



IMPERIUS DOMINATUS

Alpha Legion

V1.1

ALPHA LEGION (FACTION VALUE 400)

To hit value 5+

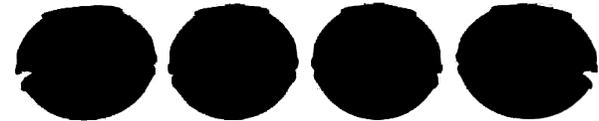
Characteristics

The Alpha Legion has the following characteristics:

- **Covert Ops.** All Alpha Legion infantry gains agile, adamantium will and infiltrate 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 opponent's 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.
- **Librarius.** Alpharius supported the use of the Librarius. Alpha Legion may use the librarius formation.

UPGRADE VENOM SPHERES AND HARNESS

Formation(s) may use Venom Spheres and Harness (one use per formation).



Point Value 50/100
+1 VP



UPGRADE BANESTRIKE ROUNDS

Infantry formation(s) gain -1 to save modifiers versus infantry.

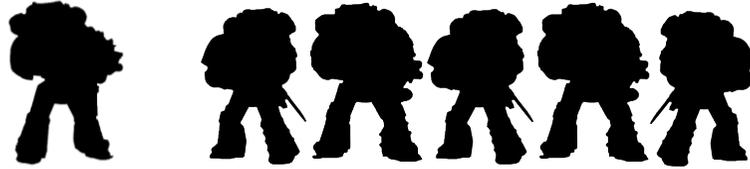


Point Value 50
+1 VP



HEAD HUNTER KILL TEAM DETACHMENT

The Head Hunter Kill Team Detachment consists of 1 Head Hunter Kill Team Commander Stand 5 Head Hunter Kill Team Stands



Point Value 200



HEAD HUNTER KILL TEAM DETACHMENT

Break Point 4: Hunter Kill Team are broken if it has lost 4 stands either the Head Hunter Commander or Head Hunter Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Head Hunter have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

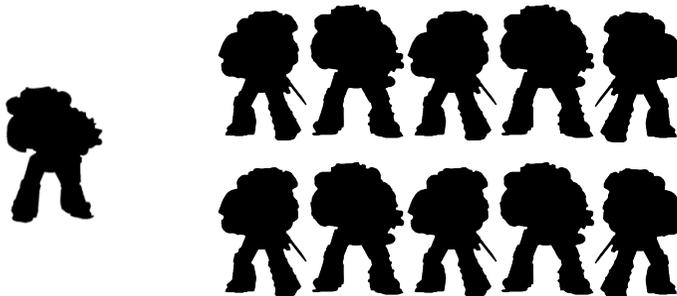
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-2	Combi-bolter (Banestrike rounds)	25	2	-1	[HQ1], [IF], [V], Venom Spheres
Headhunter Kill Team	10	5+	1/-2	Combi-bolter (Banestrike rounds)	25	2	-1	[IF], Venom Spheres

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

HEAD HUNTER KILL TEAM GRAND DETACHMENT

The Head Hunter Kill Team Detachment consists of 1 Head Hunter Kill Team Commander Stand 10 Head Hunter Kill Team Stands



Point Value 350



HEAD HUNTER KILL TEAM GRAND DETACHMENT

Break Point 8: The Head Hunter Kill Team are broken if it has lost 8 stands either the Head Hunter Commander or Head Hunter Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Head Hunter have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[8]+	1/-2	Combi-bolter (Banestrike rounds)	25	2	-1	[HQ1], [IF], [V], Venom Spheres
Headhunter Kill Team	10	5+	1/-2	Combi-bolter (Banestrike rounds)	25	2	-1	[IF], Venom Spheres

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

LERNAEAN TERMINATOR DETACHMENT

The Lernaean Terminator Detachment consists of 1 Lernaean Terminator
Decurion Stand 4 Lernaean Terminator Stands



Point Value 350



LERNAEAN TERMINATOR DETACHMENT

Break Point 4: Lernaean Terminator are broken if it has lost 4 stands either the Decurion or Lernaean Terminator stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Lernaean Terminators have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

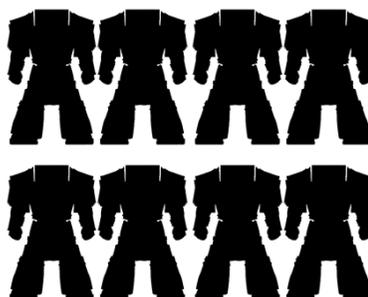
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Volkite charger [VK, Dmg+1]	25	2	-2	[HQ1], [V]
Lernaean Terminator	10[T]	3[5]+	3/-3	Volkite charger [VK, Dmg+1]	25	2	-2	

