

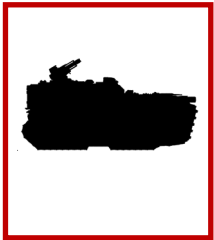


TRANSPORT POOL  
(TANKS)

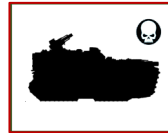
# TRANSPORT CARD SYMBOLS



Transport Cards that are added to Company Cards will have their total number divided into as many formations (detachments/mobs/etc) as the Company Card possesses. To aid players in identifying how many elements and formations the transport card is divided into. They will be grouped into **boxes** signifying how many models serve as transport to one detachment on the company card. Each such group is given an order like any other formation.



This example shows that 1 Mastodon comprises one formation of transports that will transport one detachment in a terminator company. Each such box on a transport card means one formation that receives one order.



In the case of the transport attached to a command formation an additional symbol is added to let the player know that this box and grouping of models belongs specifically to the command formation.



This Transport Card for a Terminator Company that consists of FOUR boxes which means there are a total of 4 formations to be attached as transport. One of the boxes has a symbol which means that one belongs to the command formation. In total there are 3 formations of 1 element that are attached to 3 detachments of terminators and 1 formation attached to the command formation.

## 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.

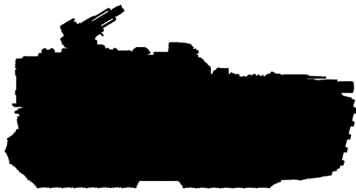
## Victory Points +2

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.

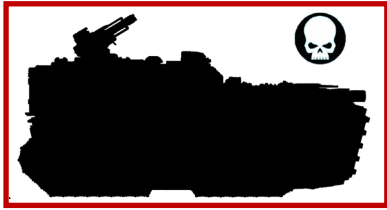
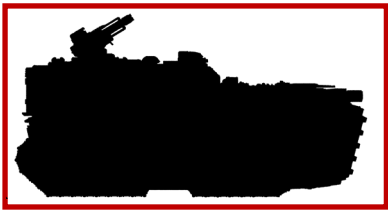
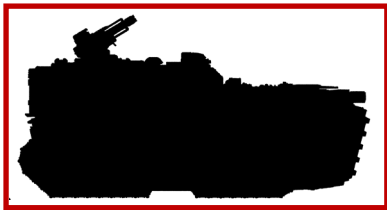
## Victory Points +4

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 +2:** The Mastodons 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
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.

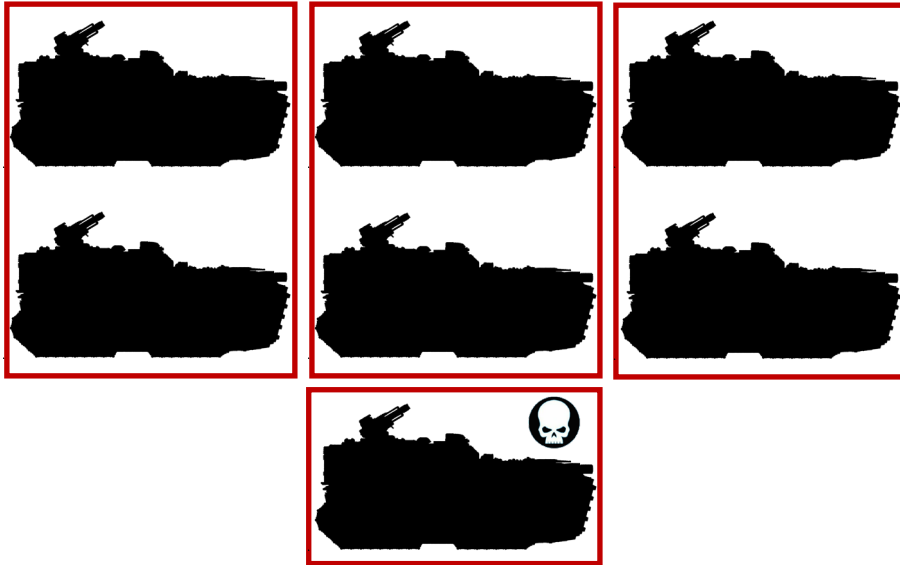
## Victory Points +8

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 +4:** The Mastodon 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
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

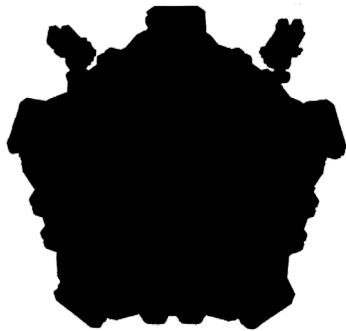
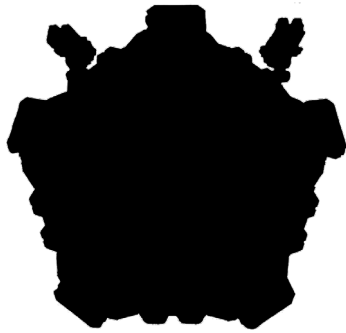
Your opponent gains +7 VP when attached formation is broken

