



COMPANY CARDS

SPACE MARINE GENRAL RULES

(FACTION VALUE 400)

Army to Hit Value is: 5+

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

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



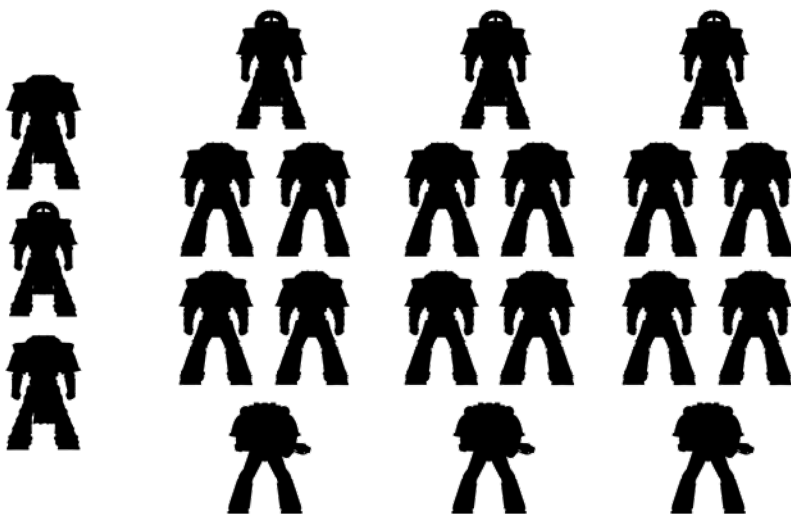
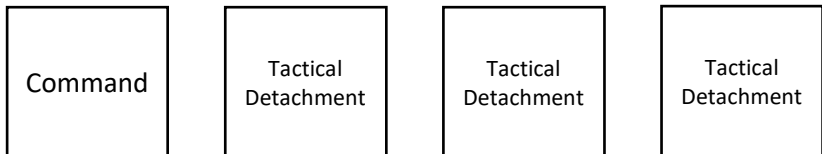
This symbol means the element is a level 1 commander [HQ1] for that formation (mainly used in non infantry formations).



This symbol means the element is a level 2 commander [HQ2] for that Company Card (mainly used in non infantry formations).

LEGION TACTICAL COMPANY

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



Point Value 700



LEGION TACTICAL COMPANY

Break Point 13: The Tactical Company is broken if it has lost 13 stands either the Centurion, Veteran, Decurion, Tactical or Support stands. Once the Company is broken each Detachment must take a Morale check.

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

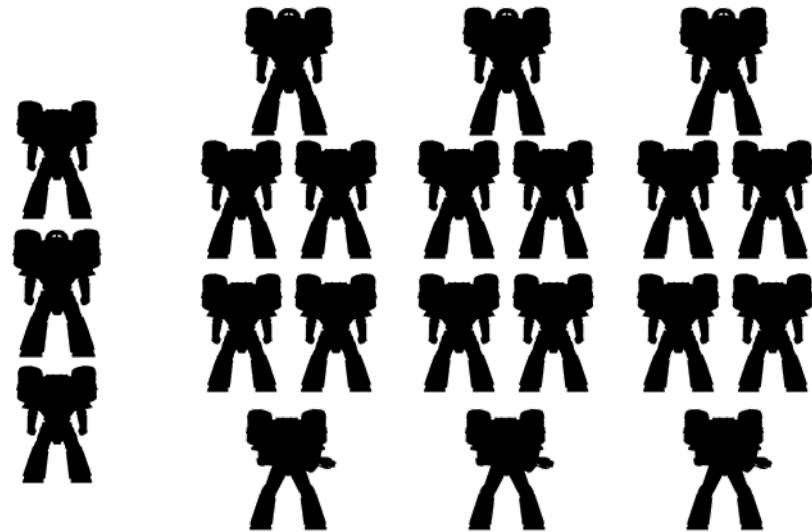
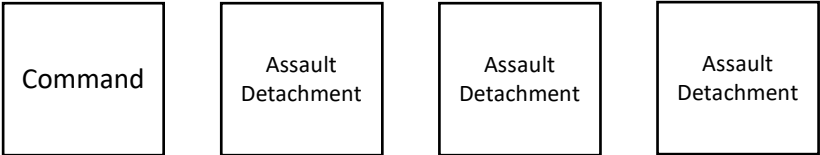
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Tactical	10	5+	1/-1	Boltgun	25	2	0	
Support	10	5+	1/-1	Support weapons	25	2	-2	

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

LEGION ASSAULT JUMP PACK COMPANY

The Legion Jump Pack Company consists of 1 Command detachment of 2 Assault Veteran Assault Stands and 1 Centurion Stand and three detachments of 1 Decurion Stand 4 Assault Stands and 1 Support Stand.



