

LEGIONES ASTARTES



COMPANY CARDS

MKV

GENERAL LEGION RULES

LEGION TRAITS

All Legions possess the following traits:

1. **A Ranged to-hit value of 5+.**
2. **A Close Combat to-hit value of 5+.**
3. **Tenacity** – All legionnaire infantry elements may re-roll a failed morale check if the formation is within 6cms of an objective (as indicated by the chosen mission being played).
4. **Veteran [V]** – An element with this ability gains the Counterattack [CA], Furious Assault [FA] and Stubborn [SU] abilities.

LEGION TRAITS

The legions have access to proscribed weaponry with the following traits:

1. **Rad weapons [RAD]:** These are weapons with the radiation effect that applies the combined effects of the abilities of ignore cover [IC] and Volkite [VK] simultaneously.
2. **Phosphex [PH]:** These are weapons with a phosphex effect that applies the combined effects of the abilities of Flamer Weapons [FW] and Volkite [VK] simultaneously.

POWER ARMOR VARIANT OPTIONAL RULES

Armor type	Effect
MK II	Slow: -5cms on charge orders
MK III	Void hardened: AV 4+.
MK IV	Slow: -5cms on charge orders
MK V	Default Statline
MK VI	Default Statline
Terminator Armor – Cataphractii	Default Statline, recon elements wear this armor
	AV 3[4]+.
Terminator Armor – Tarterus	Slow: -5cms on charge orders
Terminator Armor – Indomitus	Default Stats + Agile [AG]
	Default Statline

LEGION ABILITIES

The Legions have access to this ability.

- I. **Assault Ramp [AS]:** Infantry elements disembarking from a transport element with this ability DO NOT receive the -5cm base movement penalty for disembarking (the transport still DOES receive the penalty).
 - a. Example: An infantry element with a base move of 10cms disembarks from a transport with an assault ramp. Normally it would lose 5cms of its base movement (reducing base move to 5cms), but in this case due to the presence of an assault ramp the infantry element retains its FULL base move of 10cms.



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



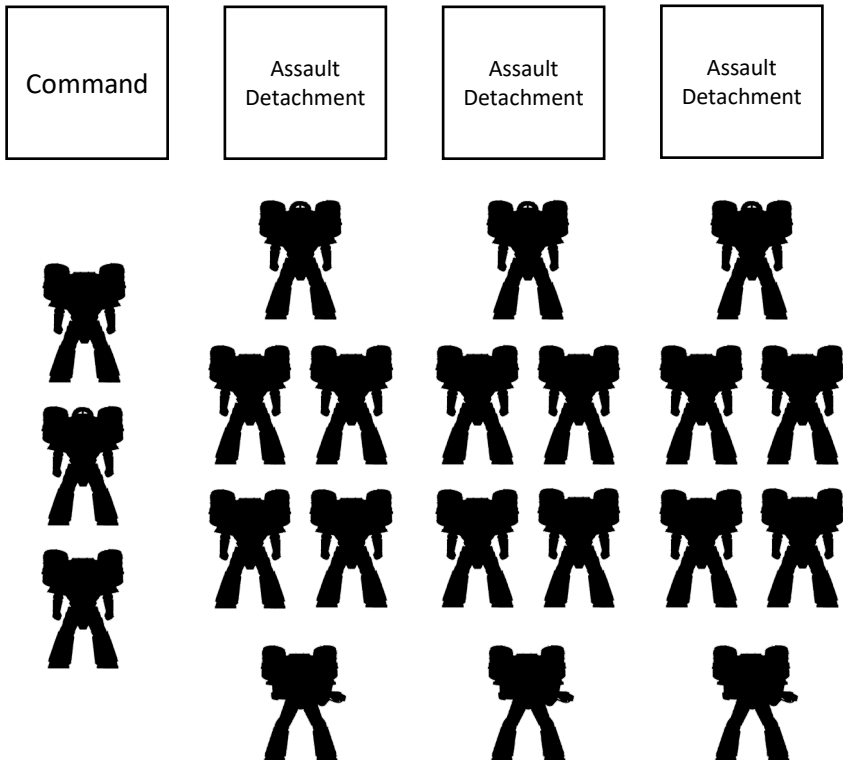
Where necessary this symbol means the element is a level 2 commander [HQ2] for that Company Card (mainly used in non infantry formations).

STANDARD COMPANY CARDS

INFANTRY [1]

LEGION ASSAULT COMPANY

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



Point Value 650



LEGION ASSAULT COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

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

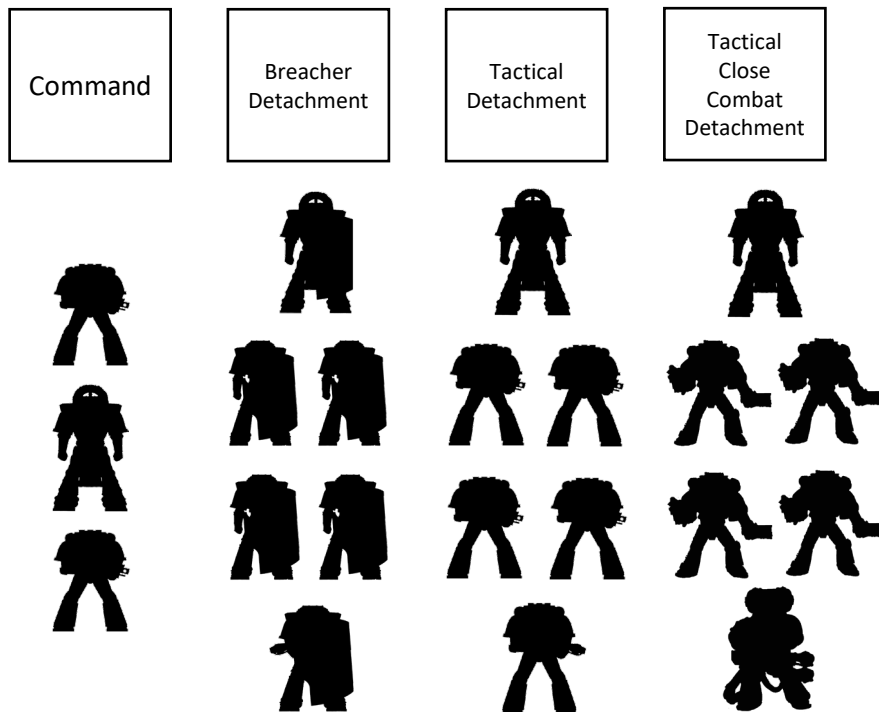
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	20[J]	4[6]+	4/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	[HQ2]
Decurion	20[J]	5[7]+	3/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	[HQ1]
Assault	20[J]	5+	2/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	
Tactical CC Support	20[J]	5+	1/-1	Flamers [FW]	10	4	0	

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

LEGION BATTLE COMPANY

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



Point Value 750



LEGION BATTLE COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check

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

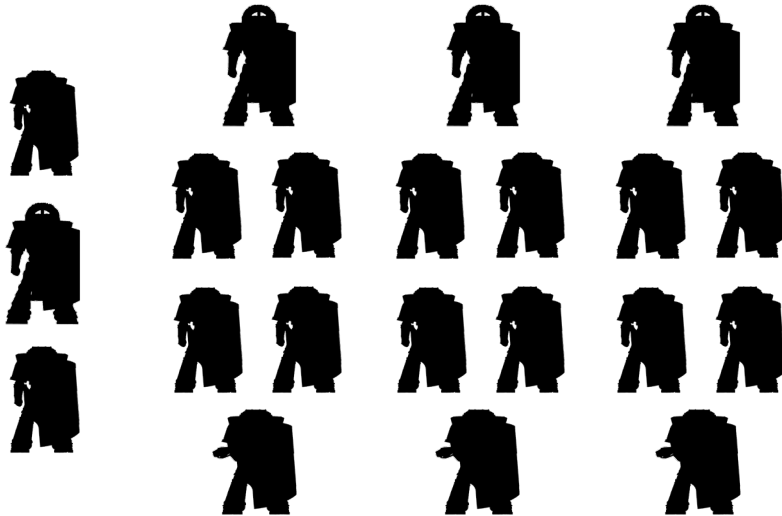
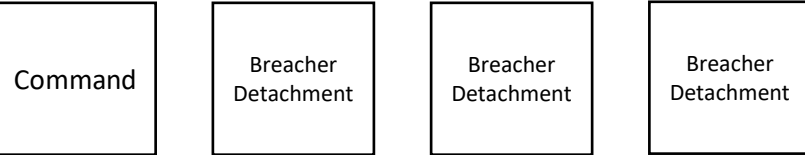
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/0	Boltgun	25	2	0	[HQ2]
Breacher Decurion	10	4[6]+	2/0	Boltgun Flamer [FW]	25 10	2 1	0 0	[HQ1]
Breacher	10	4[6]+	1/0	Boltgun Flamer [FW]	25 10	2 1	0 0	
Tactical Breacher Support	10	5[7]+	1/0	Support Weapon	25	2	-2	
Tactical Decurion	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1]
Tactical	10	5+	1/0	Boltgun	25	2	0	
Tactical Close Support	10	5+	1/0	Support Weapons	25	2	-2	
Tactical CC Decurion	10	5[7]+	3/-1	CC Weapons	-	-	-	[HQ1]
Tactical CC	10	5+	2/-1	CC weapons	-	-	-	
Tactical CC Support	10	5+	1/-1	Flamers [FW]	10	4	0	

Victory Points 8

Your opponent gains 4 VPs when this Company is broken

LEGION BREACHER COMPANY

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



Point Value 950



LEGION BREACHER COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check

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

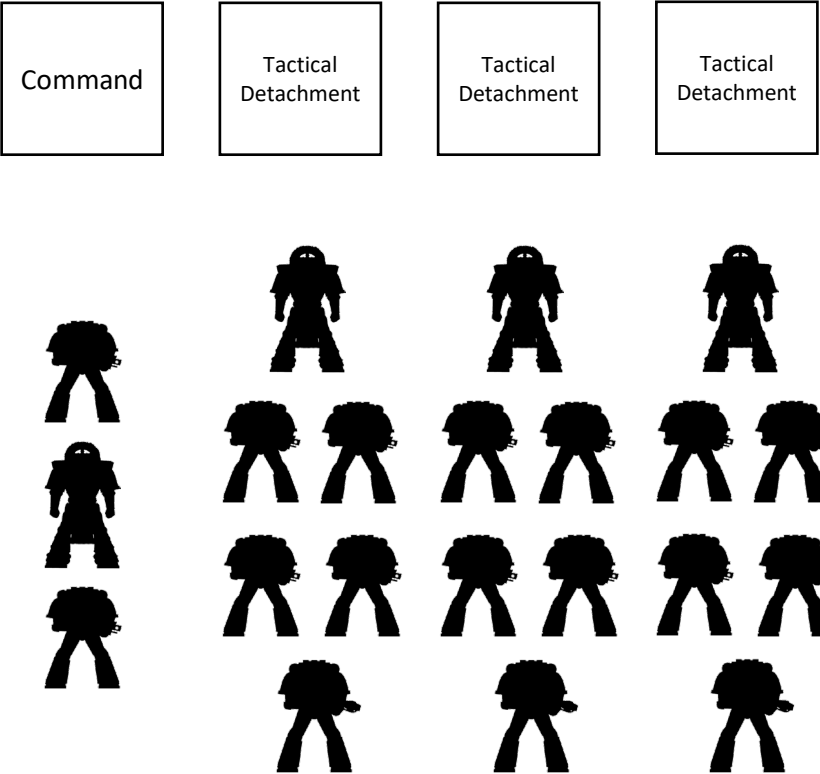
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	3[5]+	3/0	Boltgun Flamer [FW]	25 10	2 1	0 0	[HQ2]
Decurion	10	4[6]+	2/0	Boltgun Flamer [FW]	25 10	2 1	0 0	[HQ1]
Breacher	10	4[6]+	1/0	Boltgun Flamer [FW]	25 10	2 1	0 0	
Tactical Breacher Support	10	5[7]+	1/0	Support Weapons	25	2	-2	

