



GRAND COMPANY CARDS

V 1.4

# SPACE MARINE GENRAL RULES

## (FACTION VALUE 400)

**Army To Hit Value: 5+**

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

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



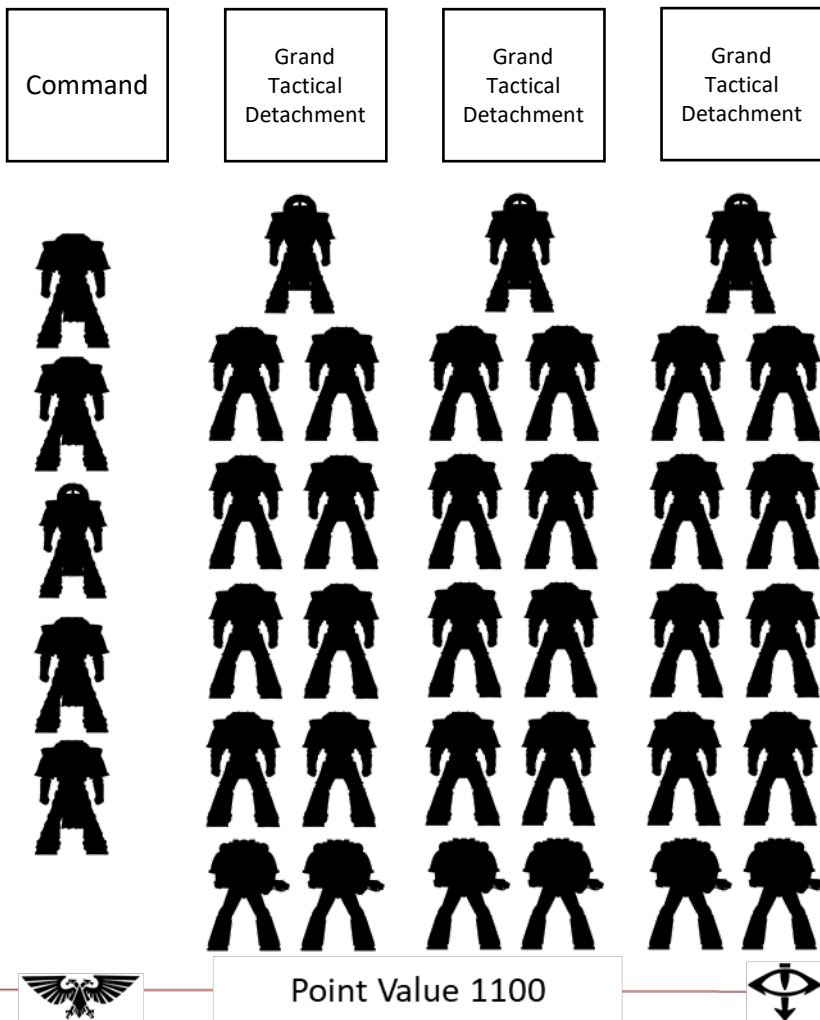
This symbol means the element is a level 1 commander [HQ1] for that formation (mainly used in non infantry formations).