## TRANSPORT POOL

### LEGION PATTERN TERMITE ASSAULT DRILL

#### ONE POWERED ARMOR INFANTRY OR TERMINATOR 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.

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### Victory Points +2

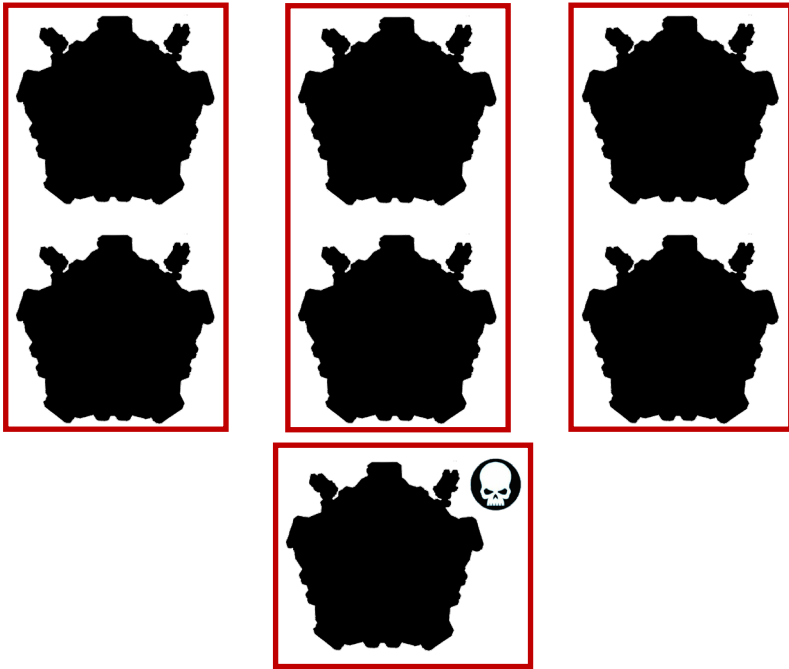
Your opponent gains +1 VP when attached formation is broken



## TRANSPORT POOL

### LEGION PATTERN TERMITE ASSAULT DRILL

ONE POWERED ARMOR INFANTRY OR TERMINATOR 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.

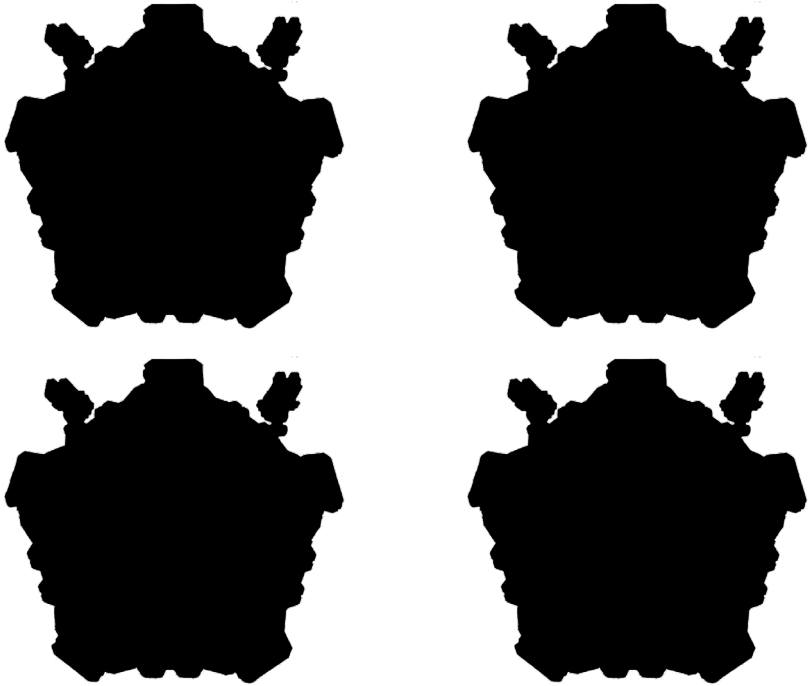
### Victory Points +5

Your opponent gains +3 VP when attached formation is broken

## TRANSPORT POOL

### LEGION PATTERN TERMITE ASSAULT DRILL

ONE 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.