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

LERNAEAN TERMINATOR GRAND DETACHMENT

The Lernaean Terminator Grand Detachment consists of 1 Lernaean
Terminator Decurion Stand 8 Lernaean Terminator Stands



Point Value 600



LERNAEAN TERMINATOR GRAND DETACHMENT

Break Point 6: Lernaean Terminator are broken if it has lost 6 stands either the Decurion or Lernaean Terminator stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Lernaean Terminators have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

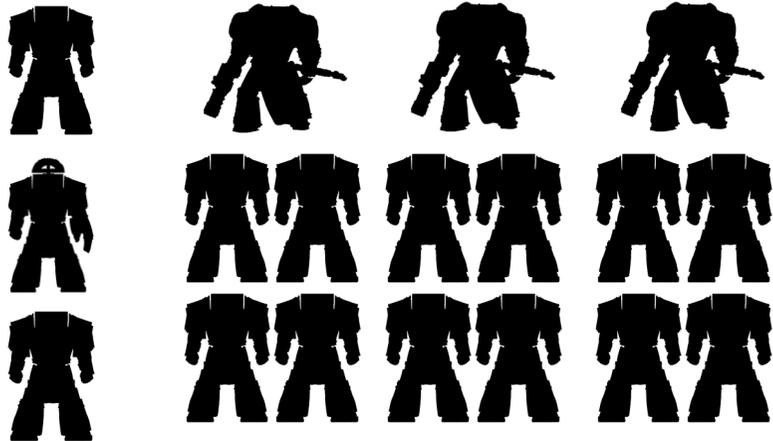
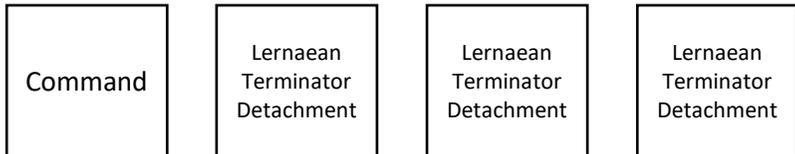
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Volkite charger [VK, Dmg+1]	25	2	-2	[HQ1], [V]
Lernaean Terminator	10[T]	3[5]+	3/-3	Volkite charger [VK, Dmg+1]	25	2	-2	

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

LERNAEAN FIRST COMPANY

The Lernaean First Company consists of a Command detachment of 2 Veteran Lernaean Terminator Stands and 1 Lernaean Centurion Stand and three detachment each consisting of 1 Lernaean Decurion Stand and 4 Lernaean Stands.



Point Value 1200



LERNAEAN FIRST COMPANY

Break Point 13: The Lernaean First Company Company is broken if it has lost 13 stands either the Centurion, Veterans, Decurion, Lernaean Terminator Stands. Once the Company is broken each Detachment must take a Morale check

Morale Value 4+: The Lernaean First Company have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	3[5]+	3/-3	Volkite charger [VK, Dmg+1]	25	2	-2	[HQ2], [V]
Decurion	10[T]	3[5]+	3/-3	Volkite charger [VK, Dmg+1]	25	2	-2	[HQ1], [V]
Lernaean Terminator	10[T]	3[5]+	3/-3	Volkite charger [VK, Dmg+1]	25	2	-2	

