



TRANSPORT POOL  
(TANKS)

## TRANSPORT POOL

### LEGION MASTODON HEAVY ASSAULT TRANSPORT

**ONE STANDARD OR GRAND TERMINATOR DETACHMENT**  
One Legion Mastodon Heavy Assault Transport



Point Value 200



## LEGION MASTODON HEAVY ASSAULT TRANSPORT

**Break Point +1:** The Mastodon adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mastodon	15	2+	6/-4	Siege Melta Array [W]	15	1	-3	[DR4], [TR9], Special*
				Lascannons	25/50	2	-3	
				Skyreaper Battery [AA]	25/50	2	-2	
				Heavy Flamers [FW]	10	8	-1	

\* May carry 3 dreadnoughts instead of standard infantry allotment. It has 2 void shields (armor 4+). 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.

## Victory Points +2

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### LEGION MASTODON HEAVY ASSAULT TRANSPORT

ONE POWERED ARMOR INFANTRY DETACHMENT  
One Legion Mastodon Heavy Assault Transport



Point Value 200



## LEGION MASTODON HEAVY ASSAULT TRANSPORT

**Break Point +1:** The Mastodon adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mastodon	15	2+	6/-4	Siege Melta Array [W]	15	1	-3	[DR4], [TR9], Special*
				Lascannons	25/50	2	-3	
				Skyreaper Battery [AA]	25/50	2	-2	
				Heavy Flamers [FW]	10	8	-1	

\* May carry 3 dreadnoughts instead of standard infantry allotment. It has 2 void shields (armor 4+). 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.

## Victory Points +2

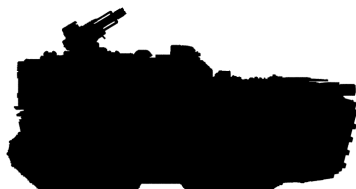
Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### LEGION MASTODON HEAVY ASSAULT TRANSPORT

#### ONE GRAND POWERED ARMOR INFANTRY DETACHMENT

Two Legion Mastodon Heavy Assault Transports



Point Value 400



## LEGION MASTODON HEAVY ASSAULT TRANSPORT

**Break Point +1:** The Mastodons add +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mastodon	15	2+	6/-4	Siege Melta Array [W]	15	1	-3	[DR4], [TR9], Special*
				Lascannons	25/50	2	-3	
				Skyreaper Battery [AA]	25/50	2	-2	
				Heavy Flamers [FW]	10	8	-1	

\* May carry 3 dreadnoughts instead of standard infantry allotment. It has 2 void shields (armor 4+). 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.

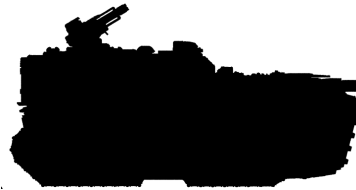
## Victory Points +4

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### LEGION MASTODON HEAVY ASSAULT TRANSPORT

ONE STANDARD OR GRAND TERMINATOR COMPANY  
Four Legion Mastodon Heavy Assault Transports



Point Value 750



## LEGION MASTODON HEAVY ASSAULT TRANSPORT

**Break Point +3:** The Mastodons add +3 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mastodon	15	2+	6/-4	Siege Melta Array [W]	15	1	-3	[DR4], [TR9], Special*
				Lascannons	25/50	2	-3	
				Skyreaper Battery [AA]	25/50	2	-2	
				Heavy Flamers [FW]	10	8	-1	

\* May carry 3 dreadnoughts instead of standard infantry allotment. It has 2 void shields (armor 4+). 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.

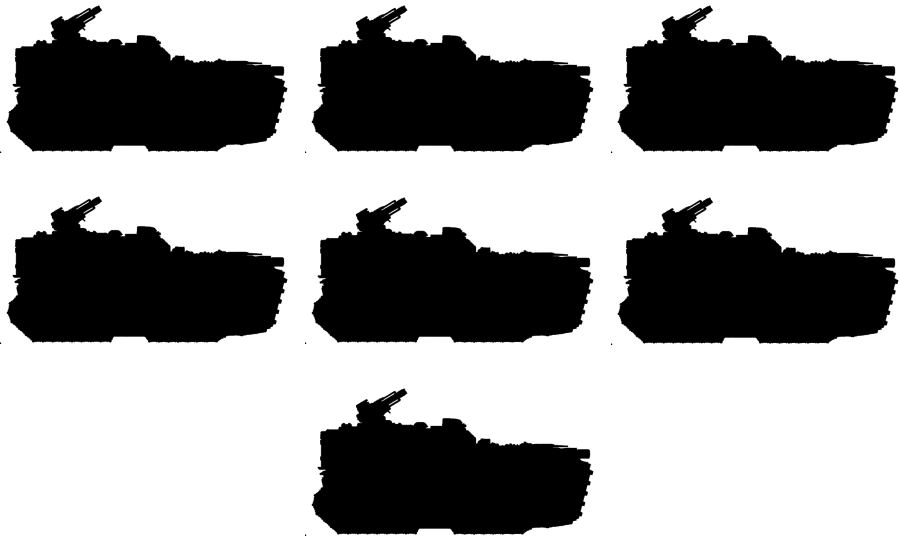
## Victory Points +8

Your opponent gains +4 VP when attached formation is broken

# TRANSPORT POOL

## LEGION MASTODON HEAVY ASSAULT TRANSPORT

ONE GRAND POWERED ARMOR INFANTRY COMPANY  
Seven Legion Mastodon Heavy Assault Transports



Point Value 1350



# LEGION MASTODON HEAVY ASSAULT TRANSPORT

**Break Point +5:** The Mastodon adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mastodon	15	2+	6/-4	Siege Melta Array [W]	15	1	-3	[DR4], [TR9], Special*
				Lascannons	25/50	2	-3	
				Skyreaper Battery [AA]	25/50	2	-2	
				Heavy Flamers [FW]	10	8	-1	

\* May carry 3 dreadnoughts instead of standard infantry allotment. It has 2 void shields (armor 4+). 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.