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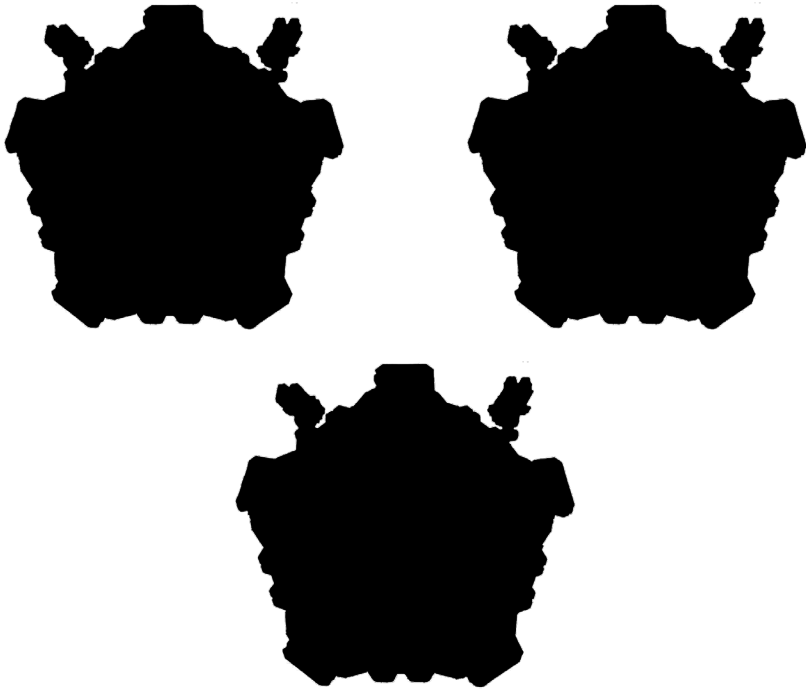
### Victory Points +3

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.

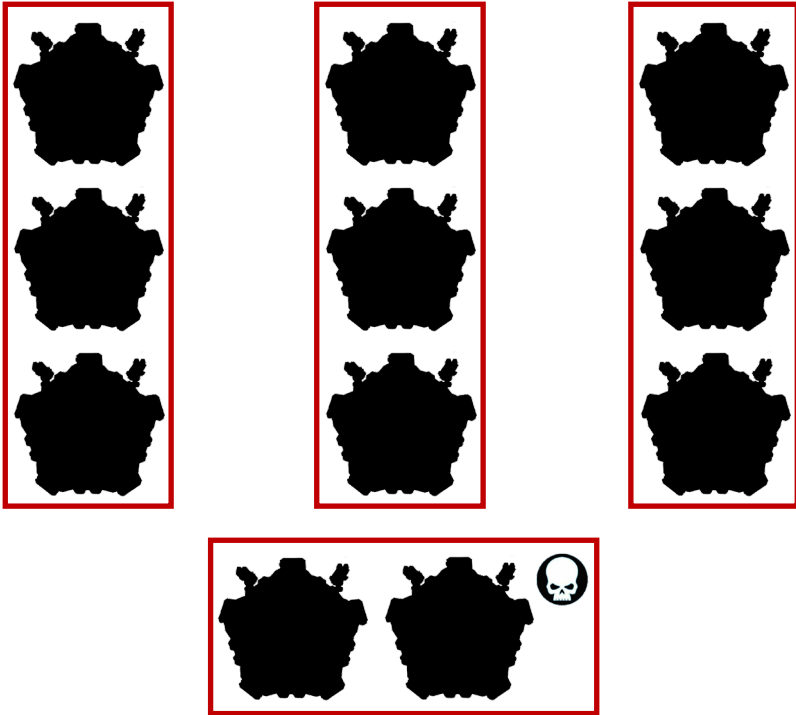
## Victory Points +2

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 +7:** The Termites add +7 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.