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

## LEGION TACTICAL GRAND COMPANY

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



## LEGION TACTICAL GRAND COMPANY

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

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

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


### Victory Points 11


Your opponent gains 6 VPs when this Company is broken

# LEGION ASSAULT JUMP PACK GRAND COMPANY


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

Command







Grand Jump Pack Detachment




Grand Jump Pack Detachment



Grand Jump Pack Detachment





Point Value 1000

# LEGION ASSAULT JUMP PACK GRAND COMPANY

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

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

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







## Victory Points 10

Your opponent gains 5 VPs when this Company is broken








# LEGION ASSAULT GRAND COMPANY

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

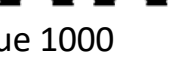






Command










Grand Assault Detachment




Grand Assault Detachment




Grand Assault Detachment





Point Value 1000



# LEGION ASSAULT GRAND COMPANY

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

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

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


Victory Points 10

Your opponent gains 5 VPs when this Company is broken


# LEGION BREACHER GRAND COMPANY

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


Command




Grand Breacher Detachment




Grand Breacher Detachment




Grand Breacher Detachment





Point Value 1500



# LEGION BREACHER GRAND COMPANY

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

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

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


Victory Points 15

Your opponent gains 8 VPs when this Company is broken

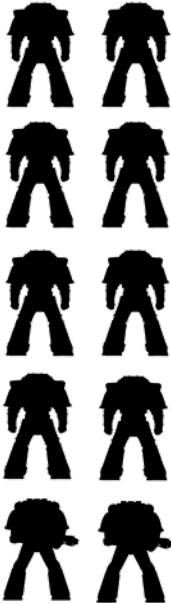

# LEGION GRAND BATTLE COMPANY

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

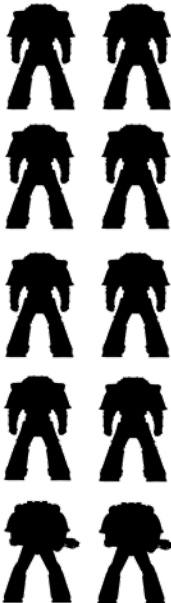

Command





Grand Assault Detachment




Grand Tactical Detachment




Grand Breacher Detachment





Point Value 1100



# LEGION GRAND BATTLE COMPANY

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

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

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

## Victory Points 11

Your opponent gains 6 VPs when this Company is broken

# LEGION GRAND TERMINATOR COMPANY






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










Command










Terminator Detachment










Terminator Detachment

Terminator Detachment



Point Value 1900



# LEGION GRAND TERMINATOR COMPANY

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

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

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



## Victory Points 19


Your opponent gains 10 VPs when this Company is broken









# LEGION GRAND DREADNOUGHT COMPANY

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







Command  
(Type 4)









Contemptor  
Type 1  
Detachment

Contemptor  
Type 2  
Detachment

Contemptor  
Type 3  
Detachment

Point Value 1200

# LEGION GRAND DREADNOUGHT COMPANY

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

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

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


## Victory Points 12







Your opponent gains 6 VPs when this Company is broken

# LEGION GRAND JAVELIN ATTACK SPEEDER WING


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









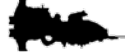
Command  
(Heavy)















Javelin  
(Recon)  
Detachment















Javelin  
(Recon)  
Detachment





Javelin  
(Heavy)  
Detachment





# LEGION GRAND JAVELIN ATTACK SPEEDER WING

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

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

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











Victory Points 16

Your opponent gains 8 VPs when this Company is broken












# LEGION GRAND SKY HUNTER ATTACK WING

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












Command  
(Heavy)














Sky Hunter  
(Recon)  
Detachment




Sky Hunter  
(Recon)  
Detachment




Sky Hunter  
(Heavy)  
Detachment





Point Value 1100



# LEGION GRAND SKY HUNTER ATTACK WING

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

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

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












Victory Points 11

Your opponent gains 6 VPs when this Company is broken












# LEGION GRAND LANDSPEEDER WING

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












Command  
(Heavy)














Landspeeder  
(Recon)  
Detachment




Landspeeder  
(Recon)  
Detachment




Landspeeder  
(Heavy)  
Detachment





Point Value 1250



# LEGION GRAND LANDSPEEDER WING

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

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

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







## Victory Points 13

Your opponent gains 7 VPs when this Company is broken











# LEGION GRAND OTRIDER ATTACK WING

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











Command  
Attack Bikes













Outrider  
Detachment




Outrider  
Detachment




Attack Bike  
Detachment





Point Value 1050



# LEGION GRAND OTRIDER ATTACK WING

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

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

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


Victory Points 11

Your opponent gains 6 VPs when this Company is broken


# LEGION CEREBUS HEAVY TANK DESTROYER GRANDCOMPANY

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


Command  
(Type 2)