Victory Points 10

Your opponent gains 5 VPs when this Company is broken

LEGION TACTICAL COMPANY

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



Point Value 700



LEGION TACTICAL COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

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

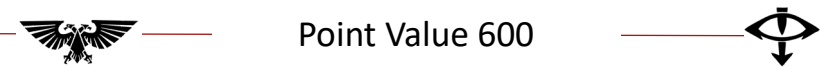
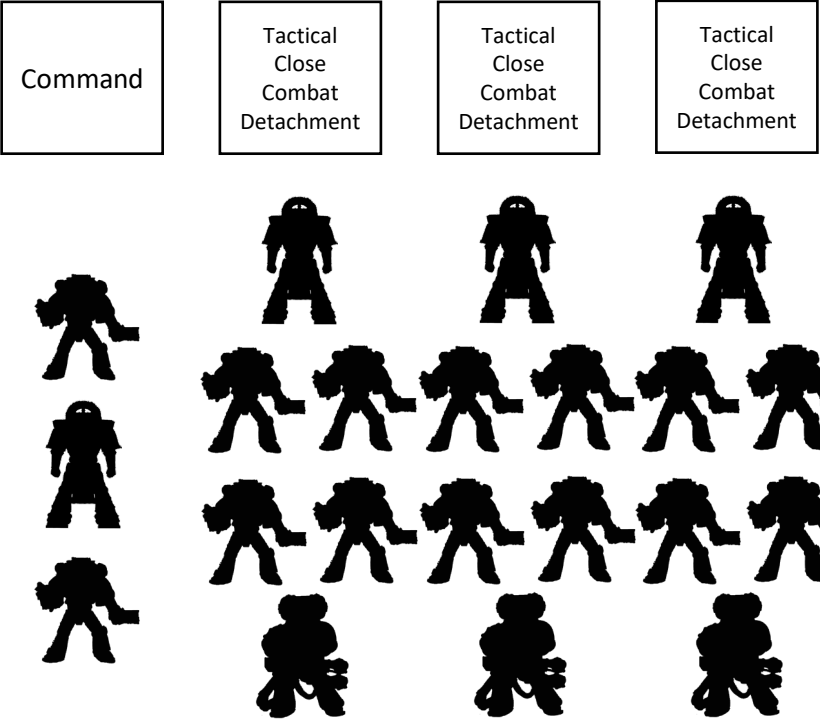
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/0	Boltgun	25	2	0	[HQ2]
Decurion	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1]
Tactical	10	5+	1/0	Boltgun	25	2	0	
Tactical Close Support	10	5+	1/0	Support Weapons	25	2	-2	

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

LEGION TACTICAL CLOSE COMBAT COMPANY

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



Point Value 600

LEGION TACTICAL CLOSE COMBAT COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legiones 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]+	4/-1	CC Weapons	-	-	-	[HQ2]
Decurion	10	5[7]+	3/-1	CC Weapons	-	-	-	[HQ1]
Tactical CC	10	5+	2/-1	CC weapons	-	-	-	
Tactical CC Support	10	5+	1/-1	Flamers [FW]	10	4	0	

Victory Points 6

Your opponent gains 3 VPs when this Company is broken

LEGION TERMINATOR COMPANY

The Legion Terminator Company consists of 1 Command detachment of 2 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

























LEGION TERMINATOR COMPANY

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

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

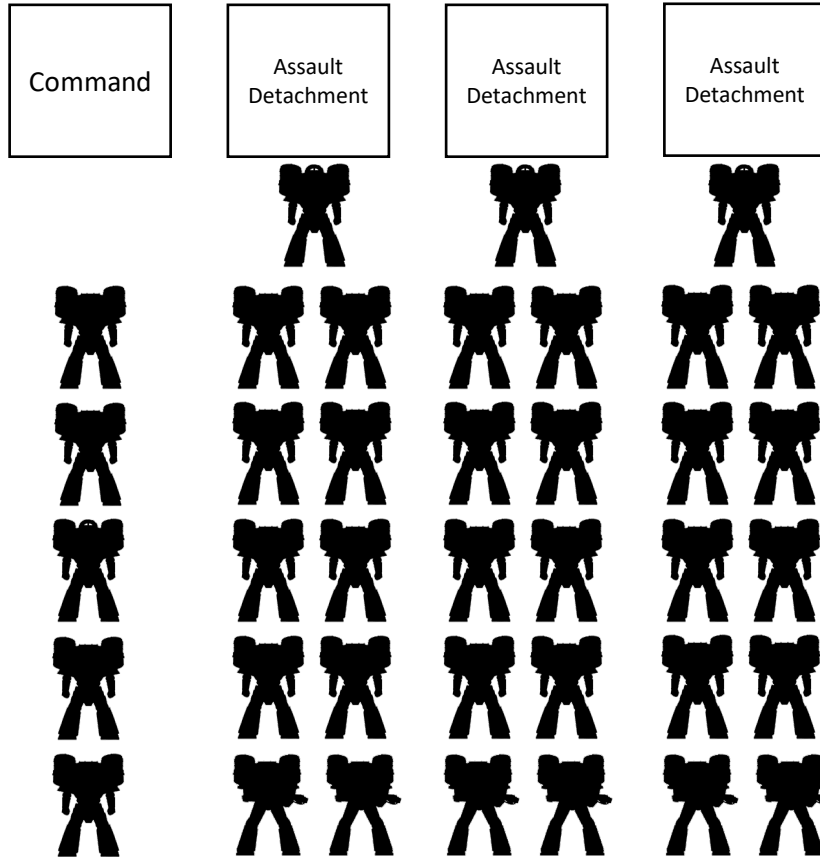
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	2[4]+	4/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ2]
Decurion	10[T]	3[5]+	3/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ1]
Terminator	10[T]	3[5]+	2/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	

GRAND COMPANY CARDS

INFANTRY [1]

LEGION GRAND ASSAULT COMPANY

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



Point Value 1200



LEGION GRAND ASSAULT COMPANY

Break Point 22: The Grand Company is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legiones 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	20[J]	4[6]+	4/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	[HQ2]
Decurion	20[J]	5[7]+	3/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	[HQ1]
Assault	20[J]	5+	2/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	
Tactical CC Support	20[J]	5+	1/-1	Flamers [FW]	10	4	0	

Victory Points 12

Your opponent gains 6 VPs when this Company is broken

LEGION GRAND BATTLE COMPANY

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

Command



Breacher Detachment



Tactical Detachment



Tactical Close Combat Detachment





Point Value 1300



LEGION GRAND BATTLE COMPANY

Break Point 22: The Grand Company is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check

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

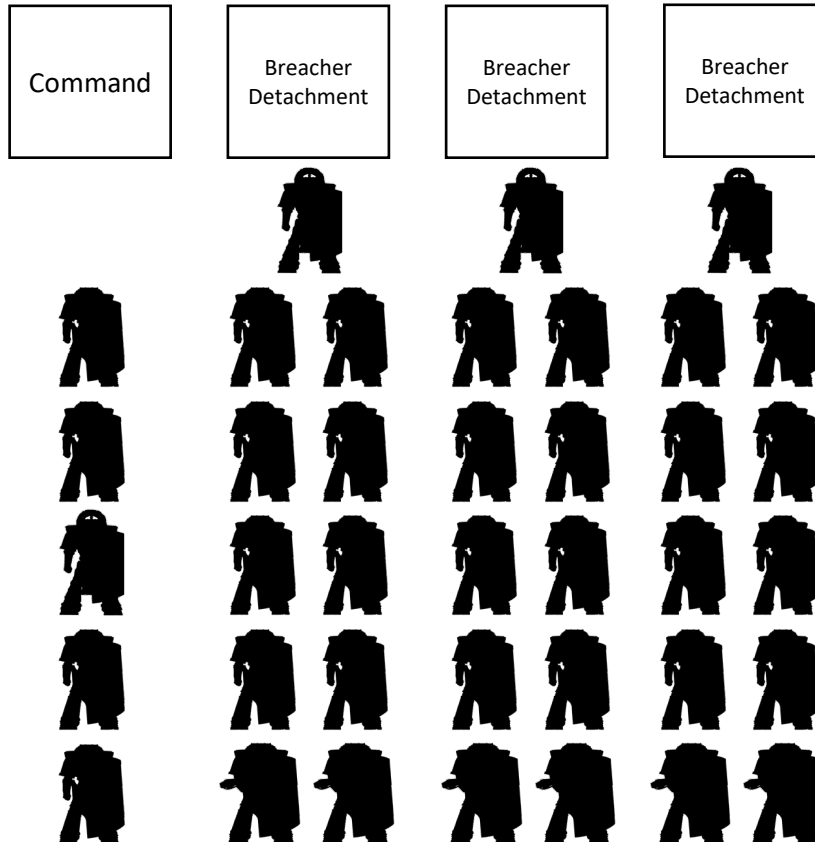
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/0	Boltgun	25	2	0	[HQ2]
Breacher Decurion	10	4[6]+	2/0	Boltgun Flamer [FW]	25 10	2 1	0 0	[HQ1]
Breacher	10	4[6]+	1/0	Boltgun Flamer [FW]	25 10	2 1	0 0	
Tactical Breacher Support	10	5[7]+	1/0	Support Weapon	25	2	-2	
Tactical Decurion	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1]
Tactical	10	5+	1/0	Boltgun	25	2	0	
Tactical Close Support	10	5+	1/0	Support Weapons	25	2	-2	
Tactical CC Decurion	10	5[7]+	3/-1	CC Weapons	-	-	-	[HQ1]
Tactical CC	10	5+	2/-1	CC weapons	-	-	-	
Tactical CC Support	10	5+	1/-1	Flamers [FW]	10	4	0	

Victory Points 13

Your opponent gains 7 VPs when this Company is broken

LEGION GRAND BREACHER COMPANY

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



Point Value 1800



LEGION GRAND BREACHER COMPANY

Break Point 22: The Grand Company is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

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

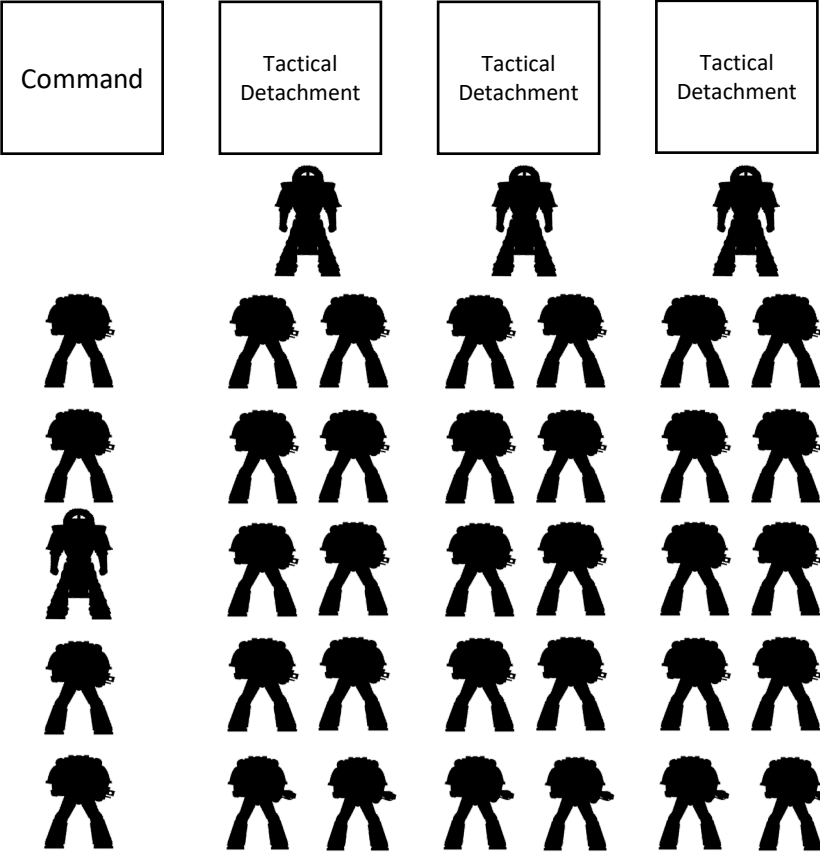
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	3[5]+	3/0	Boltgun Flamer [FW]	25 10	2 1	0 0	[HQ2]
Decurion	10	4[6]+	2/0	Boltgun Flamer [FW]	25 10	2 1	0 0	[HQ1]
Breacher	10	4[6]+	1/0	Boltgun Flamer [FW]	25 10	2 1	0 0	
Tactical Breacher Support	10	5[7]+	1/0	Support Weapons	25	2	-2	