## Victory Points +14

Your opponent gains +7 VP when attached formation is broken

# TRANSPORT POOL

## LEGION PATTERN TERMITE ASSAULT DRILL

ONE POWERED ARMOR INFANTRY DETACHMENT  
Two Termite Assault Drills



Point Value 150



## LEGION PATTERN TERMITE ASSAULT DRILL

**Break Point +1:** The Termites add +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

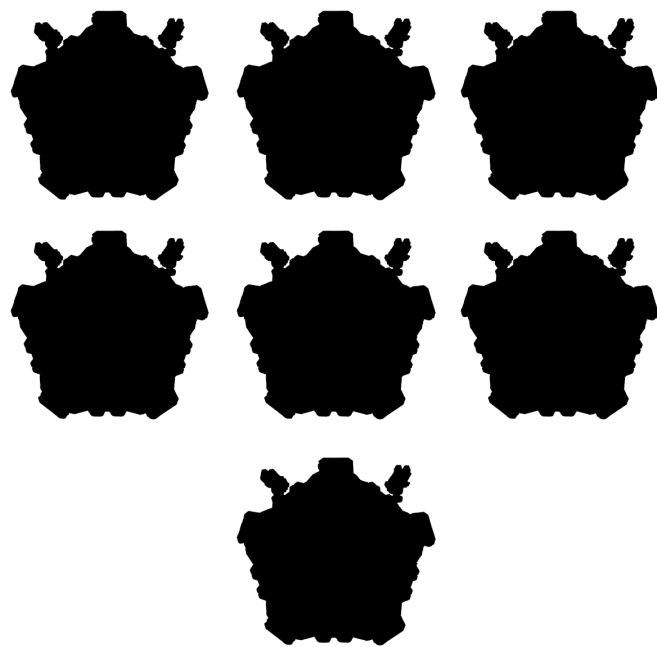
## Victory Points +2

Your opponent gains +1 VP when attached formation is broken

# TRANSPORT POOL

## LEGION PATTERN TERMITE ASSAULT DRILL

ONE POWERED ARMOR INFANTRY COMPANY  
Seven Termite Assault Drills



Point Value 450



## LEGION PATTERN TERMITE ASSAULT DRILL

**Break Point +4:** The Termites add +4 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

## Victory Points +5

Your opponent gains +3 VP when attached formation is broken



## TRANSPORT POOL

### LEGION PATTERN TERMITE ASSAULT DRILL

**ONE TERMINATOR COMPANY**  
Six Termite Assault Drills



Point Value 400



## LEGION PATTERN TERMITE ASSAULT DRILL

**Break Point +3:** The Termites add +3 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

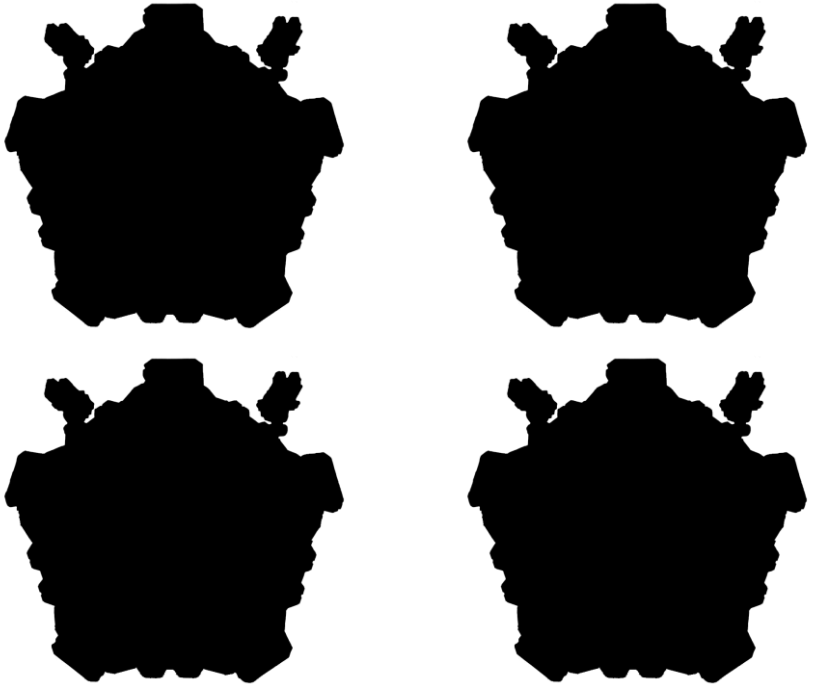
## Victory Points +4

Your opponent gains +2 VP when attached formation is broken

# TRANSPORT POOL

## LEGION PATTERN TERMITE ASSAULT DRILL

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT  
Four Termite Assault Drills