Tank Destroyer  
(Type 1)  
Detachment






















Tank Destroyer  
(Type 1)  
Detachment



Tank Destroyer  
(Type 2)  
Detachment









Point Value 1950



# LEGION CEREBUS HEAVY TANK DESTROYER GRAND COMPANY

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

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

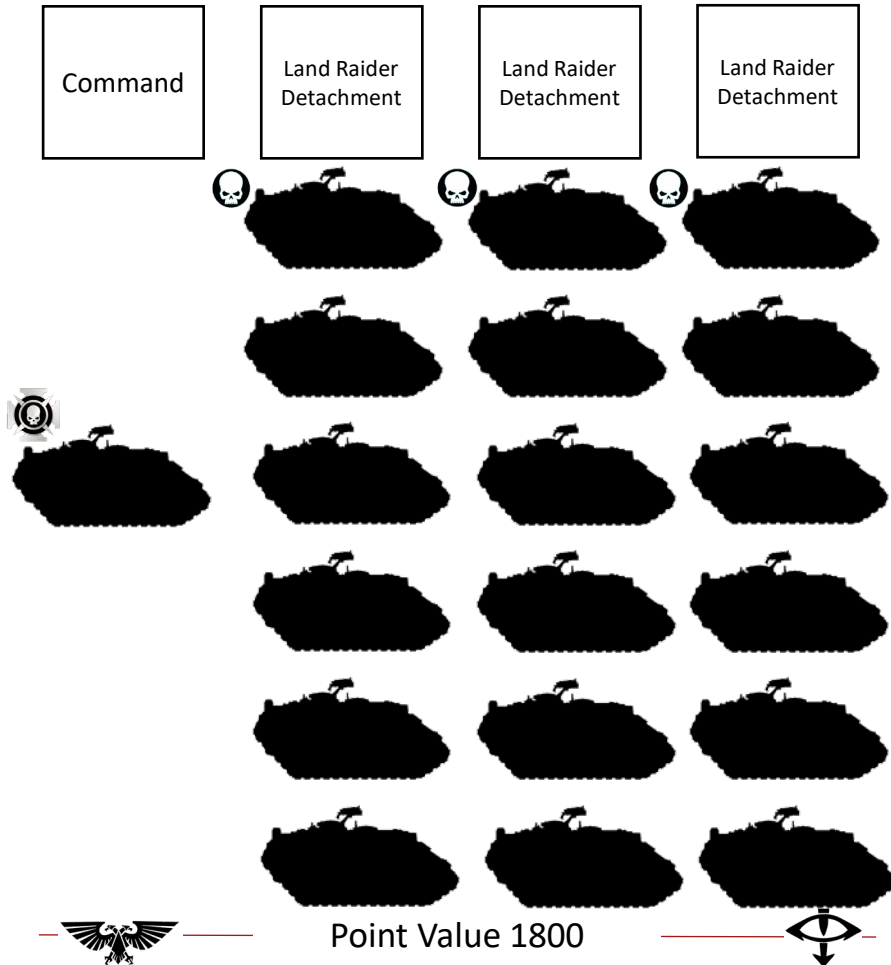
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command (Type2)	15	2+	3/-3	Triple linked Neutron Laser Battery [M]	35/70	3TL1	-4	[HQ2], [DR2]
				Lascannons	25/50	2	-3	
				Anti Personnel	25	6	-1	
Cerebus (Type 1)	15	2+	3/-3	Triple linked Neutron Laser Battery [M]	35/70	3TL1	-4	[DR2]
				Anti Personnel	25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