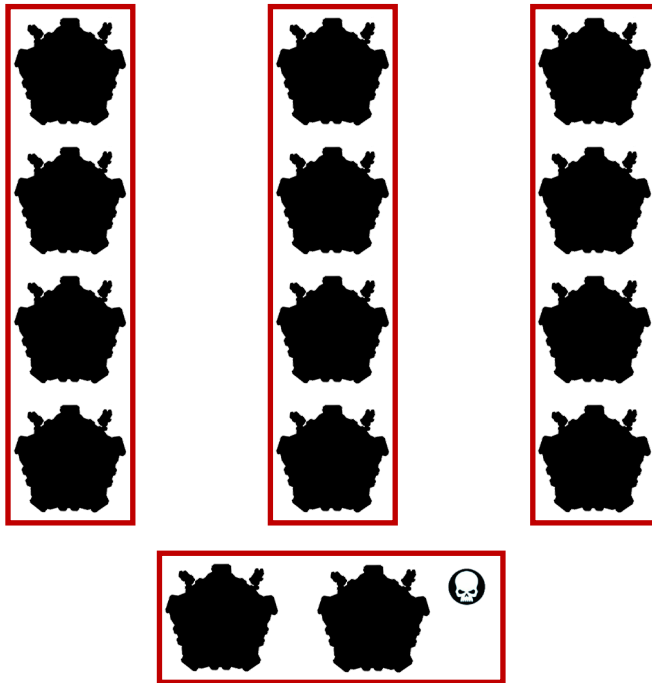
## Victory Points +7

Your opponent gains +4 VP when attached formation is broken

## TRANSPORT POOL

### LEGION PATTERN TERMITE ASSAULT DRILL

**ONE GRAND POWERED ARMOR INFANTRY COMPANY**  
Fourteen Termite Assault Drills



Point Value 900



## 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], [RA], 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.

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## Victory Points +2

Your opponent gains +2 VP when attached formation is broken

## TRANSPORT POOL

## LEGION ORDINATUS AKTEUS MOLE

### ONE INFANTRY COMPANY

Three Akteus Moles and One Termite Assault Drill



Point Value 550



## LEGION ORDINATUS AKTEUS MOLE

**Break Point +2:** The Akteus Moles 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
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], [RA], 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 +6

Your opponent gains +3 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], [RA], 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

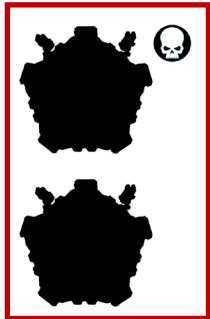


## TRANSPORT POOL

# 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], [RA], 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],
				Anti Personnel	25	4	-1	[TR2], [DR2]
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

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### 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],
				Anti Personnel	25	4	-1	[TR2], [DR2]
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

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### 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],
				Anti Personnel	25	4	-1	[TR2], [DR2]
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

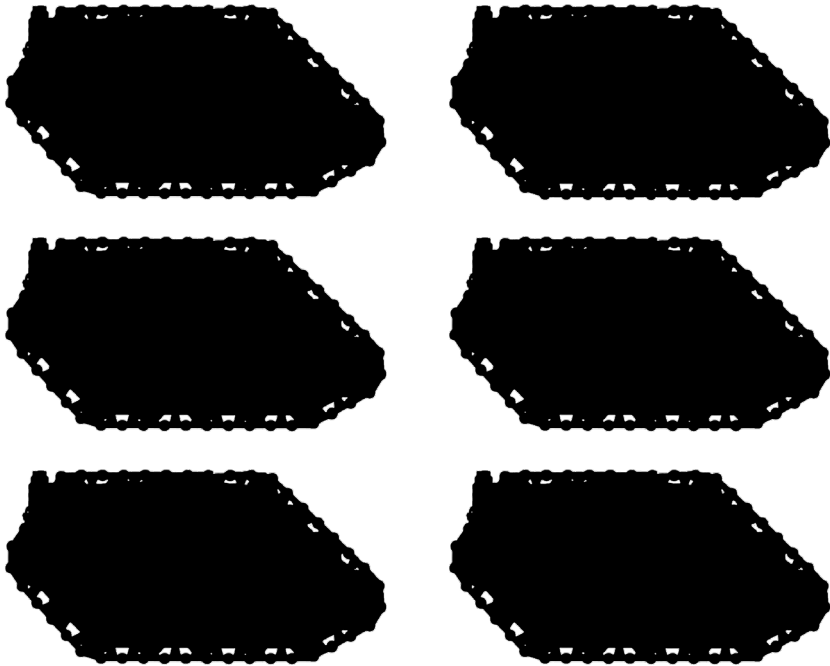
### Victory Points +5

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],
				Anti Personnel	25	4	-1	[TR2], [DR2]
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