Point Value 250



## LEGION PATTERN TERMITE ASSAULT DRILL

**Break Point +2:** The Termites add +2 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

## Victory Points +3

Your opponent gains +2 VP when attached formation is broken

# TRANSPORT POOL

## LEGION PATTERN TERMITE ASSAULT DRILL

ONE GRAND TERMINATOR DETACHMENT  
Three Termite Assault Drills



Point Value 200



## LEGION PATTERN TERMITE ASSAULT DRILL

**Break Point +2:** The Termites add +2 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

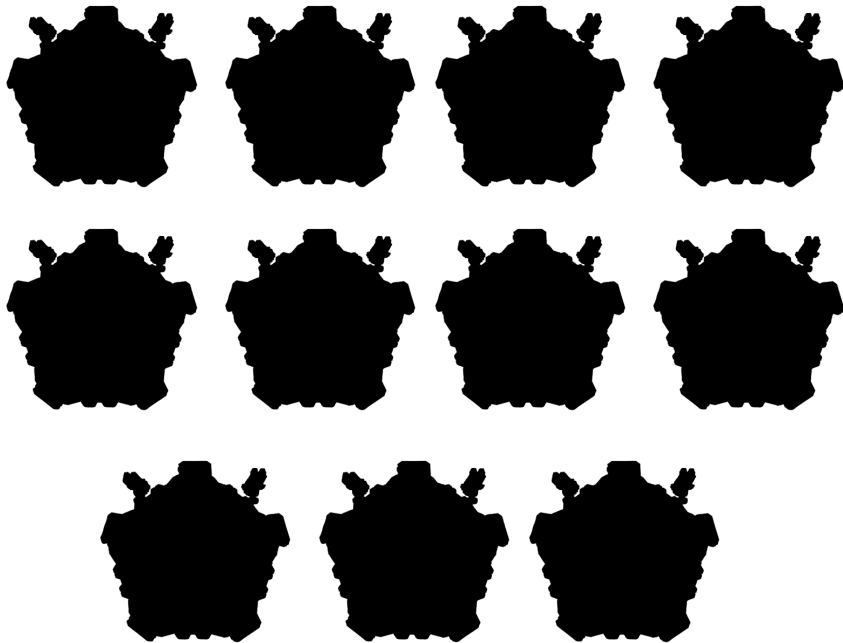
## Victory Points +2

Your opponent gains +1 VP when attached formation is broken

# TRANSPORT POOL

## LEGION PATTERN TERMITE ASSAULT DRILL

ONE GRAND TERMINATOR COMPANY  
11 Termite Assault Drills



Point Value 700



# LEGION PATTERN TERMITE ASSAULT DRILL

**Break Point +6:** The Termites add +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

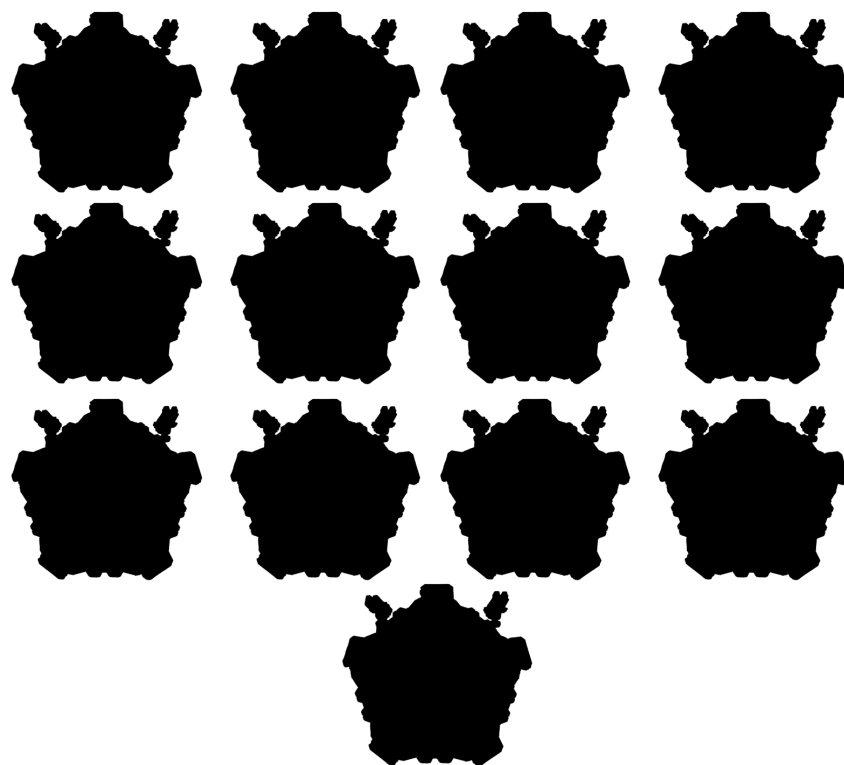
## Victory Points +7

Your opponent gains +4 VP when attached formation is broken

# TRANSPORT POOL

## LEGION PATTERN TERMITE ASSAULT DRILL

ONE GRAND POWERED ARMOR INFANTRY COMPANY  
Thirteen Termite Assault Drills



Point Value 850



## LEGION PATTERN TERMITE ASSAULT DRILL

**Break Point +8:** The Termites add +8 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	

\*Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

## Victory Points +9

Your opponent gains +5 VP when attached formation is broken

## TRANSPORT POOL

### LEGION ORDINATUS AKTEUS MOLE

**ONE INFANTRY DETACHMENT**  
**One Akteus Mole**



Point Value 150



## LEGION ORDINATUS AKTEUS MOLE

**Break Point +1:** The Akteus Mole adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11], [DU], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

\*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. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

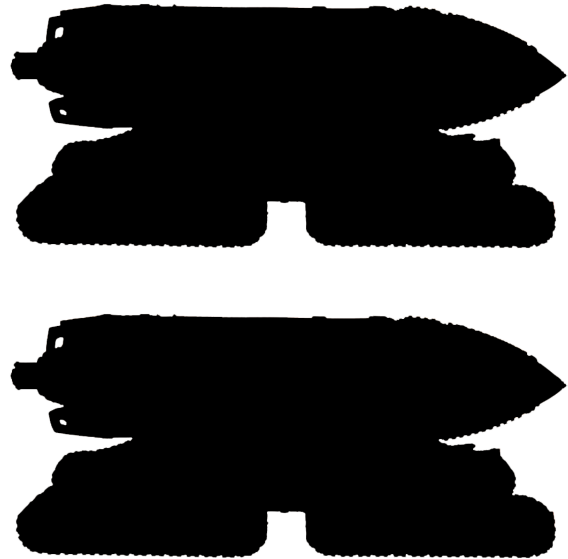
## Victory Points +2

Your opponent gains +2 VP when attached formation is broken

# TRANSPORT POOL

## LEGION ORDINATUS AKTEUS MOLE

ONE INFANTRY COMPANY  
Two Akteus Moles



Point Value 350



# LEGION ORDINATUS AKTEUS MOLE

**Break Point +2:** The Akteus Moles adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11], [DU], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