Victory Points 18

Your opponent gains 9 VPs when this Company is broken

LEGION GRAND TACTICAL COMPANY

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



 Point Value 1150 

LEGION GRAND TACTICAL COMPANY

Break Point 22: The Grand Company is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

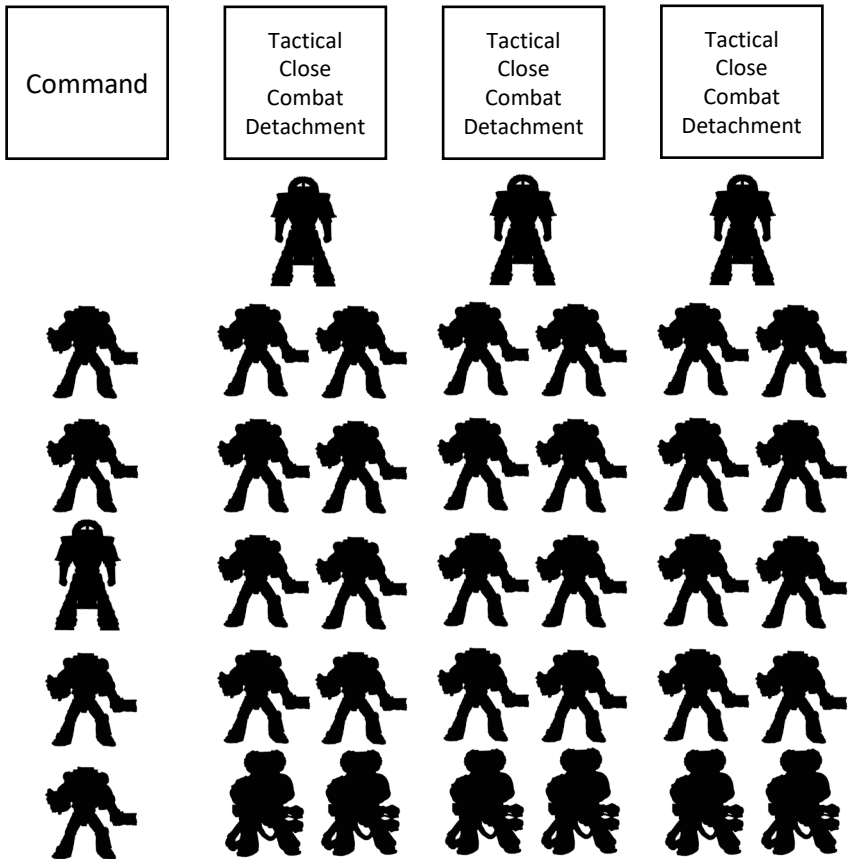
Morale Value 5+: Legiones Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/0	Boltgun	25	2	0	[HQ2]
Decurion	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1]
Tactical	10	5+	1/0	Boltgun	25	2	0	
Tactical Close Support	10	5+	1/0	Support Weapons	25	2	-2	

Victory Points 12
Your opponent gains 6 VPs when this Company is broken

LEGION GRAND TACTICAL CLOSE COMBAT COMPANY

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



Point Value 1000



LEGION GRAND TACTICAL CLOSE COMBAT COMPANY

Break Point 22: The Grand Company is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

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

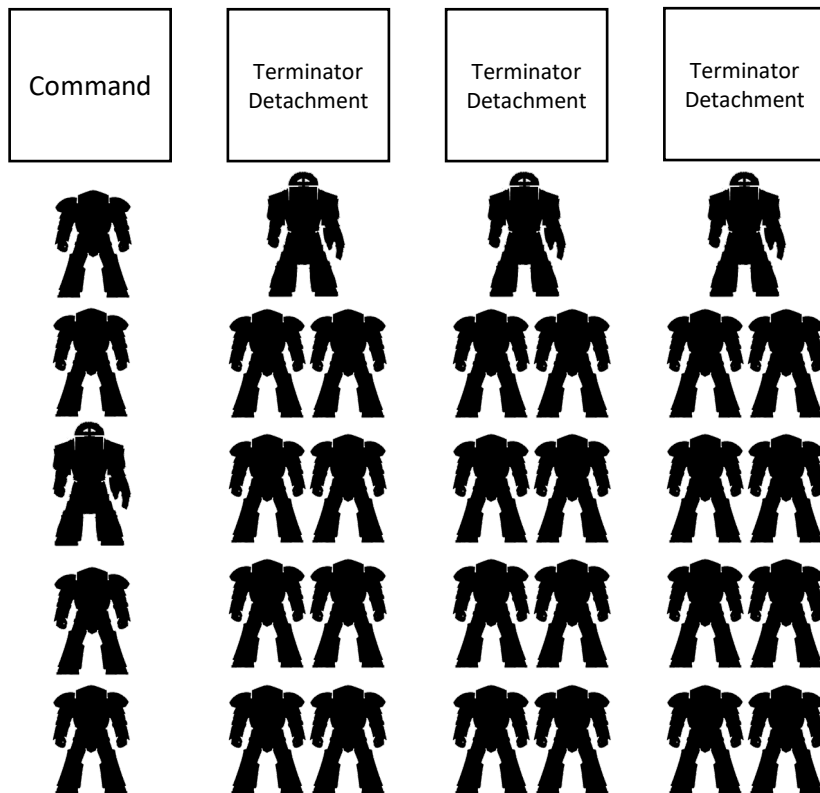
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	4/-1	CC Weapons	-	-	-	[HQ2]
Decurion	10	5[7]+	3/-1	CC Weapons	-	-	-	[HQ1]
Tactical CC	10	5+	2/-1	CC weapons	-	-	-	
Tactical CC Support	10	5+	1/-1	Flamers [FW]	10	4	0	

Victory Points 10

Your opponent gains 5 VPs when this Company is broken

LEGION GRAND TERMINATOR COMPANY

The Legion Grand Terminator Company consists of 1 Command detachment of 4 Terminator Stands and 1 Terminator Centurion Stand and three detachments of 1 Terminator Decurion stand and 8 Terminator Stands.



Point Value 2250



LEGION GRAND TERMINATOR COMPANY

Break Point 19: The Grand Terminator Company is broken if it has lost 19 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legiones 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]	2[4]+	4/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ2]
Decurion	10[T]	3[5]+	3/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ1]
Terminator	10[T]	3[5]+	2/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	

Victory Points 23

Your opponent gains 12 VPs when this Company is broken

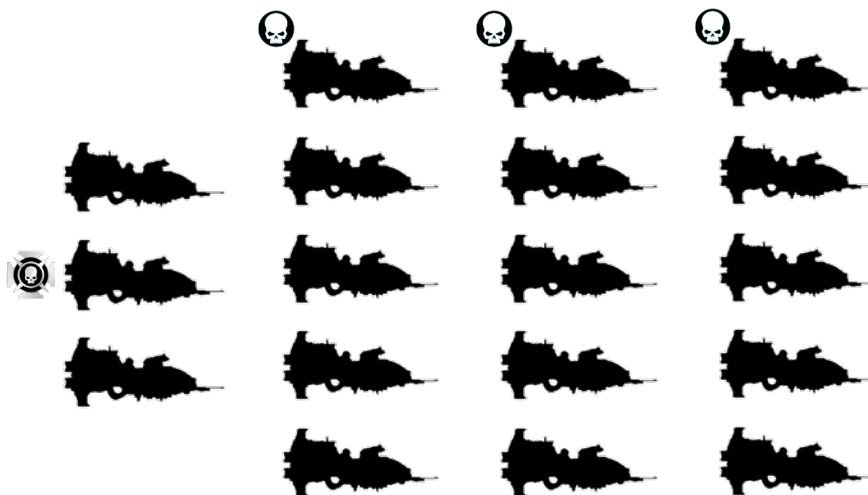
STANDARD COMPANY CARDS

CAVALRY [2]

LEGION JAVELIN ATTACK SPEEDER WING

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

Command	Javelin Recon Detachment	Javelin Recon Detachment	Javelin Heavy Detachment
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Point Value 1000



LEGION JAVELIN ATTACK SPEEDER WING

Break Point 11: The 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+: Legiones 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
Javelin Heavy	25[TK]	4[6]+	3/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	[HQ2]
Decurion Javelin Recon	25[TK]	5[7]+	2/-1	Boltguns [AP] Cyclone Missile Launcher [B,TL2]	25 25/50	1 1	0 -1	[HQ1], [R]
Javelin Recon	25[TK]	5+	1/-1	Boltguns [AP] Cyclone Missile Launcher [B,TL2]	25 25/50	1 1	0 -1	[R]
Decurion Javelin Heavy	25[TK]	5[7]+	2/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	[HQ1]
Javelin Heavy	25[TK]	5+	1/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	

Victory Points 10

Your opponent gains 5 VPs when this Company is broken

LEGION LANDSPEEDER WING

The Legion Landspeeder Wing consists of 1 Command of 1 Command Landspeeders and 2 Heavy Landspeeders, 2 Detachments of 5 Recon Landspeeders Type I or II and 1 Detachment of 5 Heavy Landspeeders.

Command

Recon Landspeeder Detachment

Recon Landspeeder Detachment

Heavy Landspeeder Detachment



















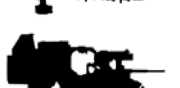






















Point Value 850



LEGION LANDSPEEDER WING

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

Morale Value 5+: Legiones 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	30[TK]	5[7]+	2/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	[HQ2], Special
Decurion Recon Landspeeder Type I	35[TK]	6[8]+	2/-1	Boltguns [AP]	25	1	0	[R]
Recon Landspeeder Type I	35[TK]	6+	1/-1	Boltguns [AP]	25	1	0	[R]
Decurion Recon Landspeeder Type II	35[TK]	6[8]+	2/-1	Flamers [FW,A]	10	1	0	[HQ1], [R]
Recon Landspeeder Type II	35[TK]	6+	1/-1	Flamers [FW,A]	10	1	0	[R]
Decurion Heavy Landspeeder	30[TK]	6[8]+	2/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	[HQ1], Special
Heavy Landspeeder	30[TK]	6+	1/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	Special

Victory Points 9

Your opponent gains 5 VPs when this Company is broken

LEGION OUTRIDER
ATTACK WING

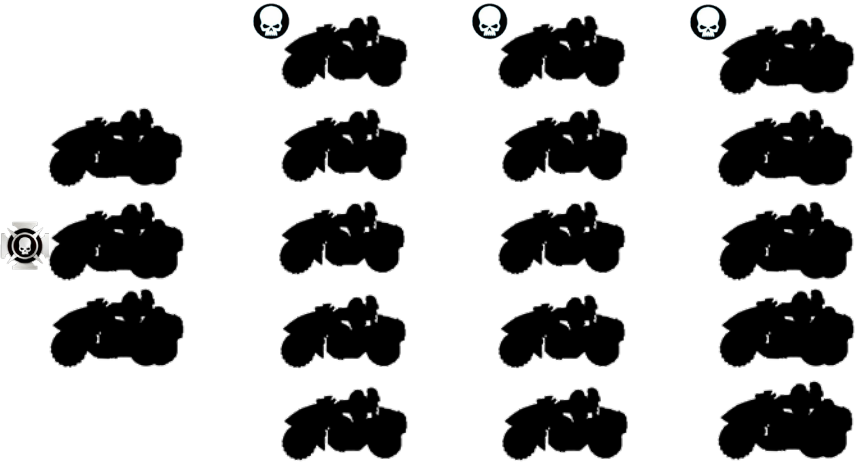
The Legion Outrider Attack Wing consists of 1 Command of 1 Command Attack Bike Stand and 2 Attack Bike Stands, 2 Detachments of 5 Outrider Stands and 1 Detachment of 5 Attack Bike Stands.