Point Value 650



LEGION ASSAULT JUMP PACK COMPANY

Break Point 13: The Jump Pack Company is broken if it has lost 13 stands either the Centurion, Veteran, Decurion, Assault or Support stands. Once the Company is broken each Detachment must take a Morale check

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

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

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

LEGION ASSAULT COMPANY

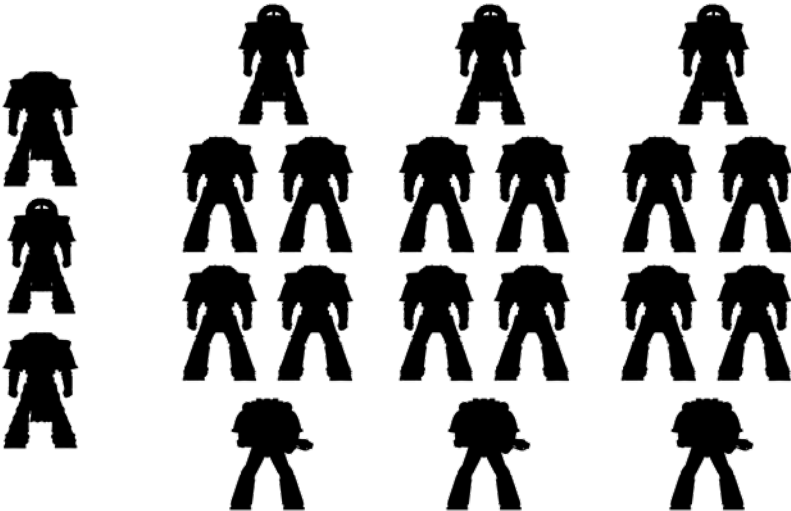
The Legion Assault Company consists of 1 Command detachment of 2 Veteran Stands and 1 Centurion Stand and 3 Assault Detachments of 1 Decurion, 4 Assault Stands and 1 Support Stand.

Command

Assault
Detachment

Assault
Detachment

Assault
Detachment



Point Value 650



LEGION ASSAULT COMPANY

Break Point 13: The Assault Company is broken if it has lost 13 stands either the Centurion, Veteran, Decurion, Assault or Support stands. Once the Company is broken each Detachment must take a Morale check

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

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

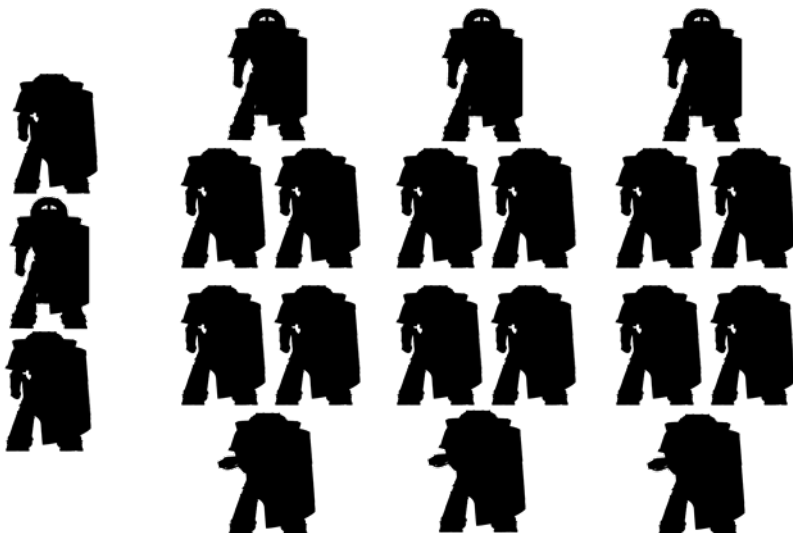
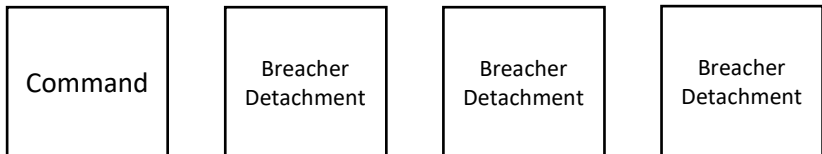


Victory Points 7

Your opponent gains 4 VPs when this Company is broken

LEGION BREACHER COMPANY

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



Point Value 900



LEGION BREACHER COMPANY

Break Point 13: The Breacher Company is broken if it has lost 13 stands either the Centurion, Veteran Breacher, Decurion, Breacher or Support stands. Once the Company is broken each Detachment must take a Morale check