\*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. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

## Victory Points +4

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

### LEGION ORDINATUS AKTEUS MOLE

ONE INFANTRY GRAND DETACHMENT  
One Akteus Mole



Point Value 150



## LEGION ORDINATUS AKTEUS MOLE

**Break Point +1:** The Akteus Mole adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11], [DU], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

\*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. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

## Victory Points +2

Your opponent gains +2 VP when attached formation is broken

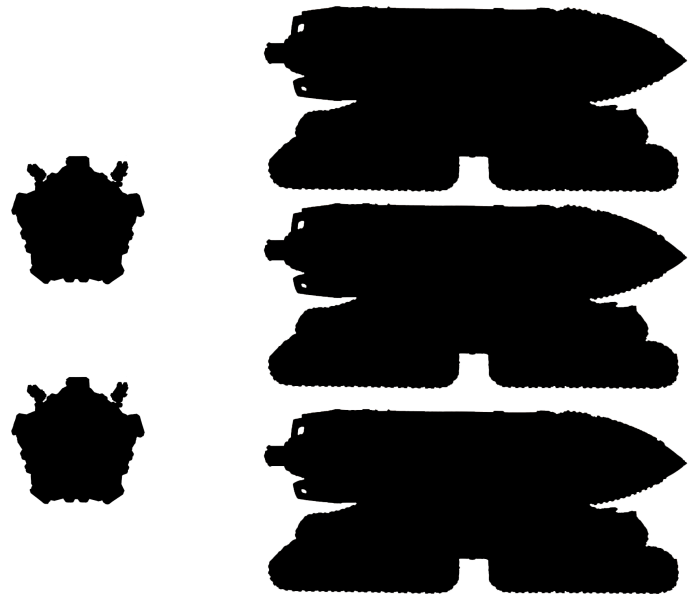


# TRANSPORT POOL

## LEGION ORDINATUS AKTEUS MOLE

### ONE INFANTRY GRAND COMPANY

Two Legion Termite Assault Drills and Three Akteus Moles



Point Value 650



# LEGION ORDINATUS AKTEUS MOLE

**Break Point +3:** The Akteus Moles adds +3 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite	10[TN]	4+	3/-3	Heavy Flamers	10	4	-1	[TR3], [DU], Special*
				Melta Cutter [W, Str+2]	10	B2	-2	
Ordinatus Aktaeus Mole	10[TN]	0/2	8/-3	Volkite Culverins [VK]	25/50	2	-1	[TR11], [DU], [DR4], Special*
				Terrebrax rocket Battery [W]	25/50	3x B1	-2	
				Seismic excavator macro-drill [W]	-	-	-	

\*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. Blessed autosimulacra grant self-repair on a roll of 6+.

Tunneling formations gain -4 penalty to reserve rolls on turn 1, -2 on game turn 2 and no penalty from game turn 3 onwards. Termites are slow and ponderous and gain -5cms penalty on charge moves. If a tunneler comes up under a structure, the structure rolls its armor save. If the building collapses (destroyed) the tunneler makes an armor save to avoid elimination. If the building makes its armor save the termite cannot move any further that game turn but may surface.

## Victory Points +7

Your opponent gains +4 VP when attached formation is broken

# TRANSPORT POOL

## LEGION PROTEUS LAND RAIDERS

ONE TERMINATOR DETACHMENT  
Three Legion Proteus Land Raiders



Point Value 300



## LEGION PROTEUS LAND RAIDERS

**Break Point +2:** The Land Raider Proteus' add +2 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[HQ1], [R], [TR2], [DR2]
				Anti Personnel	25	4	-1	
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

## Victory Points +3

Your opponent gains +2 VP when attached formation is broken

# TRANSPORT POOL

## LEGION PROTEUS LAND RAIDERS

ONE POWERED ARMORED INFANTRY DETACHMENT  
Three Legion Proteus Land Raiders



Point Value 300



# LEGION PROTEUS LAND RAIDERS

**Break Point +2:** The Land Raider Proteus' add +2 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[HQ1], [R], [TR2], [DR2]
				Anti Personnel	25	4	-1	
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

## Victory Points +3

Your opponent gains +2 VP when attached formation is broken

# TRANSPORT POOL

## LEGION PROTEUS LAND RAIDERS

ONE GRAND TERMINATOR DETACHMENT  
Five Legion Proteus Land Raiders



Point Value 450



## LEGION PROTEUS LAND RAIDERS

**Break Point +3:** The Land Raider Proteus' add +3 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[HQ1], [R], [TR2], [DR2]
				Anti Personnel	25	4	-1	
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