Command
Attack Bikes

Outrider
Detachment

Outrider
Detachment

Attack Bike
Detachment



Point Value 700



LEGION OUTRIDER
ATTACK WING

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

Morale Value 5+: Legiones 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	25	5+	1/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	[HQ2]
Decurion Outriders	30	5[7]+	3/-1	Boltguns [AP]	25	1	0	[HQ1], [R]
Outriders	30	5+	2/-1	Boltguns [AP]	25	1	0	[R]
Decurion Attack Bike	25	5[7]+	2/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	[HQ1]
Attack Bike	25	5+	1/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

LEGION SKY HUNTER ATTACK WING

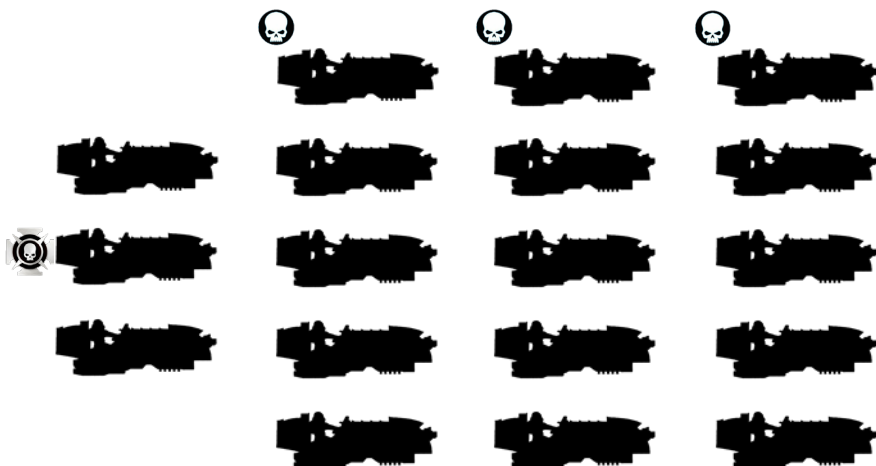
The Legion Sky Hunter Attack Wing consists of 1 Command of 1 Centurion Sky Hunter Jetbike Speeder and 2 Sky Hunter Heavy Jetbike, 2 Detachments of 5 Sky Hunter Recon Jetbike and 1 Detachment of 5 Sky Hunter Heavy Jetbike.

Command

Sky Hunter
Recon
Detachment

Sky Hunter
Recon
Detachment

Sky Hunter
Heavy
Detachment



Point Value 750



LEGION SKY HUNTER ATTACK WING

Break Point 11: The 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+: Legiones 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	35[K]	4[6]+	3/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	[HQ2], Special
Decurion Skyhunter Recon Jetbike	35[K]	5[7]+	2/-1	Boltguns [AP]	25	1	0	[HQ1], [R]
Skyhunter Recon Jetbike	35[K]	5+	1/-1	Boltguns [AP]	25	1	0	[R]
Decurion Skyhunter Heavy Jetbike	35[K]	5[7]+	2/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	[HQ1], Special
Skyhunter Heavy Jetbike	35[K]	5+	1/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	Special

Victory Points 8

Your opponent gains 4 VPs when this Company is broken

GRAND COMPANY CARDS

CAVALRY [2]

LEGION GRAND JAVELIN ATTACK SPEEDER WING

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

Command








Javelin Recon Detachment












Javelin Recon Detachment












Javelin Heavy Detachment














Point Value 1850



LEGION GRAND JAVELIN ATTACK SPEEDER WING

Break Point 21: The Grand 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+: Legiones Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

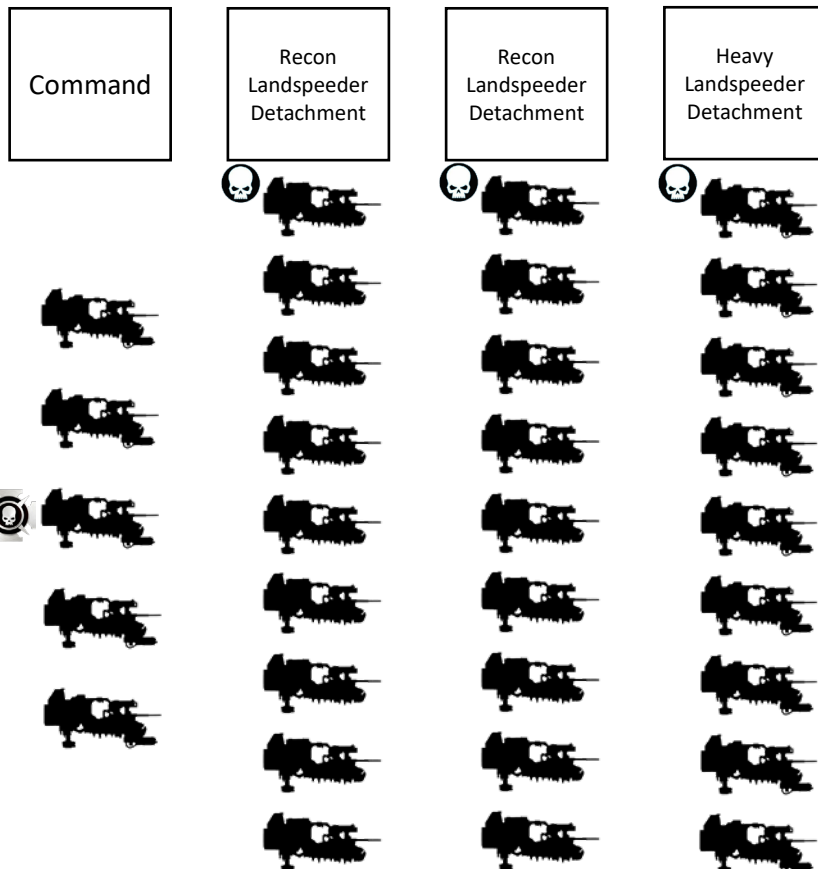
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Javelin Heavy	25[TK]	4[6]+	3/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	[HQ2]
Decurion Javelin Recon	25[TK]	5[7]+	2/-1	Boltguns [AP] Cyclone Missile Launcher [B,TL2]	25 25/50	1 1	0 -1	[HQ1], [R]
Javelin Recon	25[TK]	5+	1/-1	Boltguns [AP] Cyclone Missile Launcher [B,TL2]	25 25/50	1 1	0 -1	[R]
Decurion Javelin Heavy	25[TK]	5[7]+	2/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	[HQ1]
Javelin Heavy	25[TK]	5+	1/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	

Victory Points 19

Your opponent gains 10 VPs when this Company is broken

LEGION GRAND LANDSPEEDER WING

The Legion Grand Landspeeder Wing consists of 1 Command of 1 Command Landspeeders and 4 Heavy Landspeeders, 2 Detachments of 10 Recon Landspeeders Type I or II and 1 Detachment of 10 Heavy Landspeeders.



Point Value 1500



LEGION GRAND LANDSPEEDER WING

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

Morale Value 5+: Legiones 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	30[TK]	5[7]+	2/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	[HQ2], Special
Decurion Recon Landspeeder Type I	35[TK]	6[8]+	2/-1	Boltguns [AP]	25	1	0	[R]
Recon Landspeeder Type I	35[TK]	6+	1/-1	Boltguns [AP]	25	1	0	[R]
Decurion Recon Landspeeder Type II	35[TK]	6[8]+	2/-1	Flamers [FW,A]	10	1	0	[HQ1], [R]
Recon Landspeeder Type II	35[TK]	6+	1/-1	Flamers [FW,A]	10	1	0	[R]
Decurion Heavy Landspeeder	30[TK]	6[8]+	2/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	[HQ1], Special
Heavy Landspeeder	30[TK]	6+	1/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	Special

Victory Points 15

Your opponent gains 8 VPs when this Company is broken

LEGION GRAND OTRIDER ATTACK WING

The Legion Grand Outrider Attack Wing consists of 1 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 1250



LEGION GRAND OTRIDER ATTACK WING

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

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

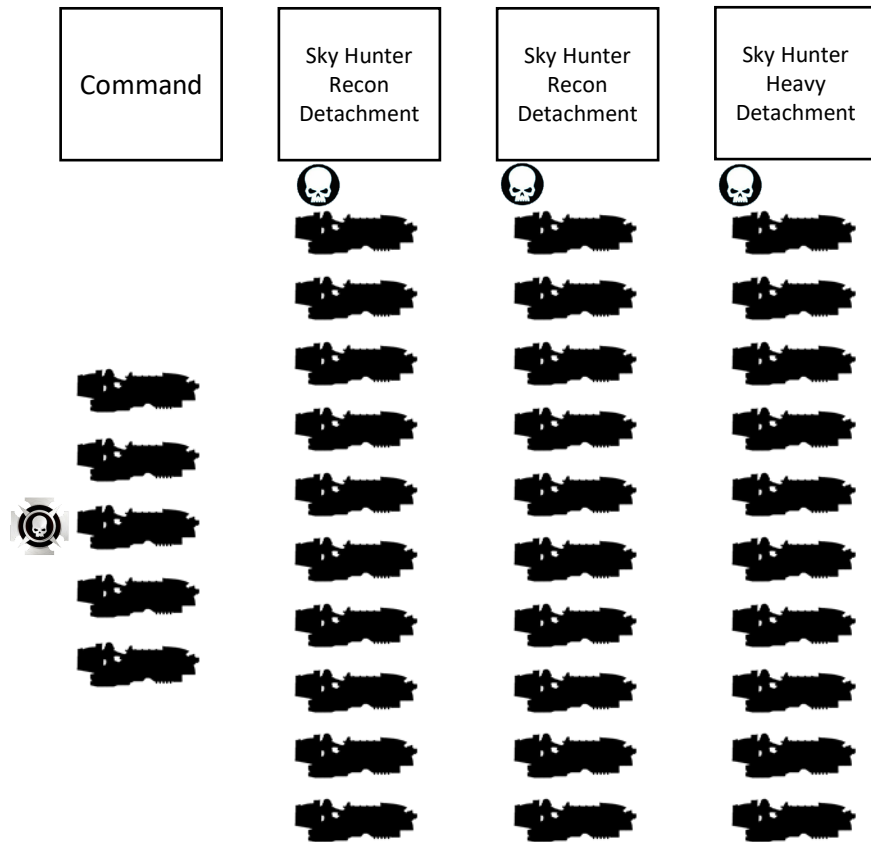
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	25	5+	1/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	[HQ2]
Decurion Outriders	30	5[7]+	3/-1	Boltguns [AP]	25	1	0	[HQ1], [R]
Outriders	30	5+	2/-1	Boltguns [AP]	25	1	0	[R]
Decurion Attack Bike	25	5[7]+	2/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	[HQ1]
Attack Bike	25	5+	1/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	

Victory Points 13

Your opponent gains 7 VPs when this Company is broken

LEGION GRAND SKY HUNTER ATTACK WING

The Legion Grand Sky Hunter Attack Wing consists of 1 Command of 1 Centurion Sky Hunter Jetbike Speeder and 4 Sky Hunter Heavy Jetbike, 2 Detachments of 10 Sky Hunter Recon Jetbike and 1 Detachment of 10 Sky Hunter Heavy Jetbike.