## Victory Points 20

Your opponent gains 10 VPs when this Company is broken

# LEGION LAND RAIDER PHOBOS GRAND COMPANY

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



LEGION LAND RAIDER PHOBOS  
GRAND COMPANY

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

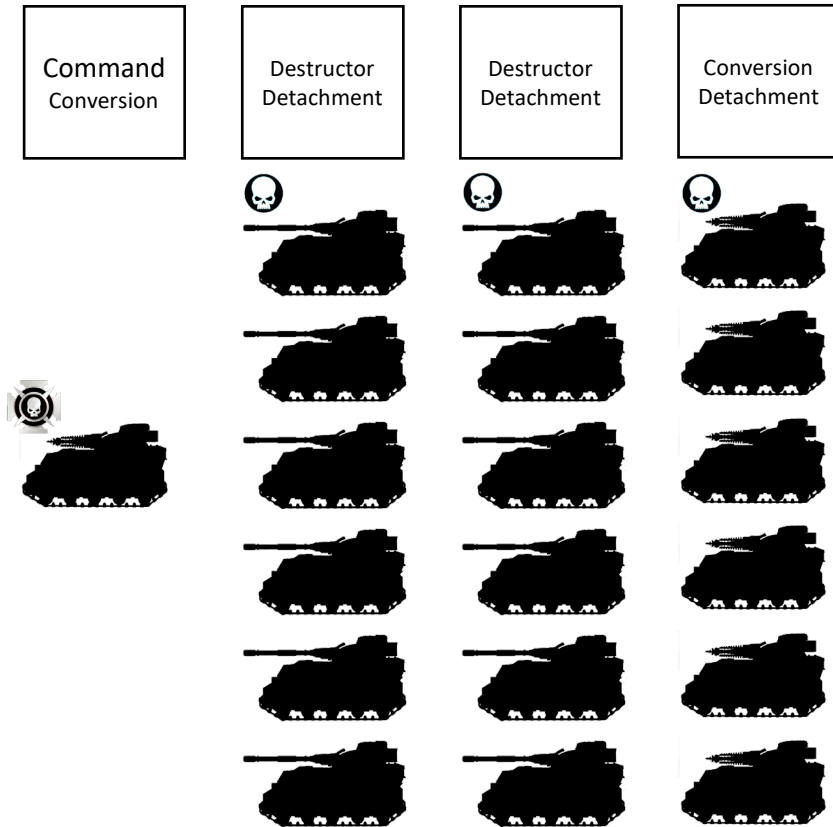
**Morale Value 5+:** Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

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

Your opponent gains 9 VP's when this Company is broken

# LEGION PREDATOR STRIKE GRAND COMPANY

The Legion Predator Grand Company consists of 1 Command Predator Conversion Beamer, 2 Detachments of 6 Predator Destructors and 1 Detachment of 6 Predators with Conversion Beamers.



Point Value 1300



# LEGION PREDATOR STRIKE GRAND COMPANY

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Predator 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 13