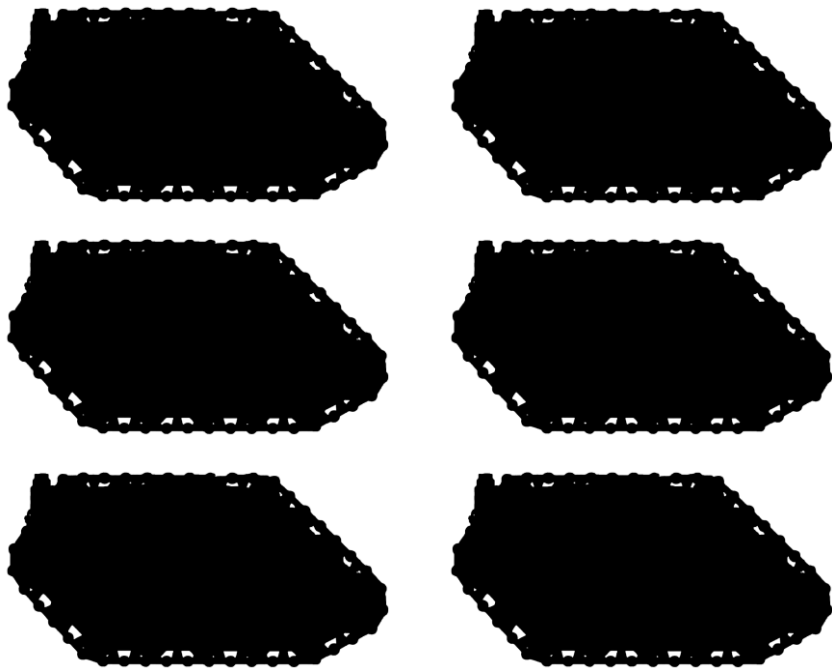
## Victory Points +5

Your opponent gains +3 VP when attached formation is broken

# TRANSPORT POOL

## LEGION PROTEUS LAND RAIDERS

ONE GRAND POWERED INFANTRY DETACHMENT  
Six Legion Proteus Land Raiders



Point Value 550



# LEGION PROTEUS LAND RAIDERS

**Break Point +4:** The Land Raider Proteus' add +4 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[HQ1], [R], [TR2], [DR2]
				Anti Personnel	25	4	-1	
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

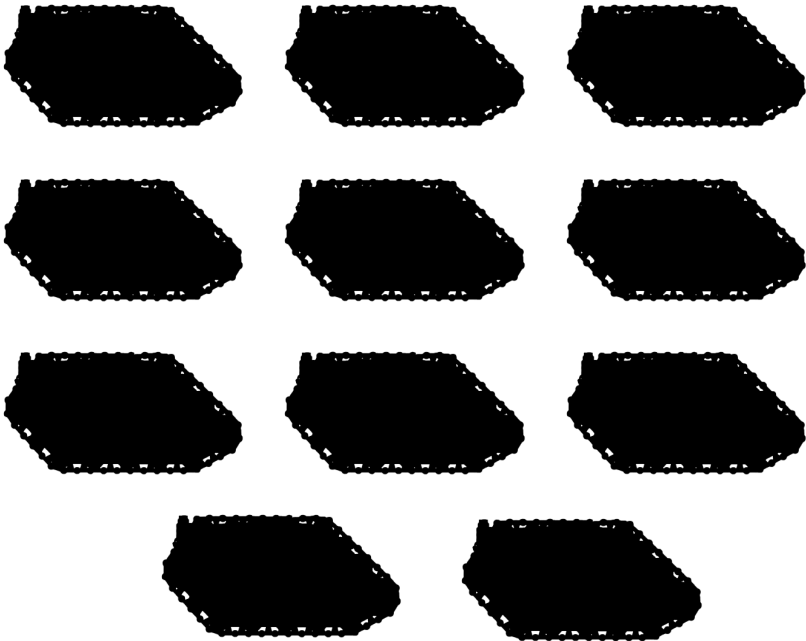
## Victory Points +6

Your opponent gains +3 VP when attached formation is broken

# TRANSPORT POOL

## LEGION PROTEUS LAND RAIDERS

**ONE TERMINATOR COMPANY**  
Eleven Legion Proteus Land Raiders



Point Value 1050



## LEGION PROTEUS LAND RAIDERS

**Break Point +6:** The Land Raider Proteus' add +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[HQ1], [R], [TR2], [DR2]
				Anti Personnel	25	4	-1	
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

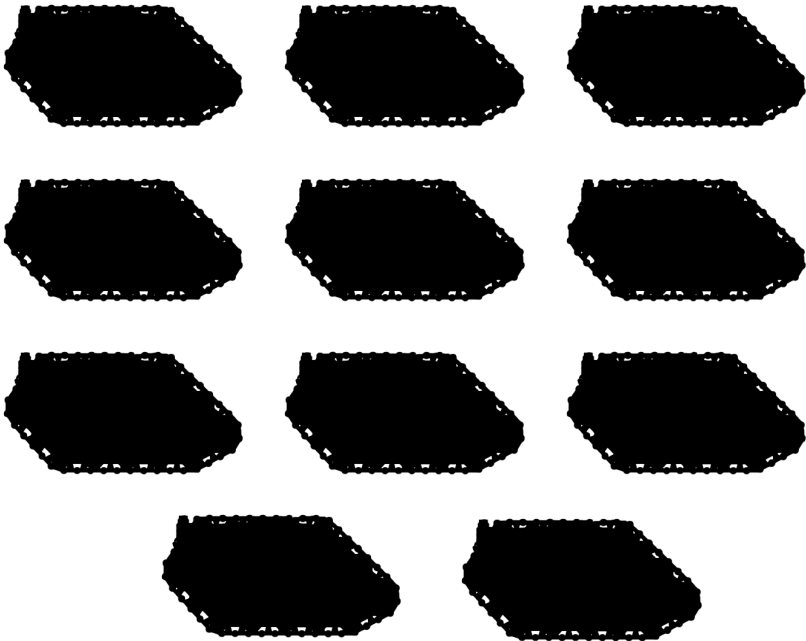
**Victory Points +11**

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

LEGION PROTEUS LAND RAIDERS

ONE POWERED ARMOR INFANTRY COMPANY  
Eleven Legion Proteus Land Raiders



Point Value 1050



LEGION PROTEUS LAND RAIDERS

**Break Point +6:** The Land Raider Proteus' add +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[HQ1], [R], [TR2], [DR2]
				Anti Personnel	25	4	-1	
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

Victory Points +11

Your opponent gains +6 VP when attached formation is broken

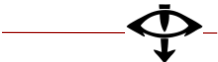
# TRANSPORT POOL

## LEGION PROTEUS LAND RAIDERS

**ONE GRAND TERMINATOR COMPANY**  
Eighteen Legion Proteus Land Raiders



Point Value 1700



# LEGION PROTEUS LAND RAIDERS

**Break Point +11:** The Land Raider Proteus' add +11 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[HQ1], [R], [TR2], [DR2]
				Anti Personnel	25	4	-1	
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