Point Value 1300



LEGION GRAND SKY HUNTER ATTACK WING

Break Point 21: The Grand 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+: Legiones 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	35[K]	4[6]+	3/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	[HQ2], Special
Decurion Skyhunter Recon Jetbike	35[K]	5[7]+	2/-1	Boltguns [AP]	25	1	0	[HQ1], [R]
Skyhunter Recon Jetbike	35[K]	5+	1/-1	Boltguns [AP]	25	1	0	[R]
Decurion Skyhunter Heavy Jetbike	35[K]	5[7]+	2/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	[HQ1], Special
Skyhunter Heavy Jetbike	35[K]	5+	1/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	Special

Victory Points 13

Your opponent gains 7 VPs when this Company is broken

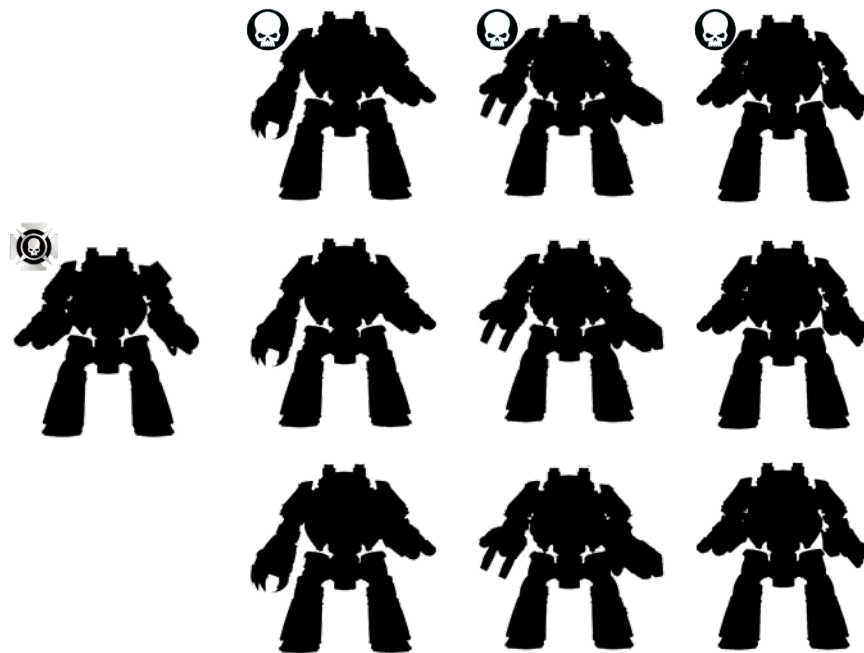
STANDARD COMPANY CARDS

WALKERS [2]

LEGION CONTEMPTOR DREADNOUGHT COMPANY

The Legion Contemptor Dreadnought Company consists of 1 Command Contemptor Type 4 Dreadnought, 1 Detachment of 3 Contemptor Type 1 (A or B) Dreadnoughts, 1 Detachment of 3 Contemptor Type 2 Dreadnoughts and 1 Detachment of 3 Contemptor Type 3 Dreadnoughts.

Command	Contemptor Type 1 Detachment	Contemptor Type 2 Detachment	Contemptor Type 3 Detachment
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Point Value 850



LEGION CONTEMPTOR DREADNOUGHT COMPANY

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

Morale Value 5+: Legiones 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
Contemptor	15	3+	4/-1	Heavy Conversion Beamer [HM,B2] TL Lascannon [TL2]	35/70 25/50	1 1	-3 -2	[HQ2], [RA]
Decurion Contemptor Type IA	15	3+	4/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[HQ1], [RA]
Contemptor Type IA	15	3+	3/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[RA]
Decurion Contemptor Type IB	15	3+	4/-2	CC Weapon [B] Multi-Melta Heavy Flamer [FW,A]	- 25 10	- 2 2	- -3 0	[HQ1], [RA]
Contemptor Type IB	15	3+	3/-2	CC Weapon [B] Multi-Melta Heavy Flamer [FW,A]	- 25 10	- 2 2	- -3 0	[RA]
Decurion Contemptor Type II	15	3+	3/-1	TL Autocannon [TL4] TL Volkite Culverin [TL4,VK]	25/50 20/45	1 1	-1 -1	[HQ1], [RA]
Contemptor Type II	15	3+	2/-1	TL Autocannon [TL4] TL Volkite Culverin [TL4,VK]	25/50 20/45	1 1	-1 -1	[RA]
Decurion Contemptor Type III	15	3+	3/-1	TL Lascannon [TL2] Kheres Assault Cannon [A]	25/50 25	1 3	-2 -1	[HQ1], [RA]
Contemptor Type III	15	3+	2/-1	TL Lascannon [TL2] Kheres Assault Cannon [A]	25/50 25	1 3	-2 -1	[RA]

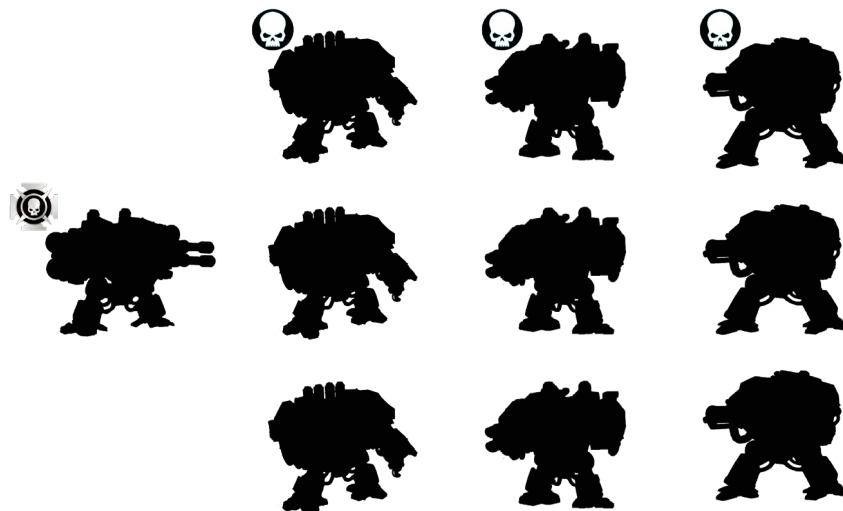
Victory Points 9

Your opponent gains 5 VPs when this Company is broken

LEGION MORTIS DREADNOUGHT COMPANY

The Legion Mortis Dreadnought Company consists of 1 Command Mortis Type 4 Dreadnought, 1 Detachment of 3 Mortis Type 1 (A or B) Dreadnoughts, 1 Detachment of 3 Mortis Type 2 Dreadnoughts and 1 Detachment of 3 Mortis Type 3 Dreadnoughts.

Command	Mortis Type 1 Detachment	Mortis Type 2 Detachment	Mortis Type 3 Detachment
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Point Value 750



LEGION MORTIS DREADNOUGHT COMPANY

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

Morale Value 5+: Legiones 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	4+	4/-1	TL Autocannon [TL4] TL Lascannons [TL2]	25/50 25/50	1 1	-1 -2	[HQ2], [RA]
Decurion Mortis Type I	15	4+	4/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[HQ1], [RA]
Mortis Type I	15	4+	3/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[RA]
Decurion Mortis Type II	15	4+	3/-1	TL Autocannon [TL4] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-1 - -2 0	[HQ1], [RA]
Mortis Type II	15	4+	2/-1	TL Autocannon [TL4] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-1 - -2 0	[RA]
Decurion Mortis Type III	15	4+	3/-1	TL Lascannons [TL2] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-2 - -2 0	[HQ1], [RA]
Mortis Type III	15	4+	2/-1	TL Lascannons [TL2] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-2 - -2 0	[RA]

Victory Points 8

Your opponent gains 4 VPs when this Company is broken

GRAND COMPANY CARDS WALKERS [2]

LEGION GRAND CONTEMPTOR DREADNOUGHT COMPANY

The Legion Grand Contemptor Dreadnought Company consists of 1 Command Contemptor Type 4 Dreadnought, 1 Detachment of 6 Contemptor Type 1 (A or B) Dreadnoughts, 1 Detachment of 6 Contemptor Type 2 Dreadnoughts and 1 Detachment of 6 Contemptor Type 3 Dreadnoughts.

Command



Contemptor Type 1 Detachment







Contemptor Type 2 Detachment







Contemptor Type 3 Detachment









Point Value 1550



LEGION GRAND CONTEMPTOR DREADNOUGHT COMPANY

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

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

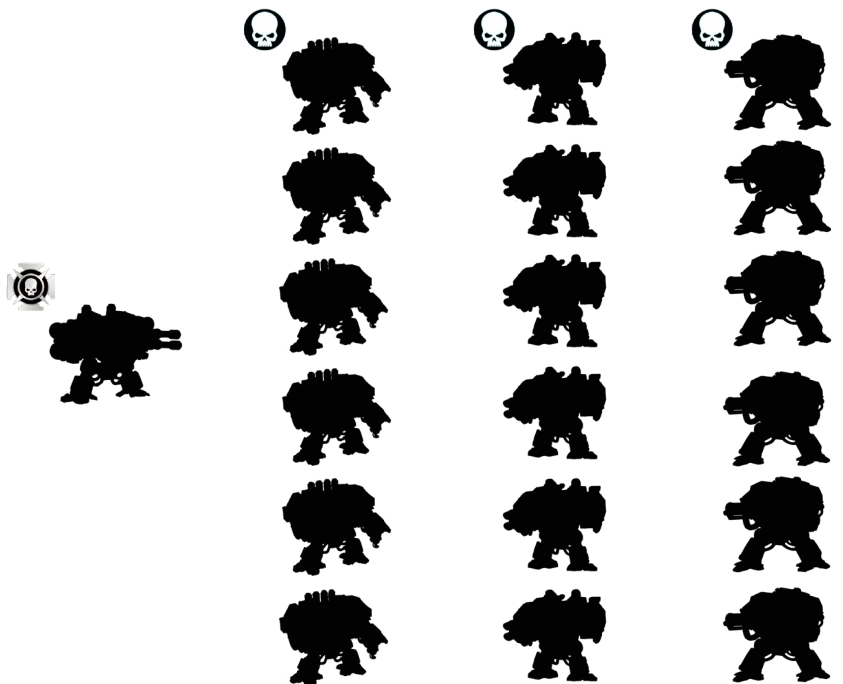
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Contemptor	15	3+	4/-1	Heavy Conversion Beamer [HM,B2] TL Lascannon [TL2]	35/70 25/50	1 1	-3 -2	[HQ2], [RA]
Decurion Contemptor Type IA	15	3+	4/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[HQ1], [RA]
Contemptor Type IA	15	3+	3/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[RA]
Decurion Contemptor Type IB	15	3+	4/-2	CC Weapon [B] Multi-Melta Heavy Flamer [FW,A]	- 25 10	- 2 2	- -3 0	[HQ1], [RA]
Contemptor Type IB	15	3+	3/-2	CC Weapon [B] Multi-Melta Heavy Flamer [FW,A]	- 25 10	- 2 2	- -3 0	[RA]
Decurion Contemptor Type II	15	3+	3/-1	TL Autocannon [TL4] TL Volkite Culverin [TL4,VK]	25/50 20/45	1 1	-1 -1	[HQ1], [RA]
Contemptor Type II	15	3+	2/-1	TL Autocannon [TL4] TL Volkite Culverin [TL4,VK]	25/50 20/45	1 1	-1 -1	[RA]
Decurion Contemptor Type III	15	3+	3/-1	TL Lascannon [TL2] Kheres Assault Cannon [A]	25/50 25	1 3	-2 -1	[HQ1], [RA]
Contemptor Type III	15	3+	2/-1	TL Lascannon [TL2] Kheres Assault Cannon [A]	25/50 25	1 3	-2 -1	[RA]

Victory Points 16
Your opponent gains 8 VPs when this Company is broken

LEGION GRAND MORTIS DREADNOUGHT COMPANY

The Legion Grand Mortis Dreadnought Company consists of 1 Command Mortis Type 4 Dreadnought, 1 Detachment of 6 Mortis Type 1 (A or B) Dreadnoughts, 1 Detachment of 6 Mortis Type 2 Dreadnoughts and 1 Detachment of 6 Mortis Type 3 Dreadnoughts.