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

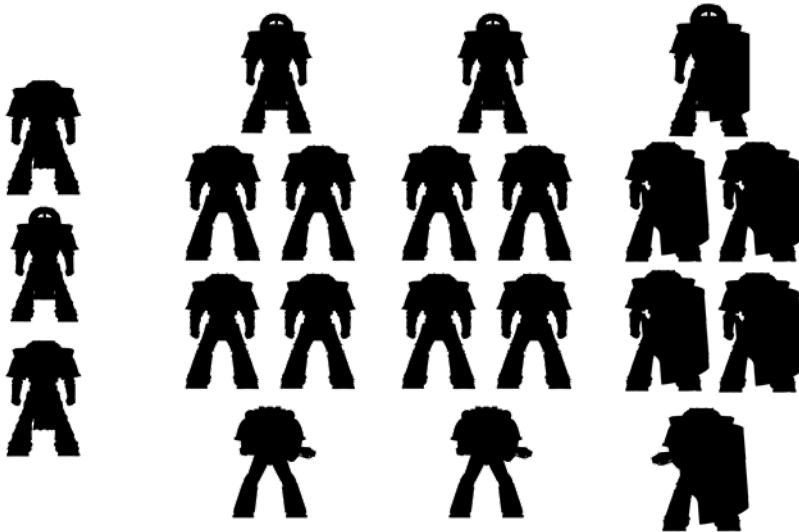
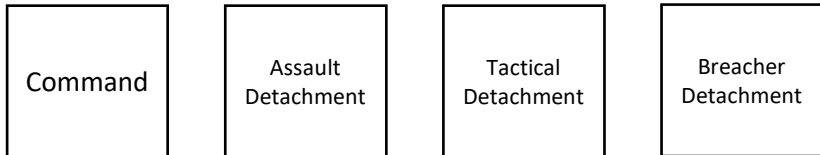
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4{6}+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4{6}+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Breacher	10	4{6}+	1/-1	Boltgun	25	2	0	
Breacher Support	10	5{7}+	1/-1	Support weapons	25	2	-2	

Victory Points 9

Your opponent gains 5 VPs when this Company is broken

LEGION BATTLE COMPANY

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



Point Value 700



LEGION BATTLE COMPANY

Break Point 13: The Battle Company is broken if it has lost 13 stands either the Centurion, Veteran, Decurion, Breacher, Tactical, Assault or Support stands. Once the Company is broken each Detachment must take a Morale check

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

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

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

LEGION TERMINATOR COMPANY

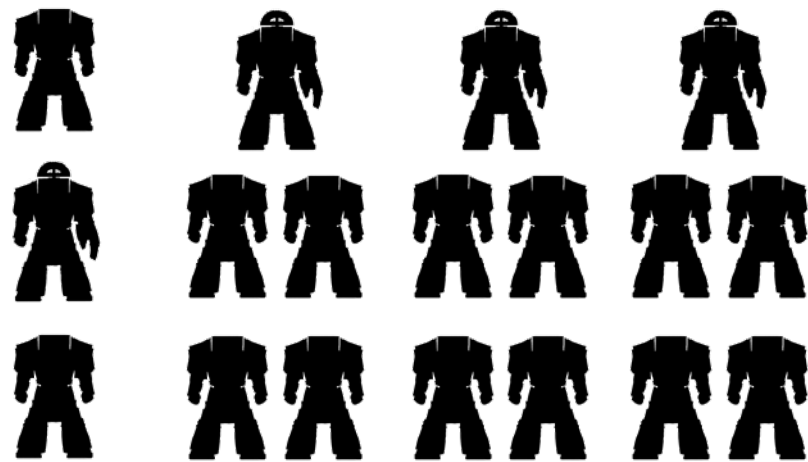
The Legion Terminator Company consists of 1 Command detachment of 2 Veteran Terminator Stands and 1 Terminator Centurion Stand and three detachments of 1 Terminator Decurion stand and 4 Terminator Stands.


Command

Terminator
Detachment


Terminator
Detachment

Terminator
Detachment





Point Value 1100



LEGION TERMINATOR COMPANY

Break Point 11: The Terminator Company is broken if it has lost 11 stands either the Terminator Centurion, Veteran Terminator, Terminator Decurion or Terminator Stands. Once the Company is broken each Detachment must take a Morale check.

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

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

Victory Points 11
Your opponent gains 6 VPs when this Company is broken

LEGION DREADNOUGHT COMPANY


The Legion Dreadnought Company consists of 1 Command Type 4 Dreadnought and three detachments of 3 Dreadnoughts.


Command
(Type 4)


Contemptor
(Type 1)
Detachment


Contemptor
(Type 2)
Detachment


Contemptor
(Type 3)
Detachment


























LEGION DREADNOUGHT COMPANY

Break Point 6: The Dreadnought Company is broken if it has lost 6 Dreadnoughts. Once the Company is broken each Detachment must take a Morale check.

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

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

Victory Points 7
Your opponent gains 4 VPs when this Company is broken

LEGION JAVELIN ATTACK SPEEDER WING


















The Legion Javelin Attack Speeder Wing consists of 1 Command of 1 Command Javelin Speeder (Heavy) and 2 Javelin Attack Speeders (Heavy), 2 Detachments of 5 Javelin Attack Speeders (Recon) and 1 Detachment of 5 Javelin Attack Speeders (Heavy).