**Victory Points +17**

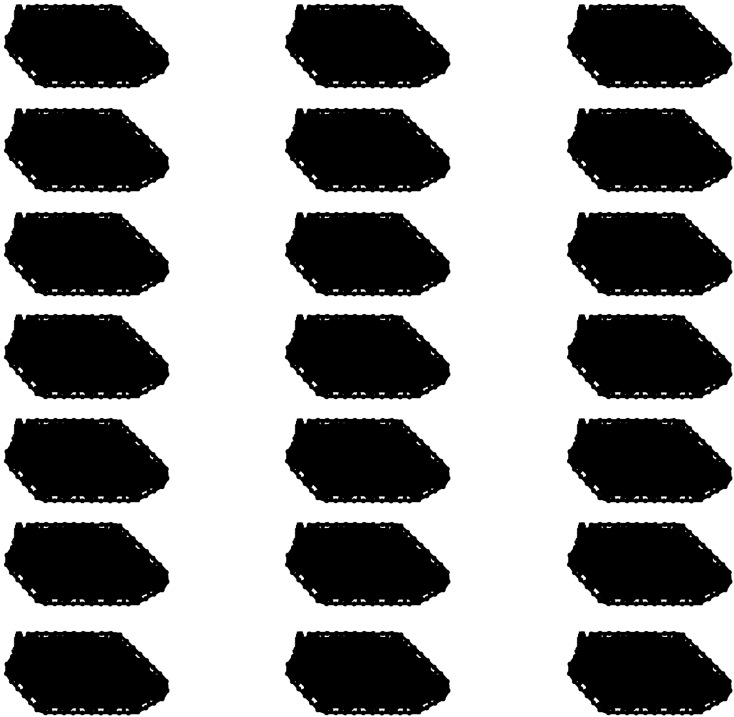
Your opponent gains +9 VP when attached formation is broken



# TRANSPORT POOL

## LEGION PROTEUS LAND RAIDERS

ONE GRAND POWERED ARMORED INFANTRY COMPANY  
Twenty-one Legion Proteus Land Raiders



Point Value 2000



## LEGION PROTEUS LAND RAIDERS

**Break Point +13:** The Land Raider Proteus' add +13 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[HQ1], [R], [TR2], [DR2]
				Anti Personnel	25	4	-1	
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

**Victory Points +20**

Your opponent gains +10 VP when attached formation is broken

TRANSPORT POOL

LEGION RHINO ARMoured CARRIERS

ONE POWERED ARMOR INFANTRY DETACHMENT  
Three Legion Rhino Armoured Carriers



Point Value 100



LEGION RHINO ARMoured CARRIERS

**Break Point +2:** The Rhino Armoured Carriers add +2 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rhino	30	5+	2/-2	Anti Personnel	25	2	-1	[TR2]

Victory Points +1

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION RHINO ARMoured CARRIERS

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT  
Six Legion Rhino Armoured Carriers



Point Value 200



LEGION RHINO ARMoured CARRIERS

**Break Point +4:** The Rhino Armoured Carriers add +4 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rhino	30	5+	2/-2	Anti Personnel	25	2	-1	[TR2]

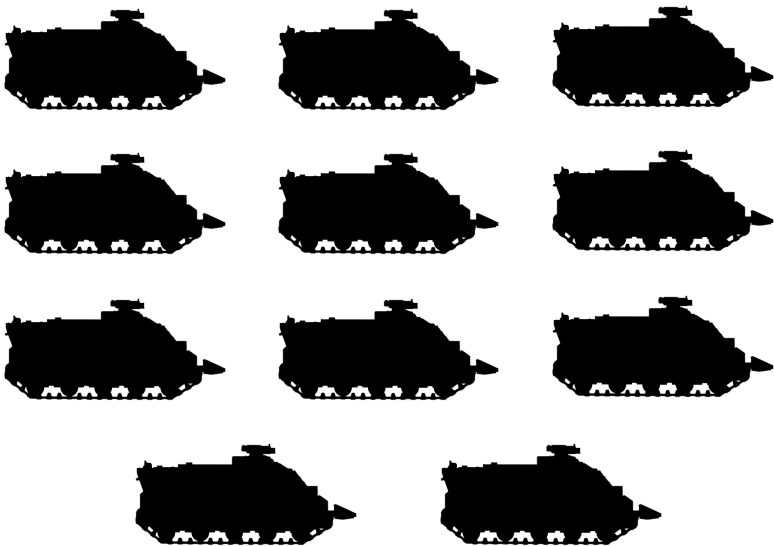
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION RHINO ARMoured CARRIERS

ONE POWERED ARMOR INFANTRY COMPANY  
Eleven Legion Rhino Armoured Carriers



Point Value 400



LEGION RHINO ARMoured CARRIERS

**Break Point +6:** The Rhino Armoured Carriers add +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rhino	30	5+	2/-2	Anti Personnel	25	2	-1	[TR2]




Victory Points +4




Your opponent gains +2 VP when attached formation is broken




TRANSPORT POOL




LEGION RHINO ARMoured CARRIERS




ONE GRAND POWERED ARMOR INFANTRY COMPANY  
Twenty-one Legion Rhino Armoured Carriers




















Point Value 750



LEGION RHINO ARMoured CARRIERS

**Break Point +13:** The Rhino Armoured Carriers add +13 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rhino	30	5+	2/-2	Anti Personnel	25	2	-1	[TR2]

Victory Points +8

Your opponent gains +4 VP when attached formation is broken

# TRANSPORT POOL

## LEGION SPARTAN ASSAULT TANKS

ONE TERMINATOR DETACHMENT  
One Legion Spartan Assault Tank



Point Value 150



# LEGION SPARTAN ASSAULT TANKS

**Break Point +1:** The Spartan adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spartan	20	2+	4/-3	2x Quad Lascannons	25/50	8TL4	-3	[TR5], [DR2]
				Anti Personnel	25	4	-1	