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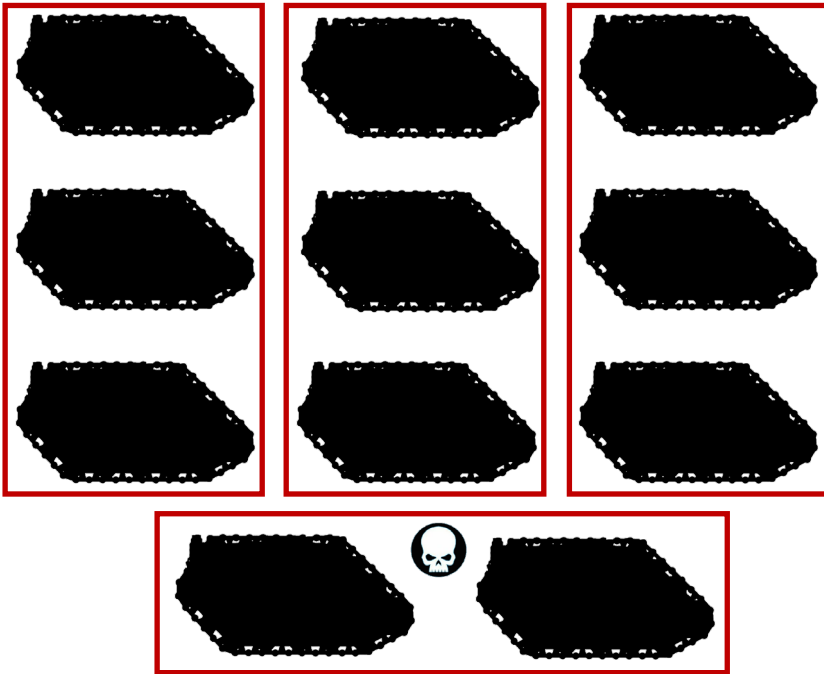
**Victory Points +6**

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 +7:** The Land Raider Proteus' add +7 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],
				Anti Personnel	25	4	-1	[TR2], [DR2]
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

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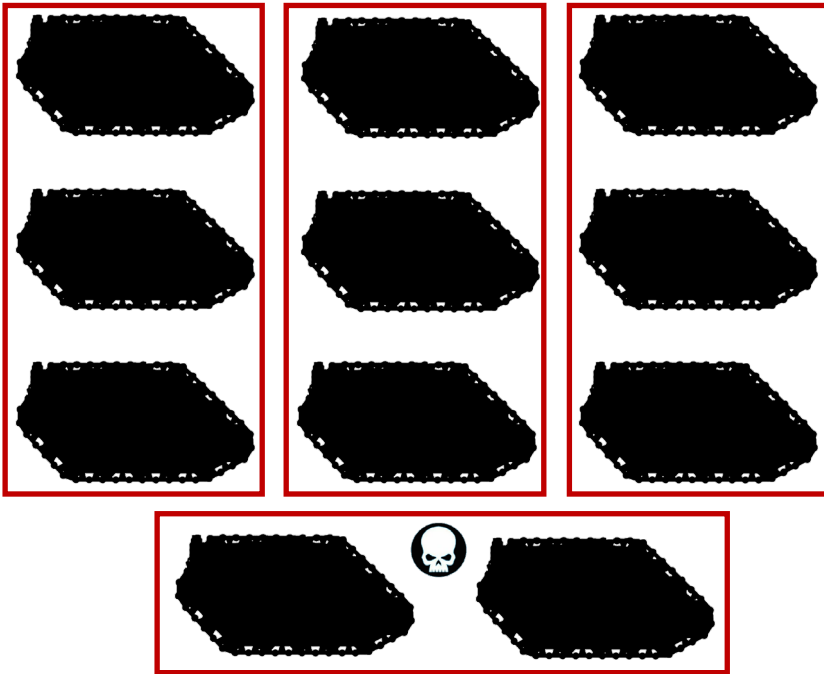
**Victory Points +11**

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 +7:** The Land Raider Proteus' add +7 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],
				Anti Personnel	25	4	-1	[TR2], [DR2]
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

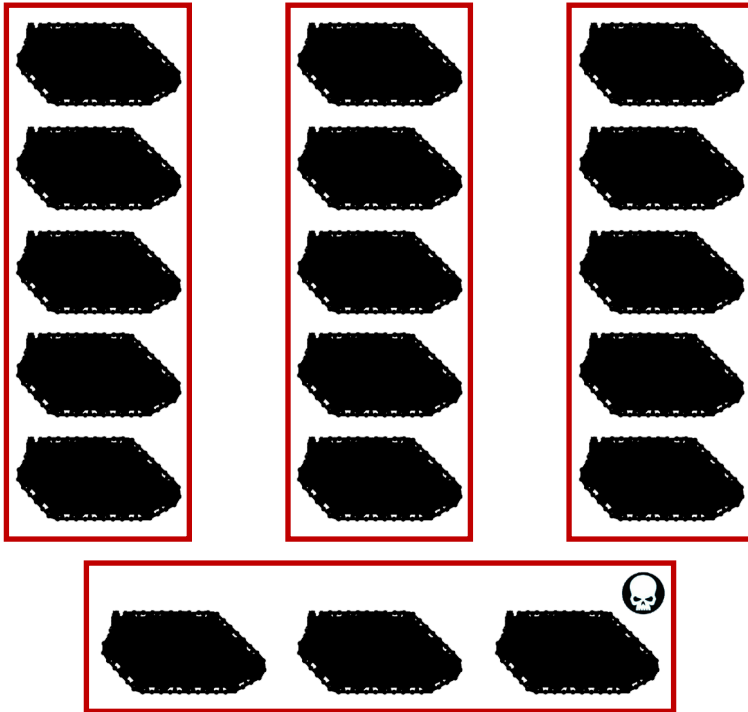
**Victory Points +11**

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],
				Anti Personnel	25	4	-1	[TR2], [DR2]
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