Command
(Heavy)

Javelin
(Recon)
Detachment

Javelin
(Recon)
Detachment

Javelin
(Heavy)
Detachment





Point Value 800



LEGION JAVELIN ATTACK SPEEDER WING

Break Point 11: The Javelin Attack Wing is broken if it has lost 11 Javelin Attack Speeders. Once the Company is broken each Detachment must take a Morale check.

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

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

Victory Points 8

Your opponent gains 4 VPs when this Company is broken

LEGION SKY HUNTER ATTACK WING

The Legion Sky Hunter Attack Wing consists of 1 Command of 1 Centurion Sky Hunter Jetbike Speeder and 2 Sky Hunter Support Jetbike, 2 Detachments of 5 Sky Hunter Jetbike (Recon) and 1 Detachment of 5 Sky Hunter Jetbike (Heavy).

Command
(Heavy)

Sky Hunter
(Recon)
Detachment

Sky Hunter
(Recon)
Detachment

Sky Hunter
(Heavy)
Detachment



Point Value 600



LEGION SKY HUNTER ATTACK WING

Break Point 11: The Sky hunter Attack Wing is broken if it has lost 11 Javelin Attack Speeders. Once the Company is broken each Detachment must take a Morale check.

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

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

Victory Points 6

Your opponent gains 3 VPs when this Company is broken

LEGION LANDSPEEDER WING


The Legion Landspeeder Wing consists of 1 Command of 1 Command Landspeeders and 2 Landspeeders, 2 Detachments of 5 Landspeeders (Recon) and 1 Detachment of 5 Landspeeders.


Command
(Heavy)


Landspeeder
(Recon)
Detachment


Landspeeder
(Recon)
Detachment


Landspeeder
(Heavy)
Detachment
































































Point Value 650



LEGION LANDSPEEDER WING

Break Point 11: The Landspeeder Wing is broken if it has lost 11 Landspeeders. Once the Company is broken each Detachment must take a Morale check.

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

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

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

LEGION OUTRIDER ATTACK WING

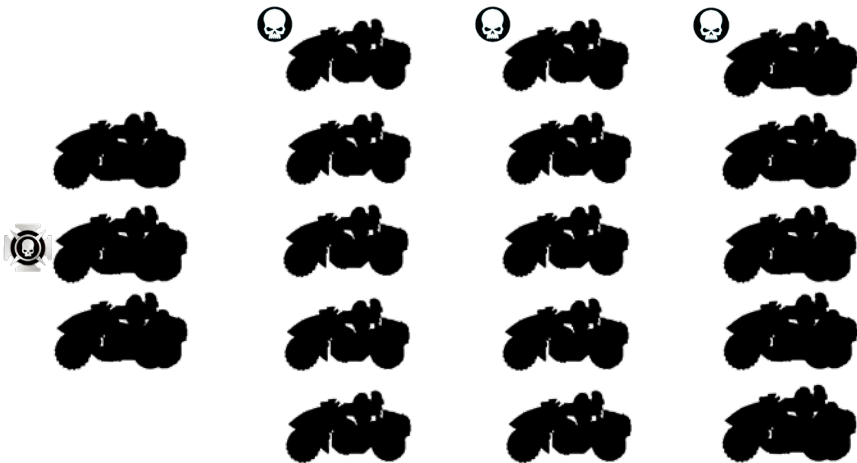
The Legion Outrider Attack Wing consists of 1 Command of 1 Command Attack Bike Stand and 2 Attack Bike Stands,2 Detachments of 5 Outrider Stands and 1 Detachment of 5 Attack Bike Stands.

Command
Attack Bikes

Outrider
Detachment

Outrider
Detachment

Attack Bike
Detachment



Point Value 550



LEGION OUTRIDER ATTACK WING

Break Point 11: The Outrider Attack Wing is broken if it has lost 11 stands either Attack Bike Stands or Outrider Stands. Once the Company is broken each Detachment must take a Morale check.

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

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

Victory Points 6

Your opponent gains 3 VPs when this Company is broken

LEGION CEREBUS HEAVY TANK DESTROYER COMPANY

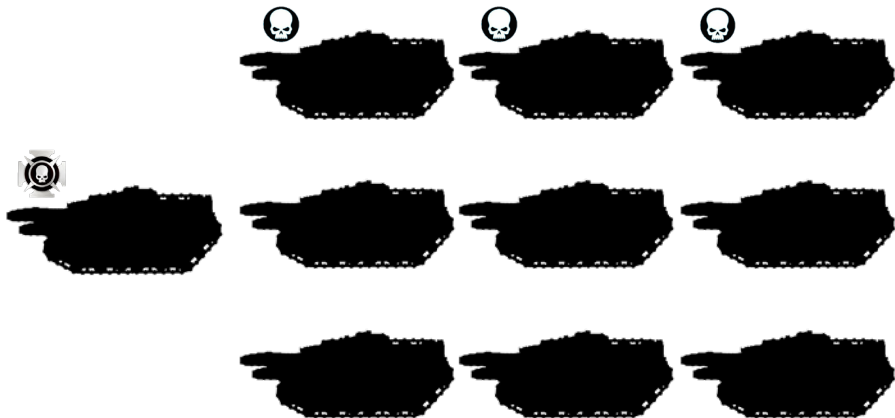
The Legion Cerebus Heavy Tank Destroyer Company consists of 1 Command Cerebus (Type 2), 2 Detachments of 3 Cerebus (Type 1) and 1 Detachment of 3 Cerebus (Type 2).