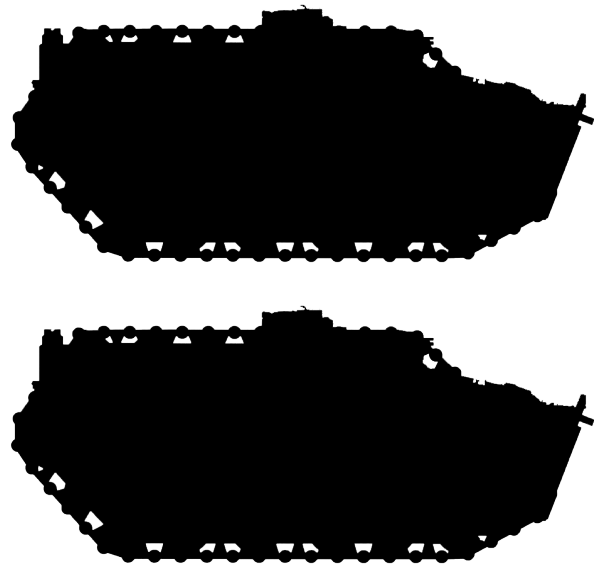
## Victory Points +2

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION SPARTAN ASSAULT TANKS

ONE GRAND TERMINATOR DETACHMENT  
Two Legion Spartan Assault Tanks



Point Value 250



LEGION SPARTAN ASSAULT TANKS

**Break Point +1:** The Spartans adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spartan	20	2+	4/-3	2x Quad Lascannons	25/50	8TL4	-3	[TR5], [DR2]
				Anti Personnel	25	4	-1	

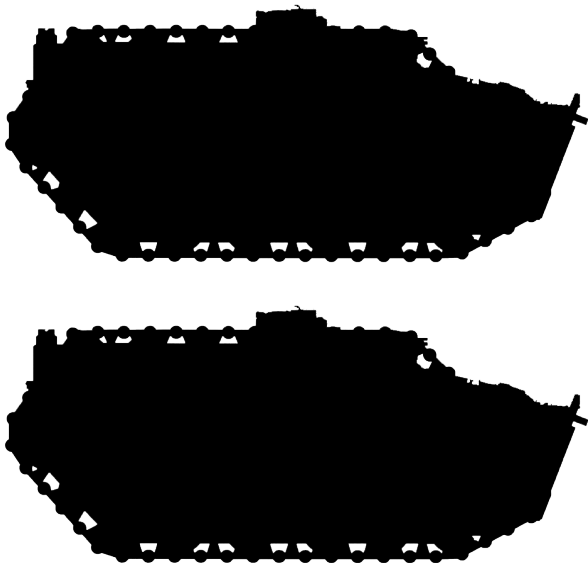
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION SPARTAN ASSAULT TANKS

ONE POWERED ARMOR INFATRY DETACHMENT  
Two Legion Spartan Assault Tanks



Point Value 250



LEGION SPARTAN ASSAULT TANKS

**Break Point +1:** The Spartans adds +1 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spartan	20	2+	4/-3	2x Quad Lascannons	25/50	8TL4	-3	[TR5], [DR2]
				Anti Personnel	25	4	-1	

Victory Points +3

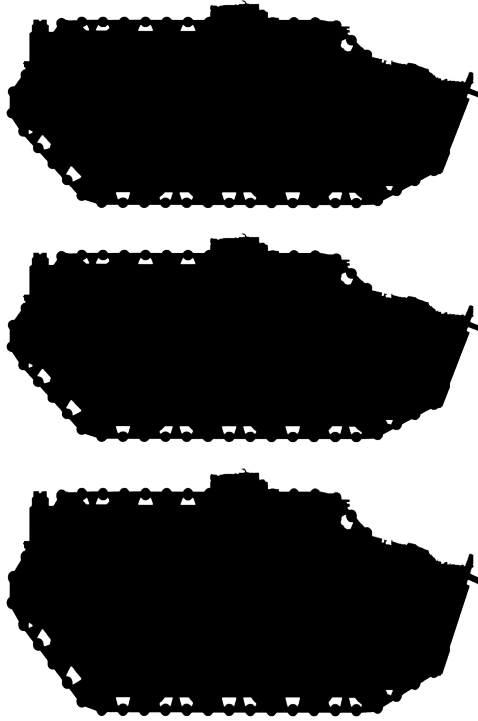
Your opponent gains +2 VP when attached formation is broken



# TRANSPORT POOL

## LEGION SPARTAN ASSAULT TANKS

ONE GRAND POWERED ARMOR INFATRY DETACHMENT  
Three Legion Spartan Assault Tanks



Point Value 400



## LEGION SPARTAN ASSAULT TANKS

**Break Point +2:** The Spartans adds +2 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spartan	20	2+	4/-3	2x Quad Lascannons	25/50	8TL4	-3	[TR5], [DR2]
				Anti Personnel	25	4	-1	

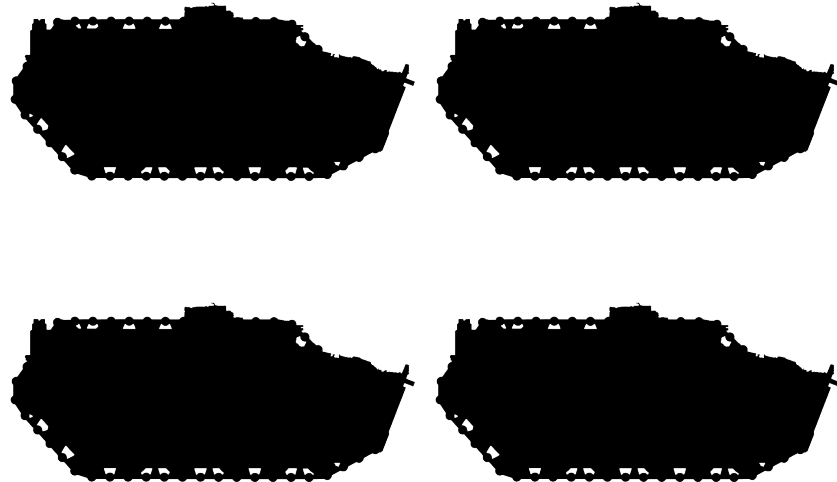
## Victory Points +4

Your opponent gains +2 VP when attached formation is broken

# TRANSPORT POOL

## LEGION SPARTAN ASSAULT TANKS

ONE TERMINATOR COMPANY  
Four Legion Spartan Assault Tanks



Point Value 500



# LEGION SPARTAN ASSAULT TANKS

**Break Point +2:** The Spartans adds +2 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spartan	20	2+	4/-3	2x Quad Lascannons	25/50	8TL4	-3	[TR5], [DR2]
				Anti Personnel	25	4	-1	