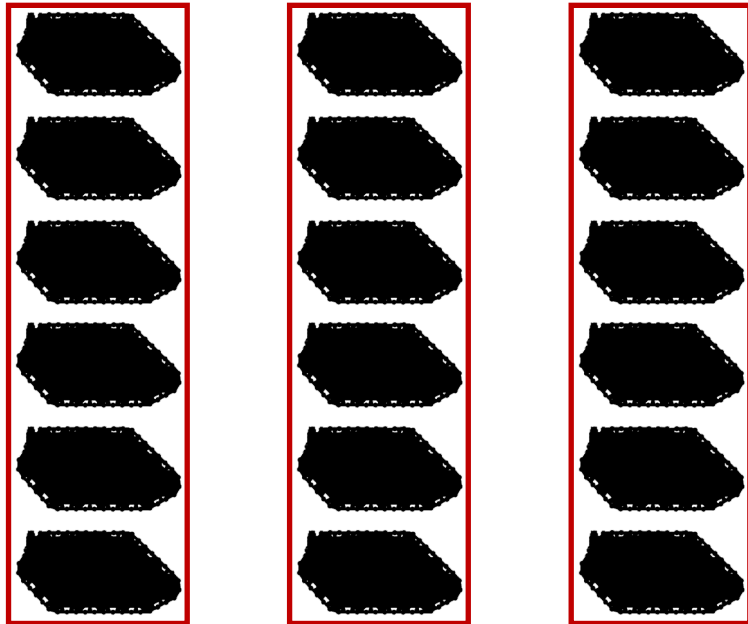


## TRANSPORT POOL

### 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],
				Anti Personnel	25	4	-1	[TR2], [DR2]
Land Raider Proteus	25	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[TR2], [DR2]
				Anti Personnel	25	4	-1	

**Victory Points +20**

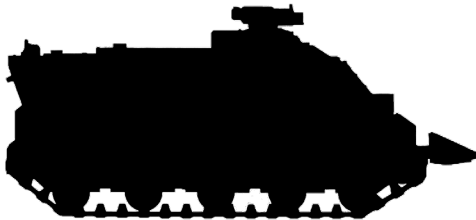
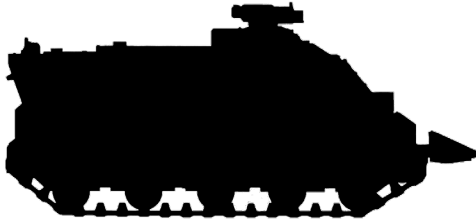
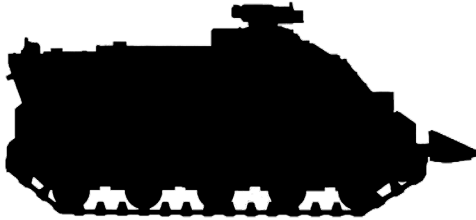
Your opponent gains +10 VP when attached formation is broken

## 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]

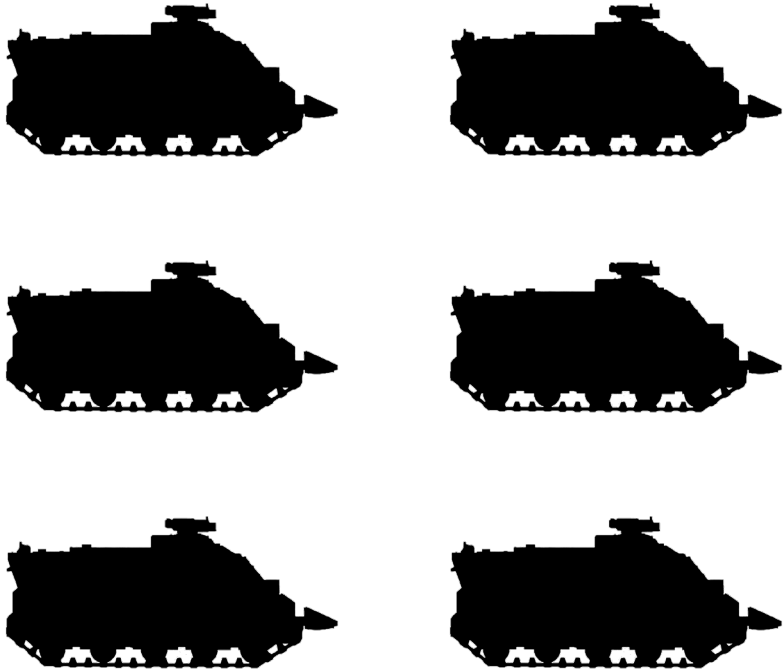
### Victory Points +1

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]