Command
(Type 2)

Tank Destroyer
(Type 1)
Detachment

Tank Destroyer
(Type 1)
Detachment

Tank Destroyer
(Type 2)
Detachment



Point Value 1000



LEGION CEREBUS HEAVY TANK DESTROYER COMPANY

Break Point 6: The Tank Destroyer Company is broken if it has lost 6 models. Once the Company is broken each Detachment must take a Morale check.

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

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

Victory Points 10

Your opponent gains 5 VPs when this Company is broken

LEGION LAND RAIDER PHOBOS COMPANY



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



Command



Land Raider
Detachment



Land Raider
Detachment


Land Raider
Detachment




























Point Value 950



LEGION LAND RAIDER PHOBOS COMPANY

Break Point 6: The Land Raider Company is broken if it has lost 6 models. Once the Company is broken each Detachment must take a Morale check.

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

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

Victory Points 10

Your opponent gains 5 VPs when this Company is broken

LEGION PREDATOR STRIKE COMPANY

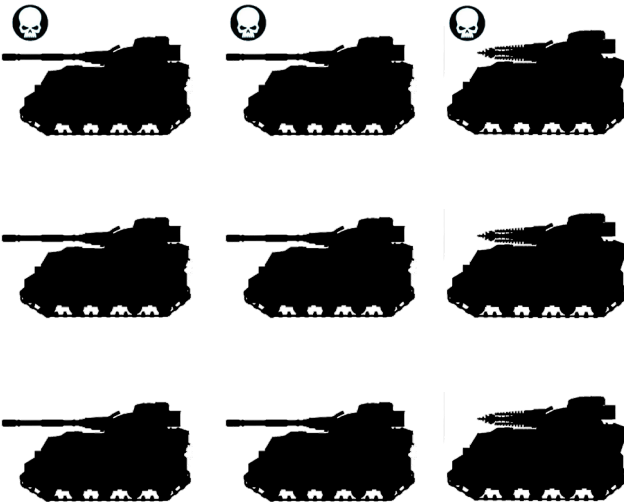
The Legion Predator Company consists of 1 Command Predator Conversion Beamer, 2 Detachments of 3 Predator Destructors and 1 Detachment of 3 Predators with Conversion Beamers.

Command
Conversion

Destructor
Detachment

Destructor
Detachment

Conversion
Detachment



Point Value 700



LEGION PREDATOR STRIKE COMPANY

Break Point 6: The Predator Company is broken if it has lost 6 models. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Predator Conversion	25	3+	2/-2	Conversion Beamer	35/70	1	-4	[HQ2], Special*
				Lascannons	25/50	2	-3	
				Anti Personnel	25	1	-1	
Predator Destructor	25	3+	2/-2	Predator Cannon	25/50	2	-2	Pick one type
				Anti Personnel	25	5	-1	
Predator Destructor	25	3+	2/-2	Predator Cannon	25/50	2	-2	Pick one type
				Heavy Flamer [FW]	10	4	-1	
				Anti Personnel	25	1	-1	
Predator Conversion	25	3+	2/-2	Conversion Beamer	35/70	1	-4	Special*
				Lascannons	25/50	2	-3	
				Anti Personnel	25	1	-1	

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

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

LEGION PREDATOR ASSAULT COMPANY

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

Command
Executioner

Executioner
Detachment

Melta
Detachment

Infernus
Detachment



Point Value 700



LEGION PREDATOR ASSUALT COMPANY

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

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

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

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

LEGION SICARAN TANK COMPANY

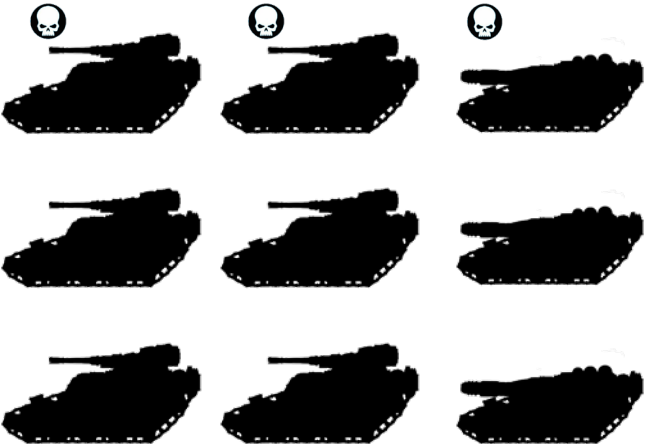
The Legion Sicaran Tank Company consists of 1 Command Sicaran Omega Destroyer, 2 Detachments of 3 Sicaran Battle Tanks and 1 Detachment of 3 Sicaran Venators.