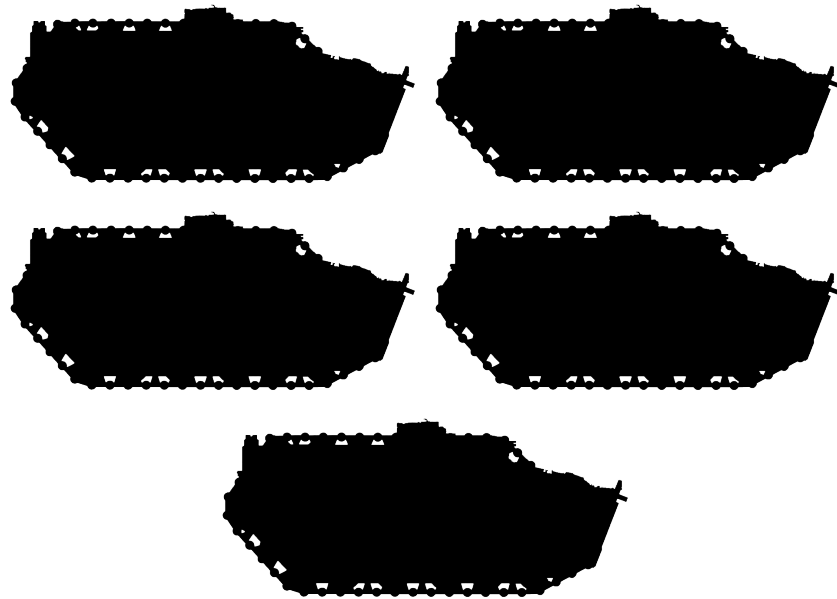
## Victory Points +5

Your opponent gains +3 VP when attached formation is broken

# TRANSPORT POOL

## LEGION SPARTAN ASSAULT TANKS

ONE POWERED ARMOR INFANTRY COMPANY COMPANY  
Five Legion Spartan Assault Tanks



Point Value 650



## LEGION SPARTAN ASSAULT TANKS

**Break Point +3:** The Spartans adds +3 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spartan	20	2+	4/-3	2x Quad Lascannons	25/50	8TL4	-3	[TR5], [DR2]
				Anti Personnel	25	4	-1	

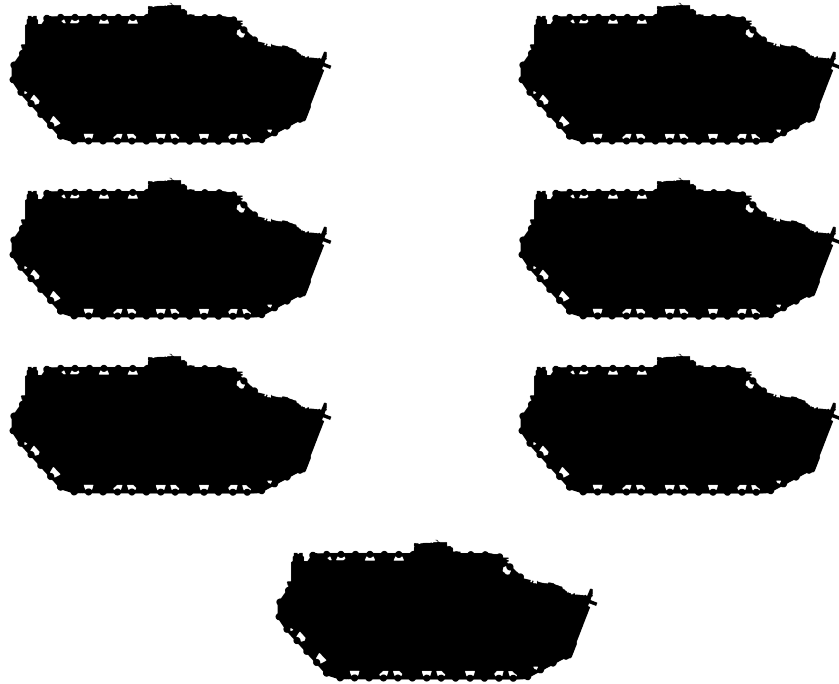
## Victory Points +7

Your opponent gains +4 VP when attached formation is broken

# TRANSPORT POOL

## LEGION SPARTAN ASSAULT TANKS

ONE GRAND TERMINATOR COMPANY  
Seven Legion Spartan Assault Tanks



Point Value 900



# LEGION SPARTAN ASSAULT TANKS

**Break Point +4:** The Spartans adds +4 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spartan	20	2+	4/-3	2x Quad Lascannons	25/50	8TL4	-3	[TR5], [DR2]
				Anti Personnel	25	4	-1	

## Victory Points +9

Your opponent gains +5 VP when attached formation is broken

# TRANSPORT POOL

## LEGION SPARTAN ASSAULT TANKS

ONE GRAND POWERED ARMOR INFANTRY COMPANY  
Eight Legion Spartan Assault Tanks



Point Value 1000



## LEGION SPARTAN ASSAULT TANKS

**Break Point +6:** The Spartans adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spartan	20	2+	4/-3	2x Quad Lascannons	25/50	8TL4	-3	[TR5], [DR2]
				Anti Personnel	25	4	-1	

## Victory Points +10

Your opponent gains +5 VP when attached formation is broken