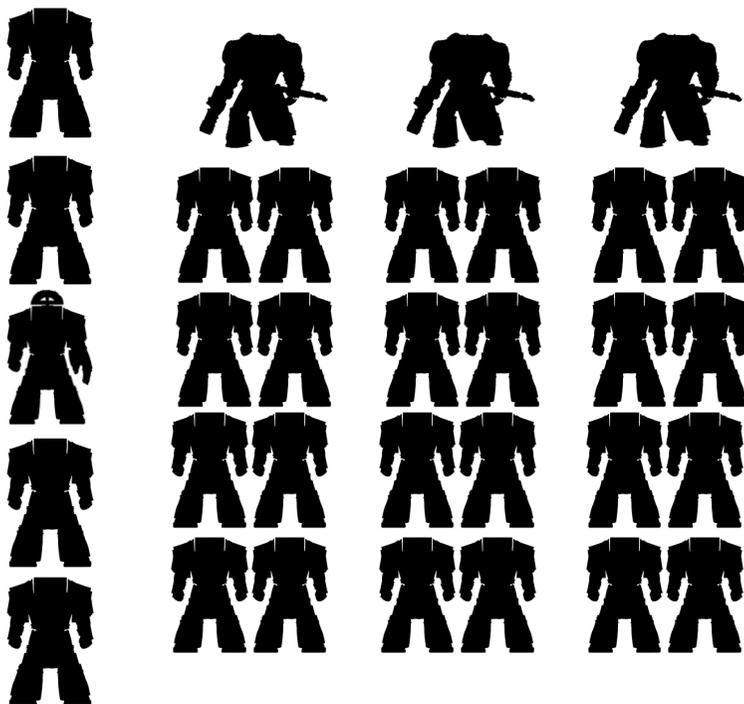
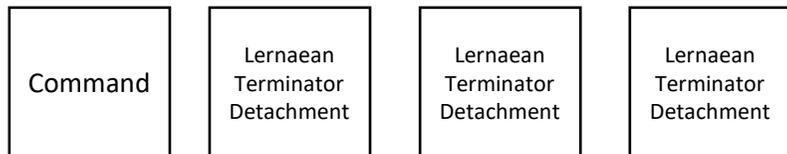


Victory Points 12

Your opponent gains 6 VPs when this company is broken

LERNAEAN FIRST GRAND COMPANY

The Lernaean First Company consists of a Command detachment of 4 Veteran Lernaean Terminator Stands and 1 Lernaean Centurion Stand and 1 Lernaean Centurion Stand and three detachment each consisting of 1 Lernaean Decurion Stand and 8 Lernaean Stands.



Point Value 2100



LERNAEAN FIRST GRAND COMPANY

Break Point 22: The Lernaean First Grand Company Company is broken if it has lost 22 stands either the Centurion, Veterans, Decurion, Lernaean Terminator Stands. Once the Company is broken each Detachment must take a Morale check

Morale Value 4+: The Lernaean Grand First Company have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	3[5]+	3/-3	Volkite charger [VK, Dmg+1]	25	2	-2	[HQ2], [V]
Decurion	10[T]	3[5]+	3/-3	Volkite charger [VK, Dmg+1]	25	2	-2	[HQ1], [V]
Lernaean Terminator	10[T]	3[5]+	3/-3	Volkite charger [VK, Dmg+1]	25	2	-2	

Victory Points 21

Your opponent gains 11 VPs when this company is broken

SPECIAL FORMATION

ARMILLUS DYNAT THE HARROW MASTER

Armillus Dynat consists of 1 Armillus Dynat Stand.



Point Value 50



ARMILLUS DYNAT THE HARROW MASTER

Break Point +1: Armillus Dynat adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Armillus Dynat has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Armillus Dynat	10	4[6]+	5/-3	CC weapons	-	-	-	

- **Armillus Dynat** – 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.



Victory Points +1

Your opponent gains +1 VP when attached Company is broken.

SPECIAL FORMATION

EXODUS THE ASSASSIN

Exodus the Assassin consists of 1 Exodus the Assassin Stand.



Point Value 50



EXODUS THE ASSASSIN

Break Point 1: Exodus the Assassin is broken when Exodus the Assassin is destroyed.

Morale Value 4+: Exodus the Assassin has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Exodus the assassin	10	5+	2/- 2	The Instrument				
				Rapid fire	35	2	-2	[R], [IF], [SN]
				Execution shot	35	1	-3	

- **Exodus the Assassin** – +2 bonus of damage table rolls versus infantry with more than one DR.



Victory Points 1

Your opponent gains 1 VP when this model is destroyed.

SPECIAL FORMATION

ALPHARIUS PRIMARCH OF ALPHA LEGION

Alpharius Primarch of the Alpha Legion consists of one Alpharius stand.



Point Value 150



ALPHARIUS PRIMARCH OF ALPHA LEGION

Break Point 1: Alpharius is only broken when Alpharius stand is Destroyed.

Morale Value 4+: Alpharius has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Alpharius [2]	15	2[4]+	7/-4	Plasma Blaster	20	3	-3	[DR2], Primarch

Alpharius – besides the standard Primarch abilities, Alpharius also has the following special abilities:

Sire of the Alpha Legion – Alpha legion formations in command of the Primarch gain furious assault [FA], counter attack [CA], agile [AG] and recon [R].

Insidious master mind – Gains +1 to reserve rolls.



Victory Points 2

Your opponent gains 2 VP when this model is destroyed.