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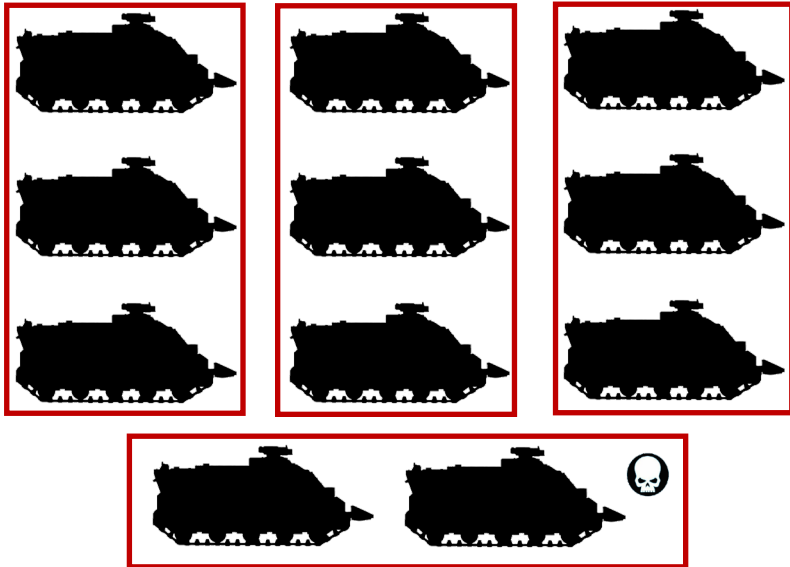
### Victory Points +2

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 +7:** The Rhino Armoured Carriers add +7 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]

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### Victory Points +4

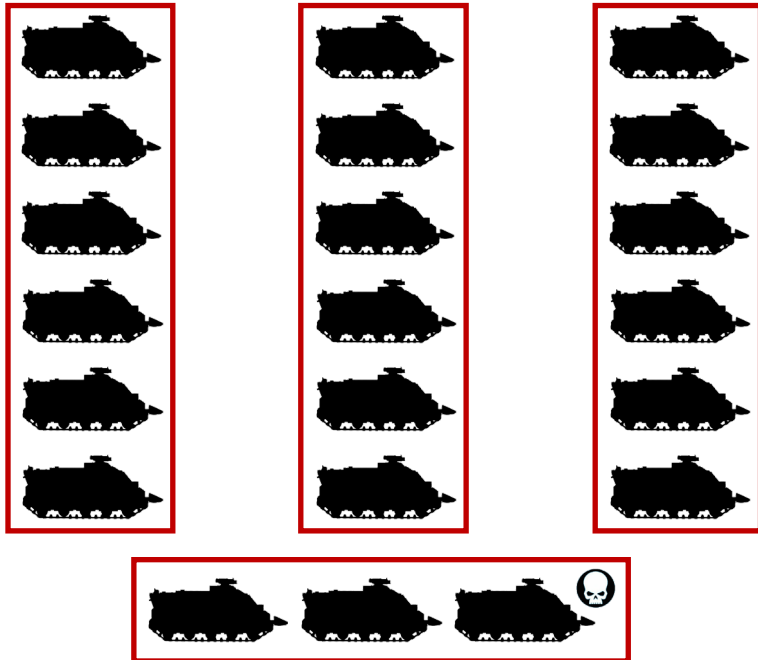
Your opponent gains +2 VP when attached formation is broken

## 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]

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### 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 INFANTRY 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

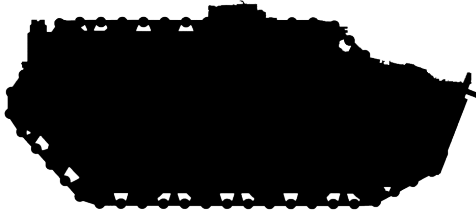
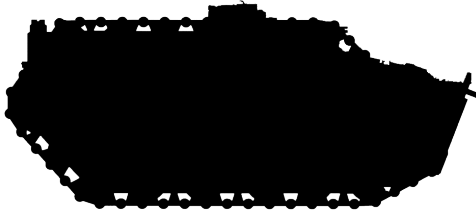


## TRANSPORT POOL

## LEGION SPARTAN ASSAULT TANKS

### ONE GRAND POWERED ARMOR INFANTRY 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	

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### 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	