Command	Mortis Type 1 Detachment	Mortis Type 2 Detachment	Mortis Type 3 Detachment
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Point Value 1350



LEGION GRAND MORTIS 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+: Legiones 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	4+	4/-1	TL Autocannon [TL4] TL Lascannons [TL2]	25/50 25/50	1 1	-1 -2	[HQ2], [RA]
Decurion Mortis Type I	15	4+	4/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[HQ1], [RA]
Mortis Type I	15	4+	3/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[RA]
Decurion Mortis Type II	15	4+	3/-1	TL Autocannon [TL4] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-1 - -2 0	[HQ1], [RA]
Mortis Type II	15	4+	2/-1	TL Autocannon [TL4] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-1 - -2 0	[RA]
Decurion Mortis Type III	15	4+	3/-1	TL Lascannons [TL2] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-2 - -2 0	[HQ1], [RA]
Mortis Type III	15	4+	2/-1	TL Lascannons [TL2] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-2 - -2 0	[RA]

Victory Points 14

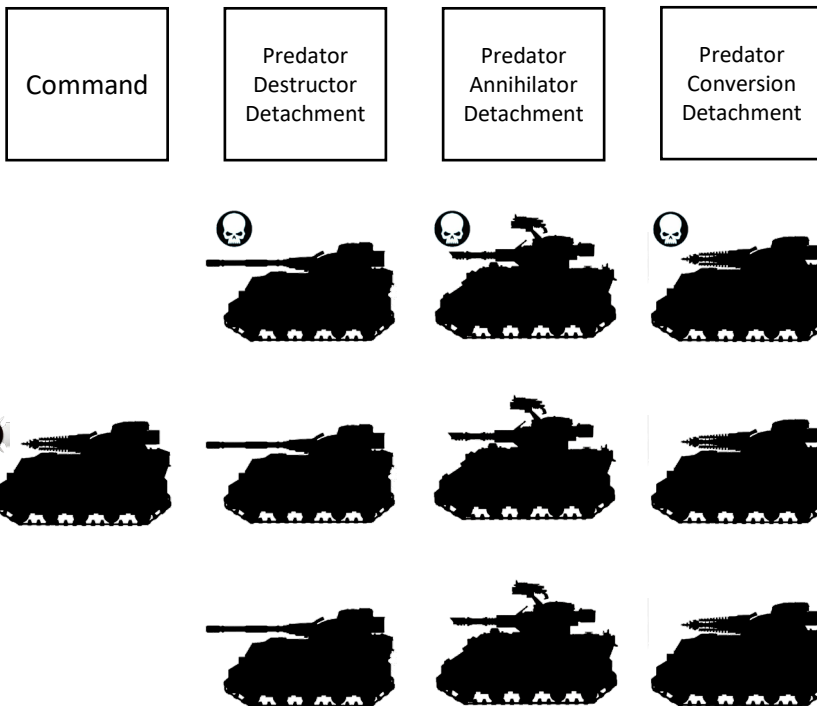
Your opponent gains 7 VPs when this Company is broken

STANDARD COMPANY CARDS

VEHICLES [3]

LEGION PREDATOR STRIKE COMPANY

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



Point Value 900



LEGION PREDATOR STRIKE COMPANY

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

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

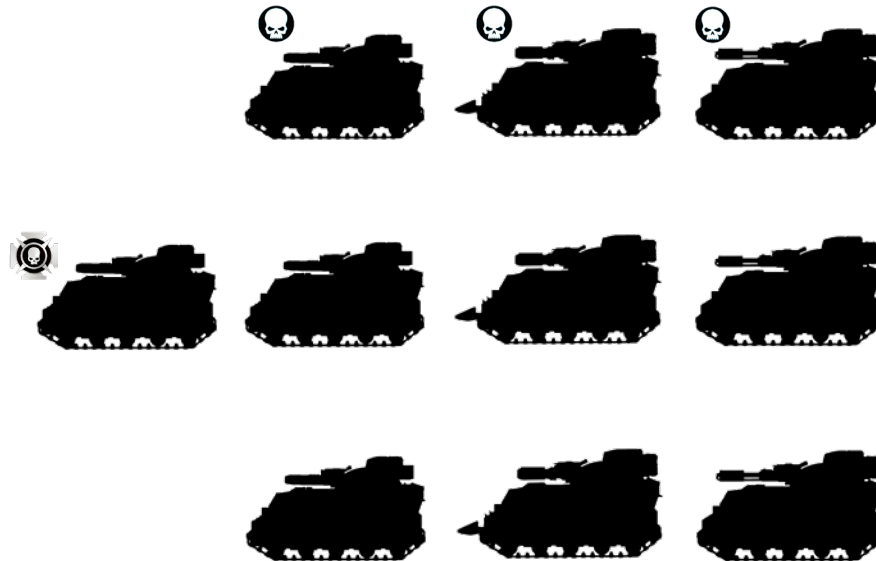
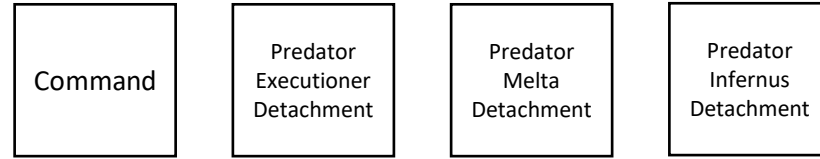
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	25	3+	4/-1	Conversion Beamer [B2] Lascannons Bolters [AP]	35/70 25/50 25	1 2 2	-3 -2 0	[HQ2]
Decurion Predator Destructor	25	3+	3/-1	Predator Cannon Bolters [AP] Heavy Flamers [FW,A]	25/50 25 10	3 4 2	-1 0 0	[HQ1]
Predator Destructor	25	3+	2/-1	Predator Cannon Bolters [AP] Heavy Flamers [FW,A]	25/20 25 10	3 4 2	-1 0 0	
Decurion Predator Annihilator	25	3+	3/-1	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 2 2	-2 -2 0	[HQ1]
Predator Annihilator	25	3+	2/-1	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 2 2	-2 -2 0	
Decurion Predator Conversion Beamer	25	3+	3/-1	Conversion Beamer [B2] Lascannons Bolters [AP]	35/70 25/50 25	1 2 2	-3 -2 0	[HQ1]
Predator Conversion Beamer	25	3+	2/-1	Conversion Beamer [B2] Lascannons Bolters [AP]	35/70 25/50 25	1 2 2	-3 -2 0	

Victory Points 9

Your opponent gains 5 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’.



Point Value 1000



LEGION PREDATOR ASSUALT COMPANY

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

Morale Value 5+: Legiones 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	25	3+	4/-1	Plasma Destroyer Bolters [AP] Heavy Flamers [FW,A]	20/35 25 10	6 4 2	-1 0 0	[HQ2], Special
Decurion Predator Executioner	25	3+	3/-1	Plasma Destroyer Bolters [AP] Heavy Flamers [FW,A]	20/35 25 10	6 4 2	-1 0 0	[HQ1], Special
Predator Executioner	25	3+	2/-1	Plasma Destroyer Bolters [AP] Heavy Flamers [FW,A]	20/35 25 10	6 4 2	-1 0 0	Special
Decurion Predator Melta	25	3+	3/-1	Magna Melta [B,W.TL2] Bolters [AP] Heavy Flamers [FW,A]	20 25 10	1 4 2	-3 0 0	[HQ1], Special
Predator Melta	25	3+	2/-1	Magna Melta [B,W.TL2] Bolters [AP] Heavy Flamers [FW,A]	20 25 10	1 4 2	-3 0 0	Special
Decurion Predator Infernus	25	3+	3/-1	Firestorm Cannon [FW] Bolters [AP] Heavy Flamers [FW,A]	25 25 10	6 4 2	0 0 0	[HQ1]
Predator Infernus	25	3+	2/-1	Firestorm Cannon [FW] Bolters [AP] Heavy Flamers [FW,A]	25 25 10	6 4 2	0 0 0	

Victory Points 10

Your opponent gains 5 VPs when this Company is broken

LEGION SABRE STRIKE TANK COMPANY

The Sabre Strike Tank Company consists of 1 Command Sabre Type I, 1 Detachment of 3 Sabre Type I Tank, 1 Detachment of 3 Sabre Type II Tank and 1 Detachment of 3 Sabre Type III Tank.

Command	Sabre Type I Detachment	Sabre Type II Detachment	Sabre Type III Detachment
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Point Value 750



LEGION SABRE STRIKE TANK COMPANY

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

Morale Value 5+: Legiones 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	30	3+	4/-1	Anvillus Snub Autocannon [TL2] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-3 -1 0	[HQ2]
Decurion Sabre Strike Type I	30	3+	3/-1	Anvillus Snub Autocannon [TL2] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-3 -1 0	[HQ1]
Sabre Strike Type I	30	3+	2/-1	Anvillus Snub Autocannon [TL2] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-3 -1 0	
Decurion Sabre Strike Type II	30	3+	3/-1	Neutron Blaster [HW] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-2 -1 0	[HQ1], Special
Sabre Strike Type II	30	3+	2/-1	Neutron Blaster [HW] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-2 -1 0	Special
Decurion Sabre Strike Type III	30	3+	4/-1	Volkite Saker [VK] Boltguns [AP]	25 25	6 2	-1 0	[HQ1]
Sabre Strike Type III	30	3+	3/-1	Volkite Saker [VK] Boltguns [AP]	25 25	6 2	-1 0	

Victory Points 8

Your opponent gains 4 VPs when this Company is broken

LEGION SICARAN TANK COMPANY

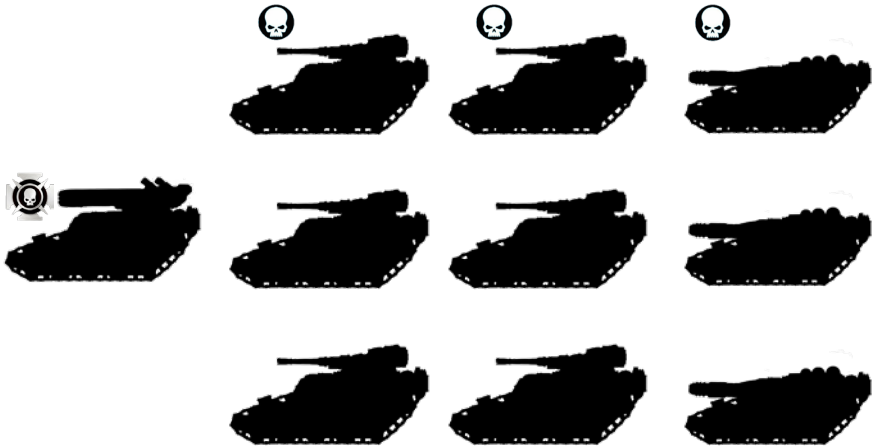
The Legion Sicaran Tank Company consists of 1 Command Sicaran Omega Destroyer, 2 Detachments of 3 Sicaran Battle Tanks and 1 Detachment of 3 Sicaran Venators.

Command

Sicaran Detachment

Sicaran Detachment

Sicaran Venator Detachment





Point Value 950



LEGION SICARAN TANK COMPANY

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

Morale Value 5+: Legiones 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	30	3+	4/-1	Omega Plasma Array	25	6	-1	[HQ2]
				Volley		1	-2	
				Sustained Burn [TL2,HW] Boltguns [AP]	25	2	0	
Decurion Battle Tank	30	3+	3/-1	Accelerator Cannon [A,AA,TL2]	25/50	3	-1	[HQ1]
				Boltguns [AP]	25	2	0	
Battle Tank	30	3+	2/-1	Accelerator Cannon [A,AA,TL2]	25/50	3	-1	
				Boltguns [AP]	25	2	0	
Decurion Venator	30	3+	3/-1	Neutron Beam [HW,TL2]	25/50	1	-3	[HQ1], Special
				Boltguns [AP]	25	2	0	
Venator	30	3+	2/-1	Neutron Beam [HW,TL2]	25/50	1	-3	Special
				Boltguns [AP]	25	2	0	

Victory Points 10
Your opponent gains 5 VPs when this Company is broken

LEGION SICARAN STRIKE COMPANY

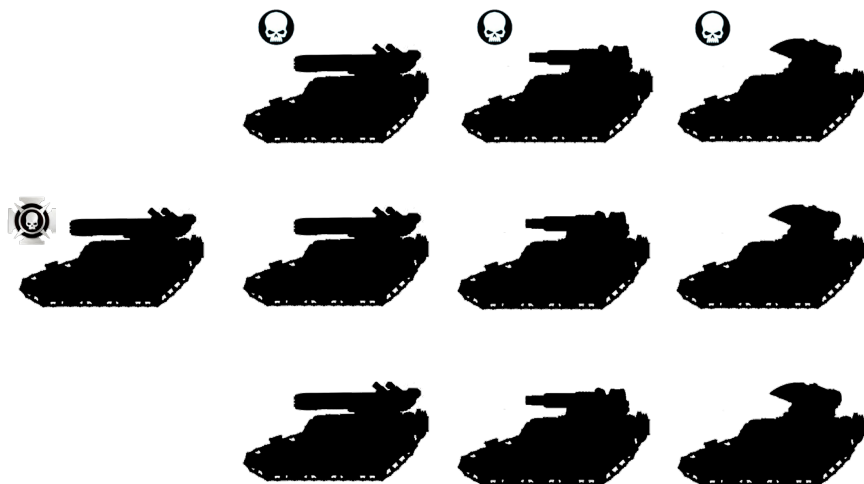
The Legion Sicaran Strike Company consists of 1 Command Sicaran Omega Destroyer, 1 Detachment of 3 Sicaran Omega Destroyers, 1 Detachment 3 Sicaran Punishers and 1 Detachment of 3 Sicaran Arcus Strike Tanks.