Command
Omega Destroyer

Sicaran Detachment

Sicaran Detachment

Venator Detachment



Point Value 550

LEGION SICARAN TANK COMPANY

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

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

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

Victory Points 6
Your opponent gains 3 VPs when this Company is broken

LEGION SICARAN STRIKE COMPANY

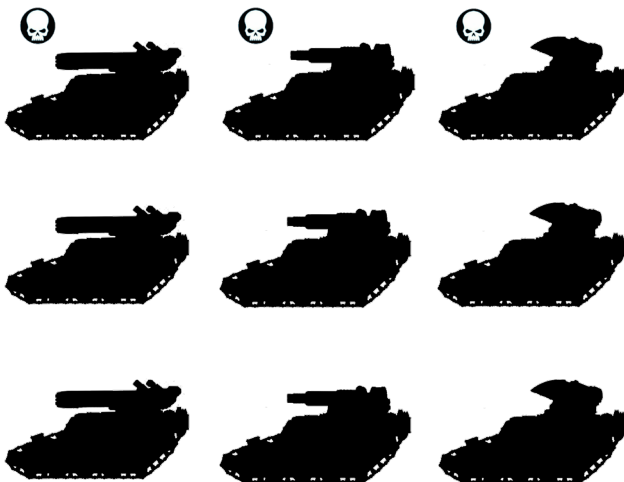
The Legion Sicaran Strike Company consists of 1 Command Sicaran Omega Destroyer, 1 Detachment of 3 Sicaran Omega Destroyers, 1 Detachment 3 Sicaran Punishers and 1 Detachment of 3 Sicaran Arcus Strike Tanks.

Command

Omega
Destroyer
Detachment

Punisher
Detachment

Arcus Strike
Detachment



Point Value 650



LEGION SICARAN STRIKE COMPANY

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

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

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

Victory Points 7

Your opponent gains 4 VPs when this Company is Destroyed

LEGION SABRE STRIKE TANK COMPANY

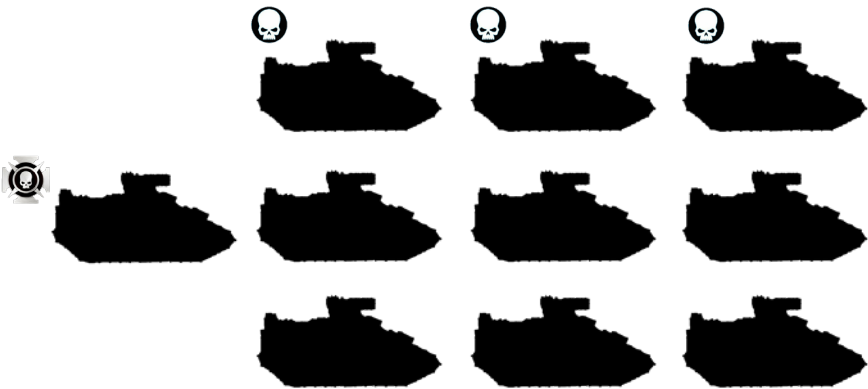
The Sabre Strike Tank Company consists of 1 Command Sabre, 1 Detachment of 3 Sabre Strike Tank (Type 1), 1 Detachment of 3 Sabre Strike Tank (Type 2) and 1 detachment of 3 Sabre Strike Tank (Type 3).

Command

Sabre strike Detachment (Type 1)

Sabre strike Detachment (Type 2)

Sabre strike Detachment (Type 3)



Point Value 600



LEGION SABRE STRIKE TANK COMPANY

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

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

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






Victory Points 6

Your opponent gains 3 VPs when this Company is broken




LEGION VINDICATOR COMPANY

The Legion Vindicator Company consists of 1 Command Vindicator Laser Destroyer, 2 Detachments of 3 Vindicators and 1 Detachment of 3 Vindicator Laser Destroyer.




Command Laser Destroyer




Vindicator Detachment

Vindicator Detachment

Laser Destroyer Detachment



Point Value 550



LEGION VINDICATOR COMPANY

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

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

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

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


Victory Points 6

Your opponent gains 3 VPs when this Company is broken




LEGION ARTILLERY COMPANY

The Legion Artillery Company consists of 1 Command Scorpis (Type 1), 1 Detachment of 3 Basilisks, 1 Detachment of 3 Medusae and 1 detachment of 3 Whirlwinds.