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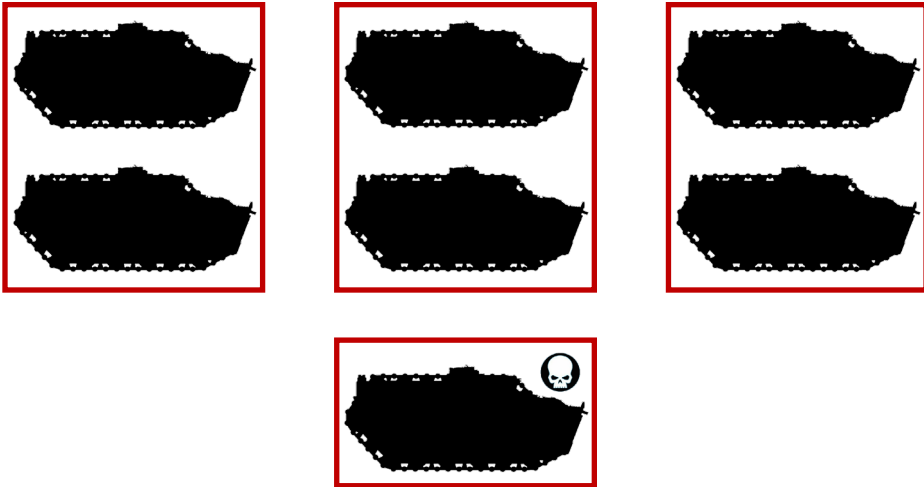
### Victory Points +5

Your opponent gains +3 VP when attached formation is broken

## TRANSPORT POOL

## LEGION SPARTAN ASSAULT TANKS

ONE POWERED ARMOR INFANTRY COMPANY COMPANY  
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	

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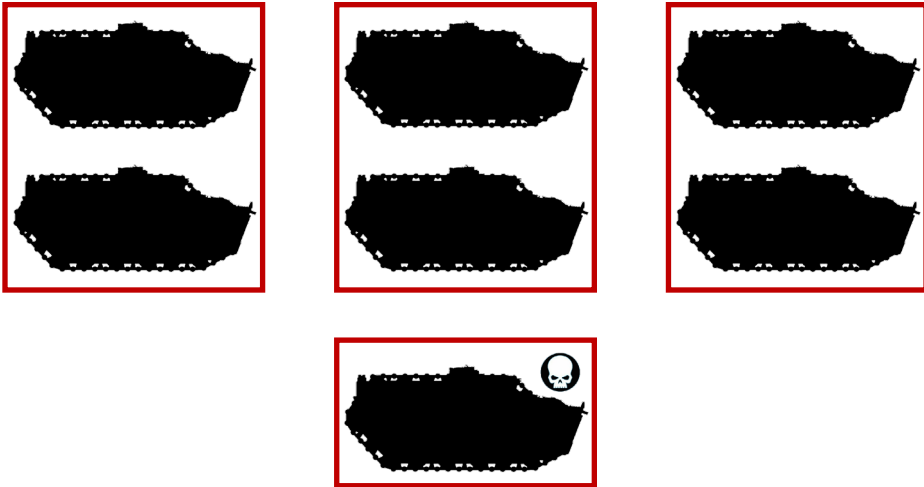
### Victory Points +9

Your opponent gains +5 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	

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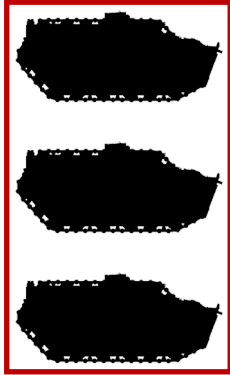
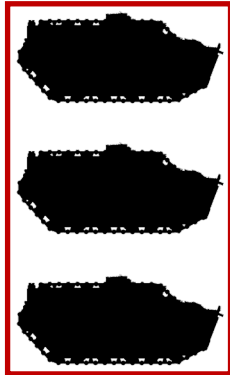
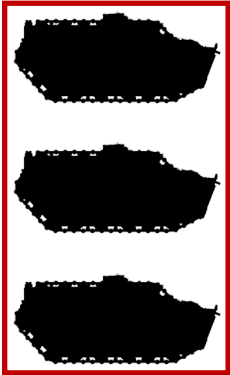
### Victory Points +9

Your opponent gains +5 VP when attached formation is broken

## TRANSPORT POOL

## LEGION SPARTAN ASSAULT TANKS

ONE GRAND POWERED ARMOR INFANTRY COMPANY  
Ten Legion Spartan Assault Tanks



Point Value 1250



## 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	

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**Victory Points +13**

Your opponent gains +7 VP when attached formation is broken