 1 (pinning class [2] or higher), will be specified in the elements note section

Rylanor the Unyielding: In the notes section it will read Pin [2], which means pinning category 2. All entries with no entry are a default Pin [1] (infantry).

Movement Modes

All movement are listed with a number which is their move in cms. In some cases, elements have a special movement mode. Those with special movement modes will have a letter notation immediately after the number to point out what special movement mode it has. Examples:

15J: This means the element has a base move of 15 and jumpacks [J].

10T: This means the element has a base move of 10 and can deep strike [T]

30K: This means the element has a base move of 30 and is a skimmer [K]

20TN: This means the element has a base move of 20 and is a tunneler [TN]

20TK: This means the element has a base move of 20 and can deep strike [T], but also is a skimmer [K]

Transports and their capacity are mentioned in the notes section.

Armor

When an element has an invulnerable save, it will be listed in brackets next to its standard armor save value. Examples:

5[8]+: This means the element has an armor save of 5+ and an invulnerable save of 8+.

3[6]+: This means the element has an armor save of 3+ and an invulnerable save of 6+.

Weapon Traits

When a weapon has a special trait, it will be listed next to the weapons name in full form (in parenthesis) or in brackets with its notation as space permits.

Heavy Flamers (Assault) or [A]: This means the weapon has the assault [A] trait.

Culverins (Volkite) or [VK]: This means the weapon has the Volkite [VK] trait.

Bonus to damage table roll or [Dmg+x]: Weapon has a damage bonus of “x”, “x” equals the bonus to the roll.

Bonus to Structure damage table roll or [Str+x]: Weapon has a damage bonus of “x”, “x” equals the bonus to the roll.

Attack Dice

Weapons may have traits that require listing their attack in a form other than a number to indicate its attack dice. The two most common ones are attacks with blast and twin-linked weapons. Examples:

B0: This means a blast 0 attack. It has its primary die with a TSM listed in the appropriate column, but zero secondary dice.

B2: This means a blast 2 attack. It has its primary die with a TSM listed in the appropriate column and 2 secondary dice with a TSM of -1.

2xB2: This means TWO, blast 2 attack. Each has its primary die with a TSM listed in the appropriate column and 2 secondary dice with a TSM of -1. Resolve each attack separately.

See the core rules section on blast dice for more information.

2TL1: This means a twin-linked weapon attack where you have a total of TWO attack dice, but you can only target one element (means both attack dice are allocated to that one target).

4TL2: This means a twin-linked weapon attack where you have a total of FOUR attack dice, but you can only target TWO elements (means 2 attack dice to two targets).

8TL4: This means a twin-linked weapon attack where you have a total of EIGHT attack dice, but you can only target FOUR element (means each target gets two attack dice).

3TL1: This means a triple-linked weapon attack where you have a total of THREE attack dice, but you can only target one element (means all three-attack dice are allocated to that one target)

See core rules section on twin-linked weapons for more information.

Notation Summary

This lists all standardized notations.

Movement

Deep Strike [T] for “teleport”. The letter “D” is not used since it may be confused with a “0”

Fliers [F]

Jump Packs [J]

Skimmers [S]

Tunneler [TN]

Pinning Class

The idea is to place a number in the brackets. A higher number can pin a lower one. There are only 5 pinning levels as per the core rules. To be placed next to the unit's name

Infantry and Light weapon platforms – [1]

Cavalry and Walkers – [2]

Vehicles and Artillery – [3]

Superheavy vehicles and Knights – [4]

Titans and Praetorians – [5]

Special Abilities

- **Adamantium will [AW]**
- **Agile [AG]**
- **Apothecary [Apo]**
- **Cameleoline [CE]**
- **Commander/HQ [HQx]- “x” is the command level**
- **Counter attack [CA]**
- **Damage Rating [DRx]- “x” is the amount of DR points**
- **Deep Strike [T]**
- **Demon [DE]**
- **Durable [DU].** An element with this ability does not make (ignores) rough ground checks.
- **Fear and terror [FR] [TR]**
- **Fire on the Fly [FF]**
- **Flier [F]**
- **Furious Assault [FA]**
- **Hard to hit [H]**
- **Hit and Run [HR]**
- **Infiltration [IF]**
- **Ignores cover [IC]**
- **Indomitable [ID]**
- **Invulnerable save [x]- “x” is the number of the save**
- **It will not die [IWD]**
- **Jump packs [J]**
- **Lone Wolf [LW]**
- **Mechanicus [MK]**
- **Night Vision [N]**
- **Psyker [Px]- “x” is the psyker level**
- **Recon [R]**
- **Robotic [RC]**

- **Sabotage [SE]**
- **Skimmer [K]**
- **Sniper [SN]**
- **Stealth [SH]**
- **Stubborn [SU]**
- **Sweeping advance [SA]**
- **Transport [TRx]**- “x” is the number of infantry elements it can transport
- **Veteran [V]**

Weapon Traits

- **Antiaircraft [AA]**
- **Antipersonnel/air defense fire [AP]**
- **Assault [A]**
- **Blast [Bx]**- “x” is the amount of secondary dice
- **Damage bonus to table roll [Dmg+x]** – “x” is the bonus on the table roll
- **Flamer weapons [FW]**
- **Haywire [HW]**
- **Heat seeking [HS]**
- **Heavy macroweapons [HM]**
- **Linked weapons [xTLy]** - “x” is the number of total attack dice and “y” is how many targets you can equally divide those dice amongst.
- **Macroweapon [M]**
- **Melta Bombs [MB]**
- **Structure damage table roll [Str+x]** – “x” is the bonus on the structure damage table roll.
- **Volkite/adrathic/psyk-out weapons [VK], [AR]. [PY] respectively**
- **Wrecker [W]**

Notes Section

Entries of “**special**” mean there is additional information that can be referenced in the appropriate element’s full description.