Command

Sicaran Omega Destroyer Detachment

Sicaran Punisher Detachment

Sicaran Arcus Strike Detachment



Point Value 850



LEGION SICARAN STRIKE COMPANY

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

Morale Value 5+: Legiones 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	30	3+	4/-1	Omega Plasma Array Volley Sustained Burn [TL2,HW] Boltguns [AP]	25 25	6 1 2	-1 -2 0	[HQ2]
Decurion Omega Tank Destroyer	30	3+	3/-1	Omega Plasma Array Volley Sustained Burn [TL2,HW] Boltguns [AP]	25 25	6 1 2	-1 -2 0	[HQ1]
Omega Tank Destroyer	30	3+	2/-1	Omega Plasma Array Volley Sustained Burn [TL2,HW] Boltguns [AP]	25 25	6 1 2	-1 -2 0	
Decurion Punisher Assault Tank	30	3+	3/-1	Rotary Cannon Bolters [AP]	20/35 25	9 2	0 0	[HQ1]
Punisher Assault Tank	30	3+	2/-1	Rotary Cannon Bolters [AP]	20/35 25	9 2	0 0	
Decurion Arcus Strike	30	3+	3/-1	Arcus Launcher [AA] Skyspear Warhead Arcus Warhead Pyrax Warhead [FW,B] Boltguns [AP]	- 25/50 20/35 20/35 25	- 2 2 2 2	- -1 -2 0 0	[HQ1], Special
Arcus Strike	30	3+	2/-1	Arcus Launcher [AA] Skyspear Warhead Arcus Warhead Pyrax Warhead [FW,B] Boltguns [AP]	- 25/50 20/35 20/35 25	- 2 2 2 2	- -1 -2 0 0	Special

Victory Points 9

Your opponent gains 5 VPs when this Company is Destroyed

LEGION VINDICATOR COMPANY

The Legion Vindicator Company consists of 1 Command Vindicator Type II, 2 Detachments of 3 Vindicator Type I and 1 Detachment of 3 Vindicator Type II.

Command

Vindicator Type I
Detachment

Vindicator Type I
Detachment

Vindicator Type II
Detachment















Point Value 700



LEGION VINDICATOR COMPANY

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

Morale Value 5+: Legiones 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	25	3+	4/-1	Laser Destroyer Array [TL3] Boltguns [AP]	20/35 25	1 2	-3 0	[HQ2]
Decurion Vindicator Type I	25	2+	3/-1	Demolisher Cannon [B2,W] Boltguns [AP]	25/50 25	1 2	-3 0	[HQ1], [RA]
Vindicator Type I	25	2+	2/-1	Demolisher Cannon [B2,W] Boltguns [AP]	25/50 25	1 2	-3 0	[RA]
Decurion Vindicator Type II	25	3+	3/-1	Laser Destroyer Array [TL3] Boltguns [AP]	20/35 25	1 2	-3 0	[HQ1]
Vindicator Type II	25	3+	2/-1	Laser Destroyer Array [TL3] Boltguns [AP]	20/35 25	1 2	-3 0	

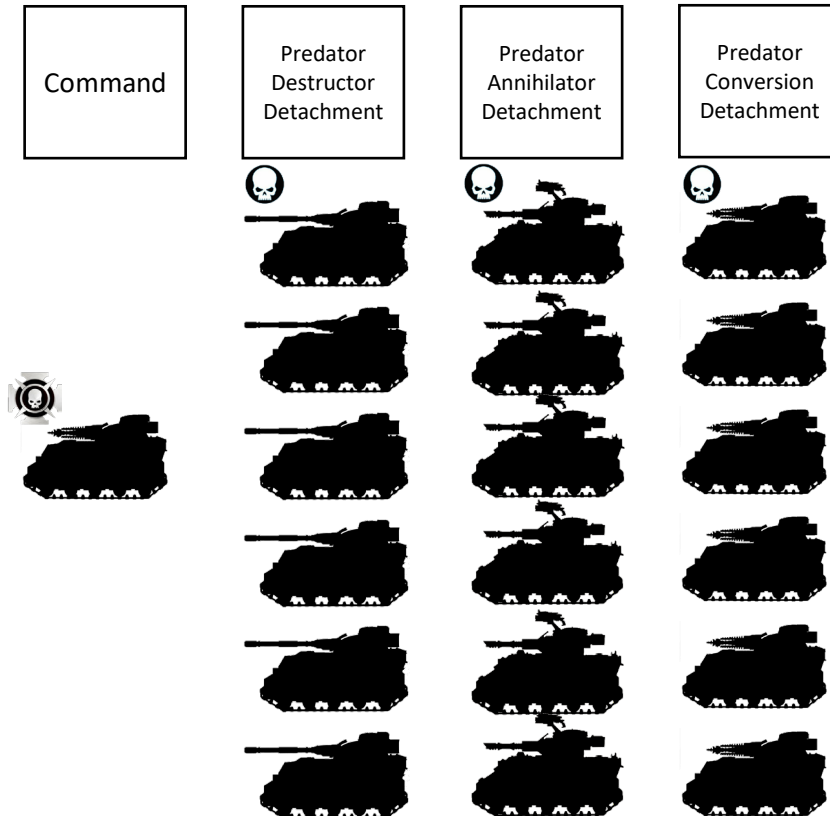
Victory Points 7

Your opponent gains 4 VPs when this Company is broken

GRAND COMPANY CARDS VEHICLES [3]

LEGION GRAND PREDATOR STRIKE COMPANY

The Legion Grand Predator Company consists of 1 Command Predator Conversion Bearer, 1 Detachment of 6 Predator Destructors, 1 Detachment of 6 Predator Annihilators and 1 Detachment of 6 Predators with Conversion Beamers.



Point Value 1600



LEGION GRAND PREDATOR STRIKE COMPANY

Break Point 11: The 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+: Legiones Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

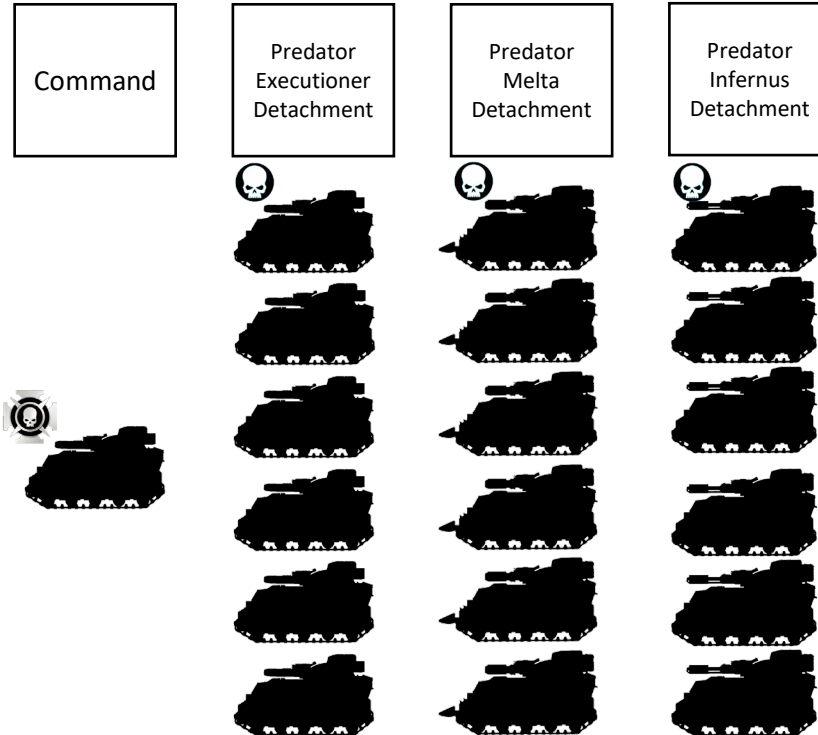
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	25	3+	4/-1	Conversion Bearer [B2] Lascannons Bolters [AP]	35/70 25/50 25	1 2 2	-3 -2 0	[HQ2]
Decurion Predator Destructor	25	3+	3/-1	Predator Cannon Bolters [AP] Heavy Flamers [FW,A]	25/50 25 10	3 4 2	-1 0 0	[HQ1]
Predator Destructor	25	3+	2/-1	Predator Cannon Bolters [AP] Heavy Flamers [FW,A]	25/20 25 10	3 4 2	-1 0 0	
Decurion Predator Annihilator	25	3+	3/-1	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 2 2	-2 -2 0	[HQ1]
Predator Annihilator	25	3+	2/-1	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 2 2	-2 -2 0	
Decurion Predator Conversion Bearer	25	3+	3/-1	Conversion Bearer [B2] Lascannons Bolters [AP]	35/70 25/50 25	1 2 2	-3 -2 0	[HQ1]
Predator Conversion Bearer	25	3+	2/-1	Conversion Bearer [B2] Lascannons Bolters [AP]	35/70 25/50 25	1 2 2	-3 -2 0	

Victory Points 16

Your opponent gains 8 VPs when this Company is broken

LEGION GRAND PREDATOR ASSAULT COMPANY

The Legion Grand Predator Company consists of 1 Command Predator Executioner, 1 Detachment of 6 Predator Executioner, 1 Detachment of 6 Predator with Magna Meltas and 1 Detachment of 6 Predator Infernus'.



Point Value 1800



LEGION GRAND PREDATOR ASSUALT COMPANY

Break Point 11: The 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+: Legiones 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	25	3+	4/-1	Plasma Destroyer Bolters [AP] Heavy Flamers [FW,A]	20/35 25 10	6 4 2	-1 0 0	[HQ2], Special
Decurion Predator Executioner	25	3+	3/-1	Plasma Destroyer Bolters [AP] Heavy Flamers [FW,A]	20/35 25 10	6 4 2	-1 0 0	[HQ1], Special
Predator Executioner	25	3+	2/-1	Plasma Destroyer Bolters [AP] Heavy Flamers [FW,A]	20/35 25 10	6 4 2	-1 0 0	Special
Decurion Predator Melta	25	3+	3/-1	Magna Melta [B,W.TL2] Bolters [AP] Heavy Flamers [FW,A]	20 25 10	1 4 2	-3 0 0	[HQ1], Special
Predator Melta	25	3+	2/-1	Magna Melta [B,W.TL2] Bolters [AP] Heavy Flamers [FW,A]	20 25 10	1 4 2	-3 0 0	Special
Decurion Predator Infernus	25	3+	3/-1	Firestorm Cannon [FW] Bolters [AP] Heavy Flamers [FW,A]	25 25 10	6 4 2	0 0 0	[HQ1]
Predator Infernus	25	3+	2/-1	Firestorm Cannon [FW] Bolters [AP] Heavy Flamers [FW,A]	25 25 10	6 4 2	0 0 0	

Victory Points 18

Your opponent gains 9 VPs when this Company is broken

LEGION GRAND SABRE STRIKE TANK COMPANY

The Legion Grand Sabre Strike Tank Company consists of 1 Command Sabre Type I, 1 Detachment of 6 Sabre Type I Tank, 1 Detachment of 6 Sabre Type II Tank and 1 Detachment of 6 Sabre Type III Tank.