Command Scorpis (Type 1)






Basilisk Detachment

Medusae Detachment

Whirlwind Detachment



Point Value 750



LEGION ARTILLERY COMPANY

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Scorpis (Type 1)	25	3+	2/-2	Scorpis Missile Launcher	25/50	2xB1	-2	[HQ2]
				Anti Personnel OR	25	2	-1	
				Heavy Flamer [FW]	10	2	1	
Basilisk	15	4+	2/-1	Earthshaker [HM, Dmg+1]	25-240	B2	-3	
				Anti Personnel	25	2	-1	
Medusa	15	4+	2/-1	Siege Gun [HM, Str+1]	35-120	B2	-4	
				Anti Personnel	25	2	-1	
Whirlwind	25	5+	2/-1	Whirlwind Launcher	50/100	B2	-1	
				Vengeance HE	50/100	2	0	
				Castellan Incendiary [IC, Fire]	50/100	2	-1	

Victory Points 8

Your opponent gains 4 VPs when this Company is broken

LEGION FALCHION COMPANY

The Legion Falchion Company consists of 1 Command Falchion and 1 Detachment of 3 Falchions.

Command

Falchion
Detachment



Point Value 900



LEGION FALCHION COMPANY

Break Point 2: The Falchion Company is broken if it has lost 2 Models. Once the Company is broken each Detachment must take a Morale check.

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

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

Victory Points 9

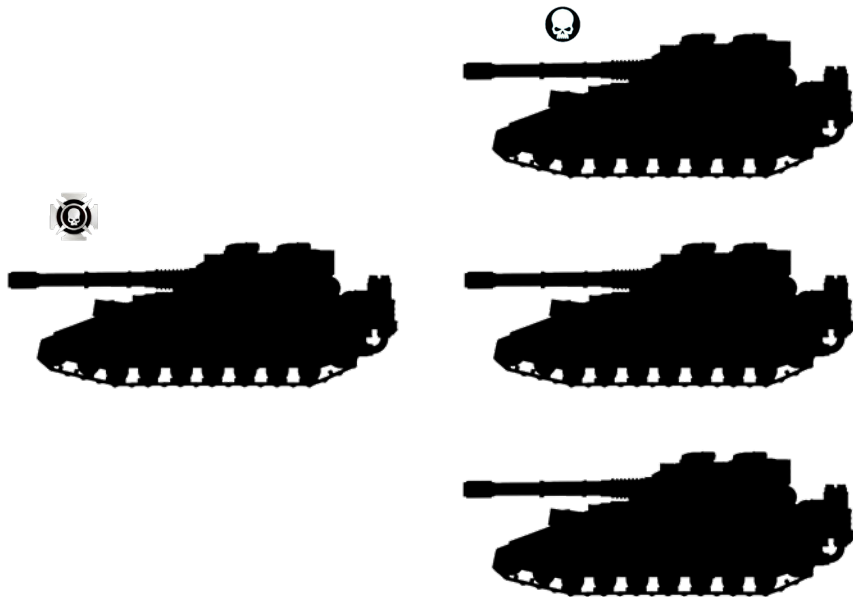
Your opponent gains 5 VPs when this Company is broken

LEGION FELLBLADE COMPANY

The Legion Fellblade Company consists of 1 Command Fellblade and 1 Detachment of 3 Fellblades.

Command

Fellblade
Detachment



Point Value 900



LEGION FELLBLADE COMPANY

Break Point 2: The Fellblade Company is broken if it has lost 2 Models. Once the Company is broken each Detachment must take a Morale check.

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

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

Victory Points 9

Your opponent gains 5 VPs when this Company is broken

LEGION GLAIVE COMPANY

The Legion Glaive Company consists of 1 Command Glaive and 1 Detachment of 3 Glaives.

Command

Glaive
Detachment



Point Value 850



LEGION GLAIVE COMPANY

Break Point 2: The Glaive Company is broken if it has lost 2 Models. Once the Company is broken each Detachment must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Glaive Super Heavy Special Weapons Tank	15	2+	5/-4	Volkite carronade [IC, VK]	25/50	2	-2	[DR4], Special*
				2x TL Quad Lascannons	25/50	8TL4	-3	
				Anti Personnel	25	8	-1	
Command Tank	As Above							[HQ2], [DR4], Special