Your opponent gains 7 VPs when this Company is broken



# LEGION PREDATOR ASSAULT GRAND COMPANY




















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


Command

Executioner Detachment


Infernus Detachment

Melta Detachment



Point Value 1300



# LEGION PREDATOR ASSAULT GRAND COMPANY

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

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

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

Victory Points 13

Your opponent gains 7 VPs when this Company is broken

# LEGION SICARAN TANK GRAND COMPANY



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

Command  
Omega  
Destroyer

Sicaran  
Detachment

Sicaran  
Detachment

Venator  
Detachment

Point Value 1050

# LEGION SICARAN TANK GRAND COMPANY

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

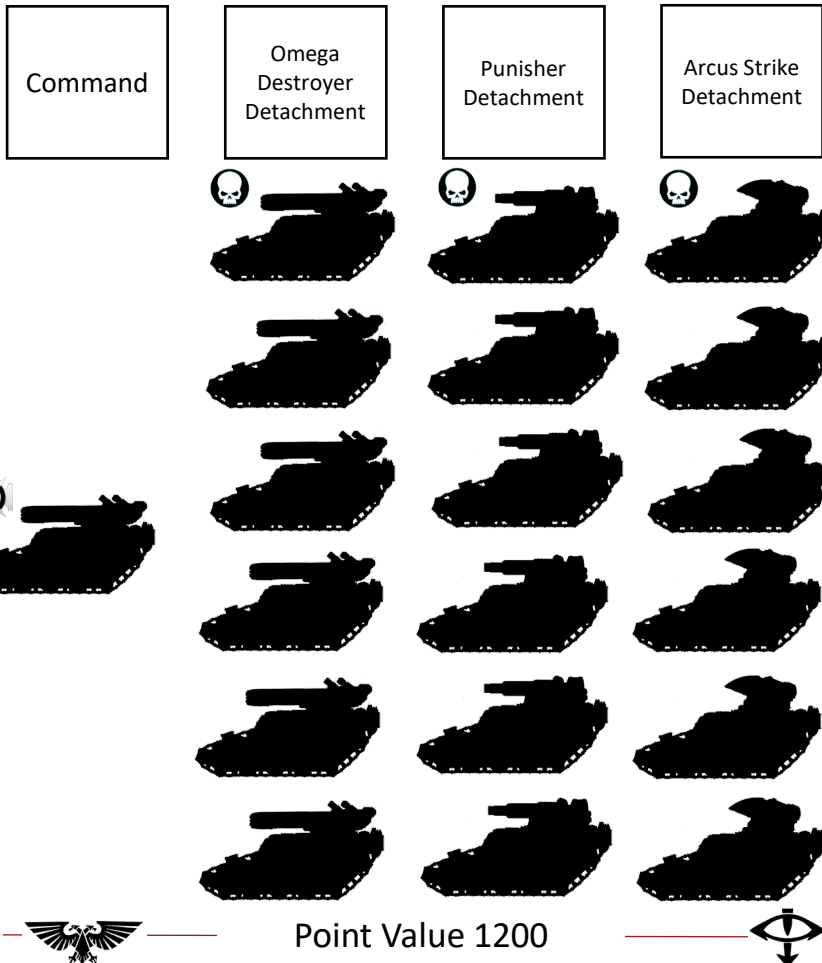
**Morale Value 5+:** Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

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

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

## LEGION SICARAN STRIKE GRAND COMPANY

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



## LEGION SICARAN STRIKE GRAND COMPANY

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

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

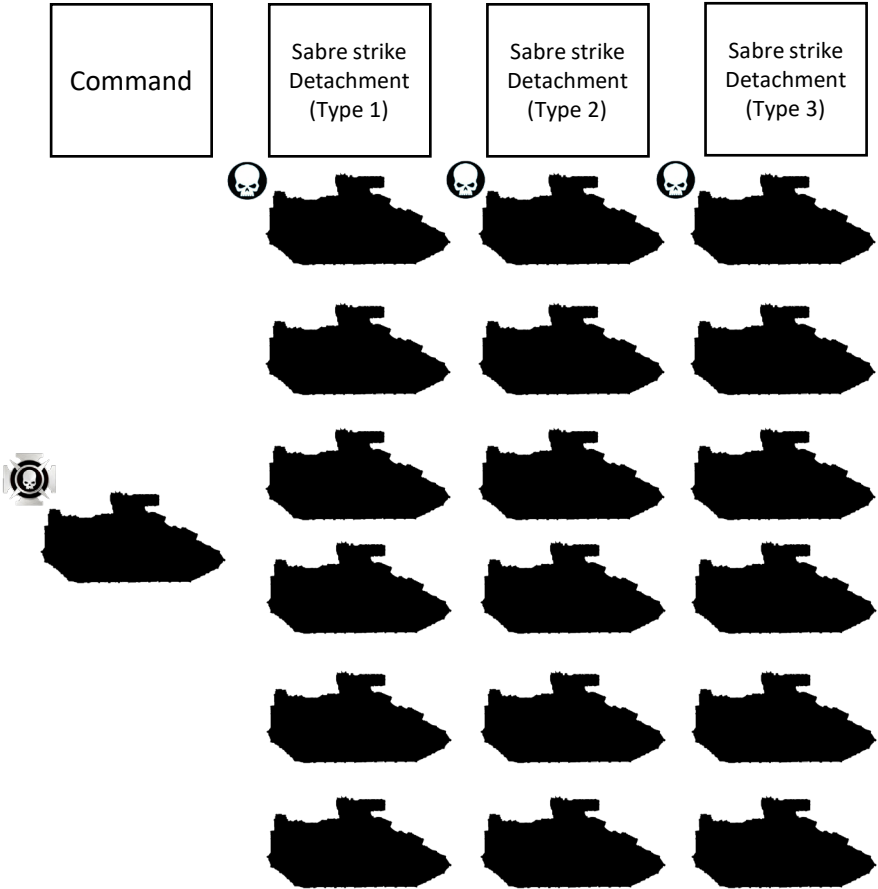
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Omega Tank Destroyer	30	3+	2/-2	Omega Plasma Array	*Select one below			[HQ2]
				*Volley	25	3x B1	-2	
				*Sustained [Dmg+2]	25	2	-3	
				Anti Personnel	25	2	-1	
Punisher Assault Tank	30	3+	2/-2	Rotary cannon	25/35	5	-2	
				Anti Personnel	25	2	-1	
Arcus Strike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