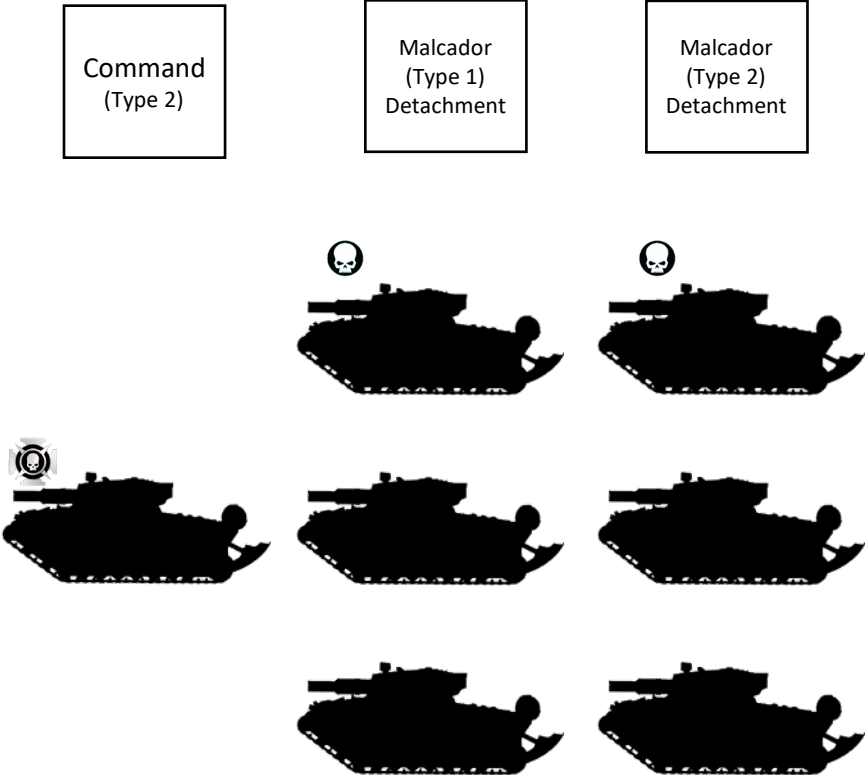
***Glaive Super heavy Special Weapons Tank Volkite Carronade:** The Volkite Carronade fires a constant heavy beam that strikes all targets along its firing path. Each target in the path are assigned 2 attack dice, roll to hit and armor saves as per core rules.

Victory Points 9

Your opponent gains 5 VPs when this Company is broken

LEGION MALCADOR ASSAULT TANK COMPANY

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



Point Value 600



LEGION MALCADOR ASSAULT TANK COMPANY

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

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

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

Victory Points 6

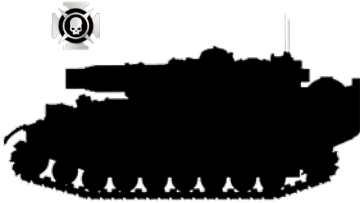
Your opponent gains 3 VPs when this Company is broken

LEGION STORMBLADE COMPANY

The Legion Stormblade Company consists of 1 Command Stormblade and 1 Detachment of 3 Stormblades.

Command

Stormblade
Detachment



Point Value 500



LEGION STORMBLADE COMPANY

Break Point 2: The Stormblade Company is broken if it has lost 2 Models. Once the Company is broken each Detachment must take a Morale check.

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

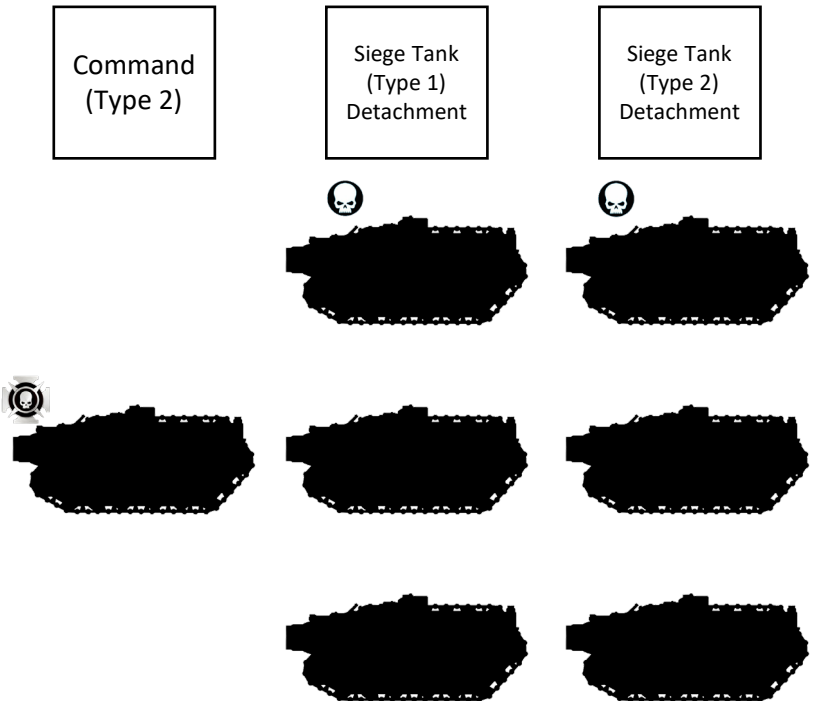
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormblade Super-Heavy Tank	15	2+	4/-4	Plasma Blastgun	*Select one below			[DR4]
				*Rapid	35/70	2	-2	
				*Overload	50/100	1	-4	
				2x Lascannons	25/50	2	-3	
				Anti Personnel	25	6	-1	
Command Tank	15	2+	4/-4	Plasma Blastgun	*Select one below			[HQ2], [DR4]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

Victory Points 5

Your opponent gains 3 VPs when this Company is broken

LEGION TYPHON HEAVY SIEGE TANK COMPANY

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



Point Value 750



LEGION TYPHON HEAVY SIEGE TANK COMPANY

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

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

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

Victory Points 8

Your opponent gains 4 VPs when this Company is broken