## Victory Points 12

Your opponent gains 12 VPs when this Company is Destroyed

LEGION SABRE STRIKE TANK GRAND  
COMPANY

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



Point Value 1100

## LEGION SABRE STRIKE TANK GRAND COMPANY

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

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

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


## Victory Points 11

Your opponent gains 6 VPs when this Company is broken







# LEGION VINDICATOR GRAND COMPANY

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







Command Laser Destroyer









Vindicator Detachment









Vindicator Detachment









Laser Destroyer Detachment



Point Value 1050



# LEGION VINDICATOR GRAND COMPANY

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

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

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

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


## Victory Points 11

Your opponent gains 6 VPs when this Company is broken







# LEGION ARTILLERY GRAND COMPANY

The Legion Artillery Grand Company consists of 1 Command Scorpis (Type 1),  
1 Detachment of 6 Basilisks, 1 Detachment of 6 Medusae and 1 detachment  
of 6 Whirlwinds.







Command Scorpis









Basilisk Detachment









Medusae Detachment









Whirlwind Detachment



Point Value 1400



# LEGION ARTILLERY GRAND COMPANY

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

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

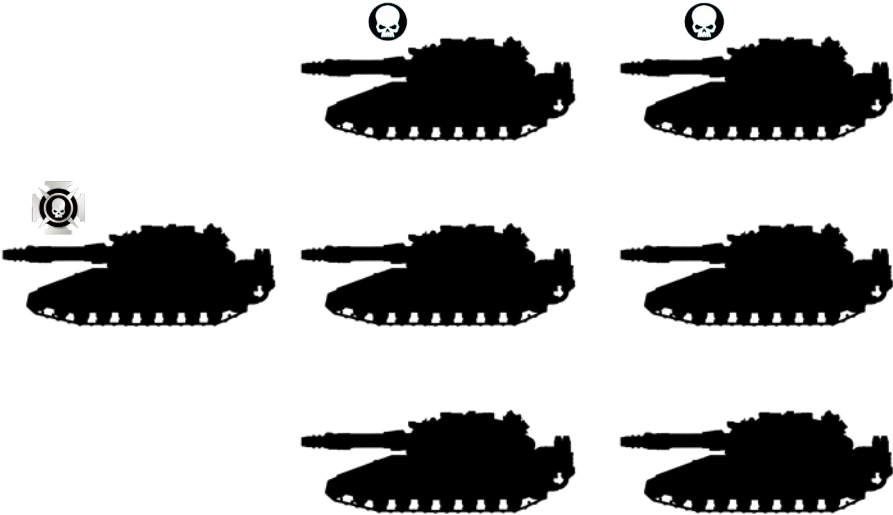
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Scorpis (Type 1)	25	3+	2/-2	Scorpis Missile Launcher	50	2xB1	-2	[HQ2]
				Anti Personnel OR	25	2	-1	
				Heavy Flamer [FW]	10	2	1	
Basilisk	15	4+	2/-1	Earthshaker [HM, Dmg+1]	25-240	B2	-3	
				Anti Personnel	25	2	-1	
Medusa	15	4+	2/-1	Siege Gun [HM, 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 14

Your opponent gains 7 VPs when this Company is broken

# LEGION FALCHION GRAND COMPANY

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



Point Value 1550



# LEGION FALCHION GRAND COMPANY

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

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

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

Victory Points 16

Your opponent gains 8 VPs when this Company is broken

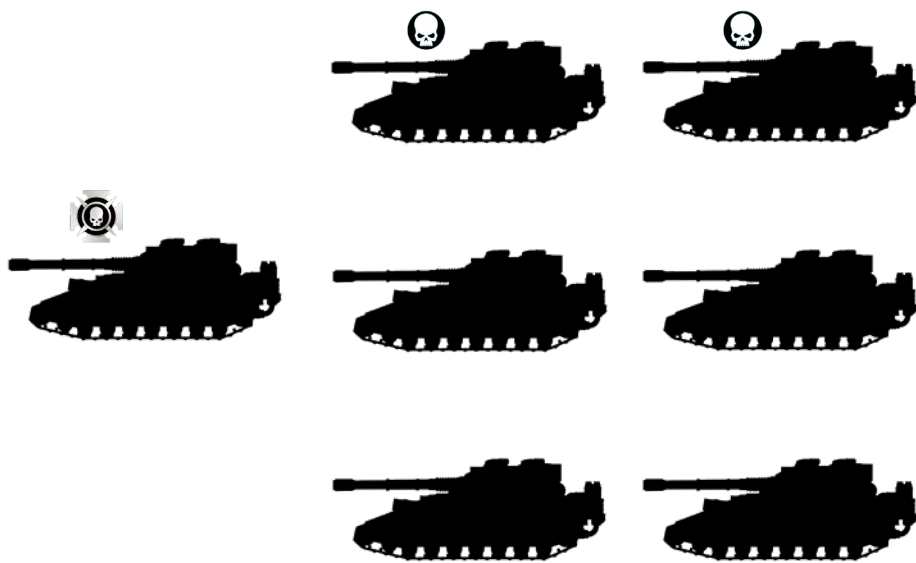
# LEGION FELLBLADE GRAND COMPANY

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

Command

Fellblade  
Detachment

Fellblade  
Detachment



Point Value 1600



# LEGION FELLBLADE GRAND COMPANY

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

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

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

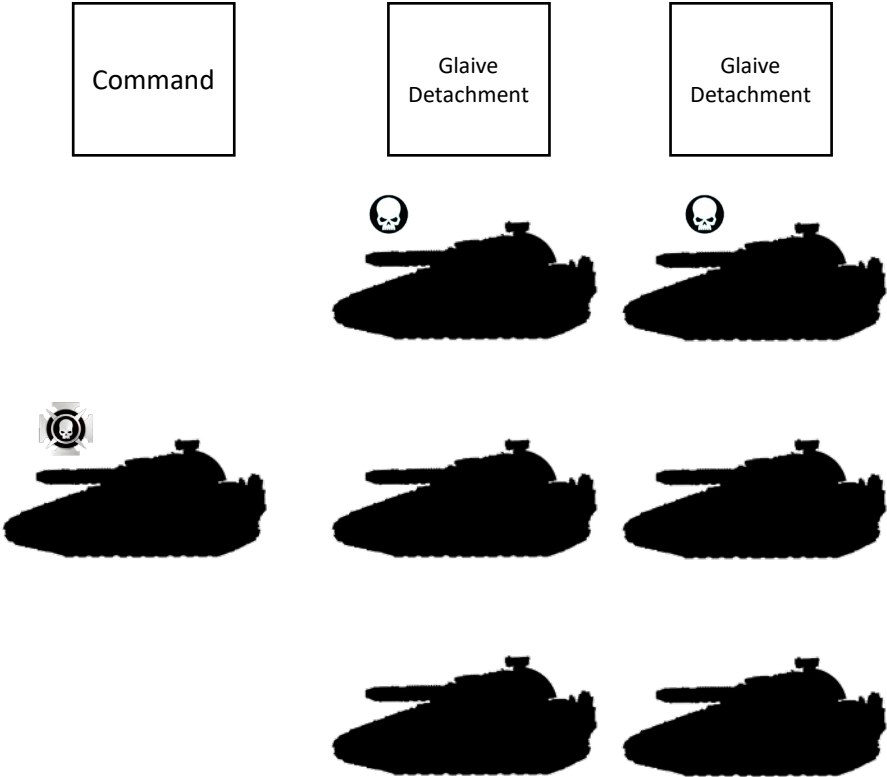
Victory Points 16

Your opponent gains 8 VPs when this Company is broken



# LEGION GLAIVE GRAND COMPANY

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



Point Value 1500



# LEGION GLAIVE GRAND COMPANY

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

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

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

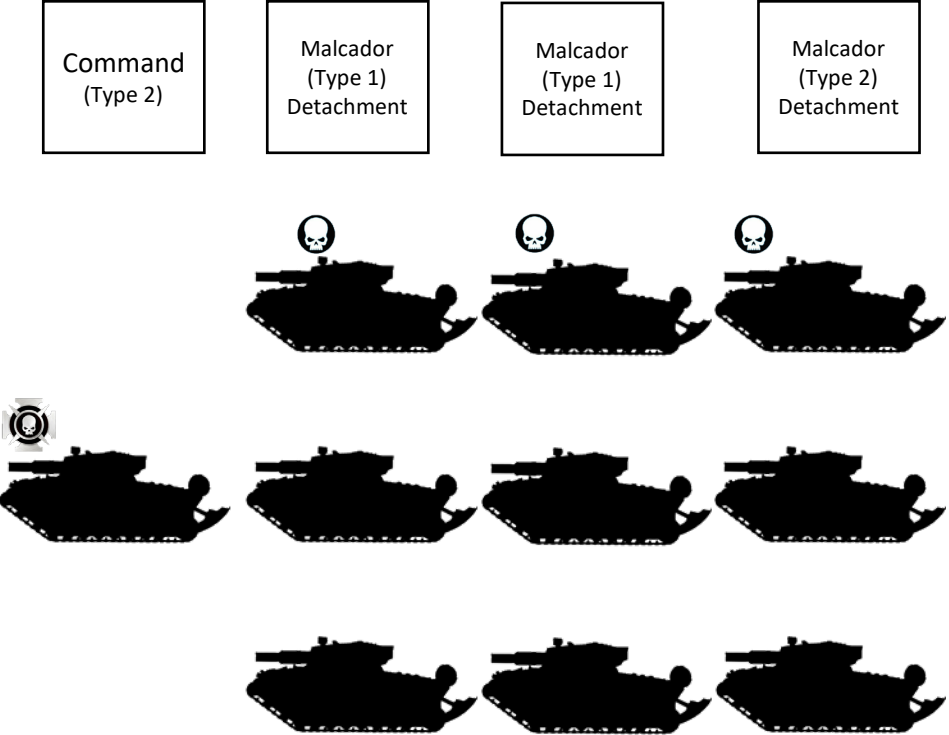
**\*Glaive Super heavy Special Weapons Tank Volkite Carronade:** The Volkite Carronade fires a constant heavy beam that strikes all targets along its firing path. Each target in the path are assigned 2 attack dice, roll to hit and armor saves as per core rules.

Victory Points 15

Your opponent gains 8 VPs when this Company is broken

# LEGION MALCADOR ASSAULT GRAND TANK COMPANY

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



Point Value 800

# LEGION MALCADOR ASSAULT GRAND TANK COMPANY

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

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

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

Victory Points 8

Your opponent gains 4 VPs when this Company is broken

# LEGION STORMBLADE GRAND COMPANY

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

Command

Stormblade  
Detachment

Stormblade  
Detachment



Point Value 850



# LEGION STORMBLADE GRAND COMPANY

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

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

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

## Victory Points 9

Your opponent gains 5 VPs when this Company is broken

# LEGION TYPHON HEAVY SIEGE GRAND TANK COMPANY



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



Command  
(Type 2)



Siege Tank  
(Type 1)  
Detachment



Siege Tank  
(Type 1)  
Detachment


Siege Tank  
(Type 2)  
Detachment




























Point Value 1050



# LEGION TYPHON HEAVY SIEGE GRAND TANK COMPANY

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

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

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

Victory Points 11

Your opponent gains 6 VPs when this Company is broken