Command




Sabre Type I Detachment









Sabre Type II Detachment









Sabre Type III Detachment











Point Value 1250



LEGION GRAND SABRE STRIKE TANK COMPANY

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

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

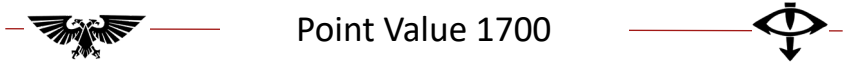
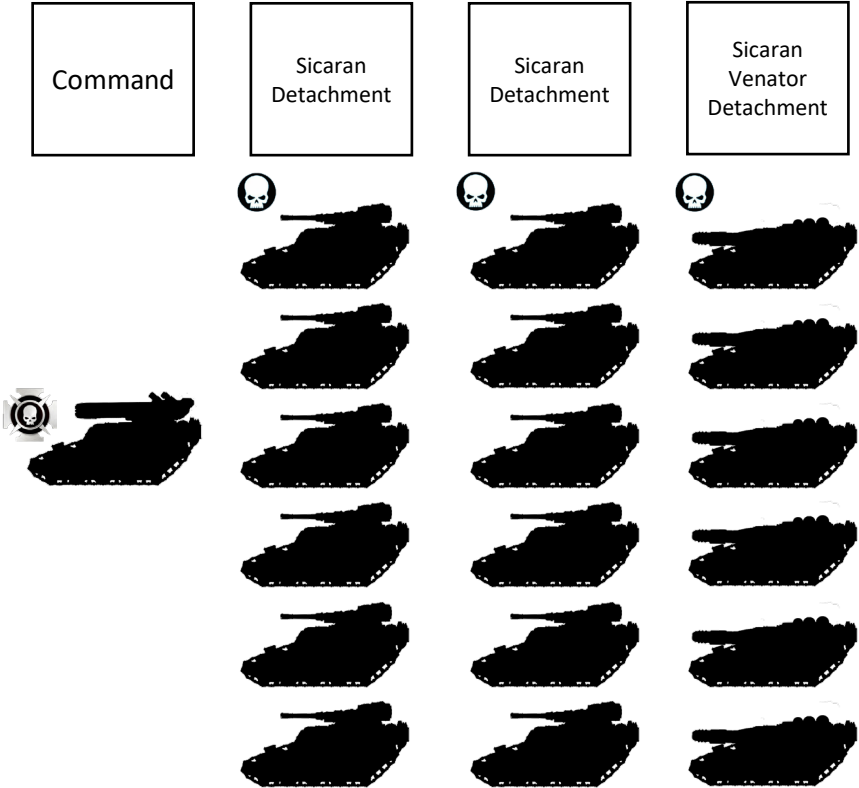
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	30	3+	4/-1	Anvillus Snub Autocannon [TL2] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-3 -1 0	[HQ2]
Decurion Sabre Strike Type I	30	3+	3/-1	Anvillus Snub Autocannon [TL2] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-3 -1 0	[HQ1]
Sabre Strike Type I	30	3+	2/-1	Anvillus Snub Autocannon [TL2] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-3 -1 0	
Decurion Sabre Strike Type II	30	3+	3/-1	Neutron Blaster [HW] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-2 -1 0	[HQ1], Special
Sabre Strike Type II	30	3+	2/-1	Neutron Blaster [HW] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-2 -1 0	Special
Decurion Sabre Strike Type III	30	3+	4/-1	Volkite Saker [VK] Boltguns [AP]	25 25	6 2	-1 0	[HQ1]
Sabre Strike Type III	30	3+	3/-1	Volkite Saker [VK] Boltguns [AP]	25 25	6 2	-1 0	

Victory Points 13

Your opponent gains 7 VPs when this Company is broken

LEGION GRAND SICARAN
TANK COMPANY

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



LEGION GRAND SICARAN
TANK COMPANY

Break Point 11: The 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+: Legiones Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

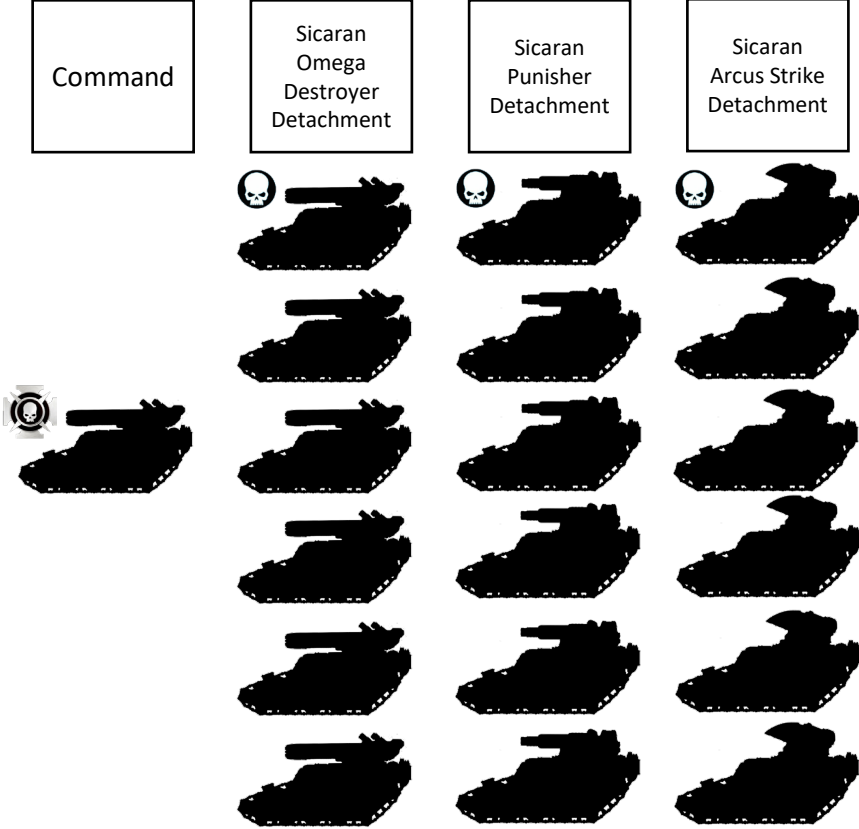
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	30	3+	4/-1	Omega Plasma Array Volley Sustained Burn [TL2,HW] Boltguns [AP]	25	6 1	-1 -2	[HQ2]
Decurion Battle Tank	30	3+	3/-1	Accelerator Cannon [A,AA,TL2] Boltguns [AP]	25/50	3	-1	[HQ1]
Battle Tank	30	3+	2/-1	Accelerator Cannon [A,AA,TL2] Boltguns [AP]	25/50	3	-1	
Decurion Venator	30	3+	3/-1	Neutron Beam [HW,TL2] Boltguns [AP]	25/50	1	-3	[HQ1], Special
Venator	30	3+	2/-1	Neutron Beam [HW,TL2] Boltguns [AP]	25/50	1	-3	Special

Victory Points 17

Your opponent gains 9 VPs when this Company is broken

LEGION GRAND SICARAN STRIKE COMPANY

The Legion Grand 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.



Point Value 1550



LEGION GRAND SICARAN STRIKE COMPANY

Break Point 11: The 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+: Legiones Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

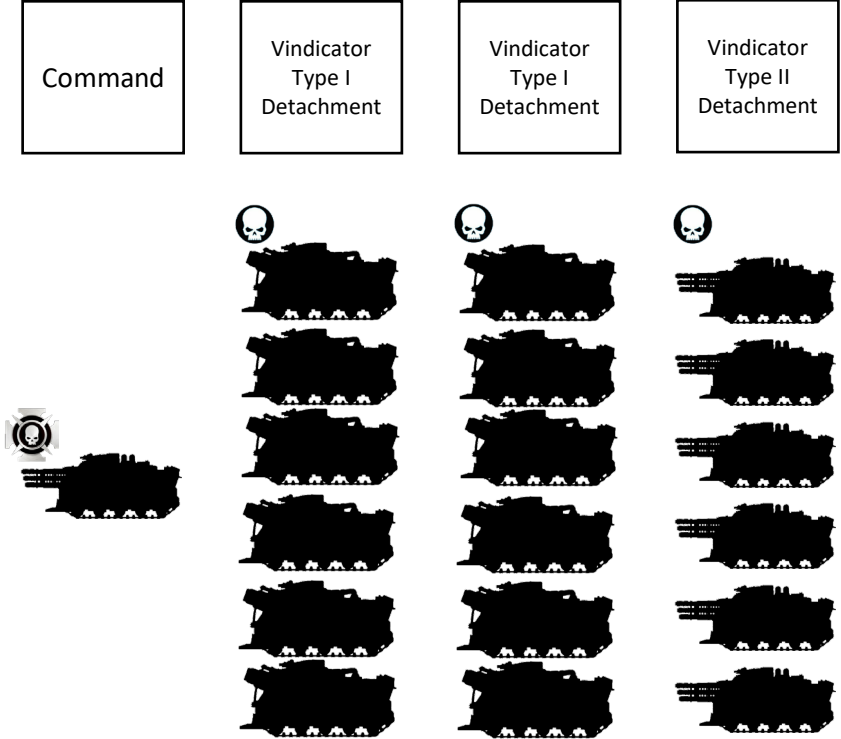
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	30	3+	4/-1	Omega Plasma Array Volley Sustained Burn [TL2,HW] Boltguns [AP]	25 25	6 1 2	-1 -2 0	[HQ2]
Decurion Omega Tank Destroyer	30	3+	3/-1	Omega Plasma Array Volley Sustained Burn [TL2,HW] Boltguns [AP]	25 25	6 1 2	-1 -2 0	[HQ1]
Omega Tank Destroyer	30	3+	2/-1	Omega Plasma Array Volley Sustained Burn [TL2,HW] Boltguns [AP]	25 25	6 1 2	-1 -2 0	
Decurion Punisher Assault Tank	30	3+	3/-1	Rotary Cannon Bolters [AP]	20/35 25	9 2	0 0	[HQ1]
Punisher Assault Tank	30	3+	2/-1	Rotary Cannon Bolters [AP]	20/35 25	9 2	0 0	
Decurion Arcus Strike	30	3+	3/-1	Arcus Launcher [AA] Skyspear Warhead Arcus Warhead Pyrax Warhead [FW,B] Boltguns [AP]	- 25/50 20/35 20/35 25	- 2 2 2 2	- -1 -2 0 0	[HQ1], Special
Arcus Strike	30	3+	2/-1	Arcus Launcher [AA] Skyspear Warhead Arcus Warhead Pyrax Warhead [FW,B] Boltguns [AP]	- 25/50 20/35 20/35 25	- 2 2 2 2	- -1 -2 0 0	Special

Victory Points 16

Your opponent gains 8 VPs when this Company is Destroyed

LEGION GRAND VINDICATOR
COMPANY

The Legion Grand Vindicator Company consists of 1 Command Vindicator Type II, 2 Detachments of 6 Vindicator Type I and 1 Detachment of 6 Vindicator Type II.



 Point Value 1200 

LEGION GRAND VINDICATOR
COMPANY

Break Point 11: The 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+: Legiones 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	25	3+	4/-1	Laser Destroyer Array [TL3] Boltguns [AP]	20/35 25	1 2	-3 0	[HQ2]
Decurion Vindicator Type I	25	2+	3/-1	Demolisher Cannon [B2,W] Boltguns [AP]	25/50 25	1 2	-3 0	[HQ1], [RA]
Vindicator Type I	25	2+	2/-1	Demolisher Cannon [B2,W] Boltguns [AP]	25/50 25	1 2	-3 0	[RA]
Decurion Vindicator Type II	25	3+	3/-1	Laser Destroyer Array [TL3] Boltguns [AP]	20/35 25	1 2	-3 0	[HQ1]
Vindicator Type II	25	3+	2/-1	Laser Destroyer Array [TL3] Boltguns [AP]	20/35 25	1 2	-3 0	

Victory Points 12
Your opponent gains 6 VPs when this Company is broken

STANDARD COMPANY CARDS

HEAVY VEHICLES [3]

LEGION CEREBUS HEAVY TANK DESTROYER COMPANY

The Legion Cerebus Heavy Tank Destroyer Company consists of 1 Command Cerebus, 3 Detachments of 3 Cerebus Heavy Tank Destroyers.

Command

Cerebus
Detachment

Cerebus
Detachment

Cerebus
Detachment





Point Value 1150



LEGION CEREBUS HEAVY TANK DESTROYER COMPANY

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

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

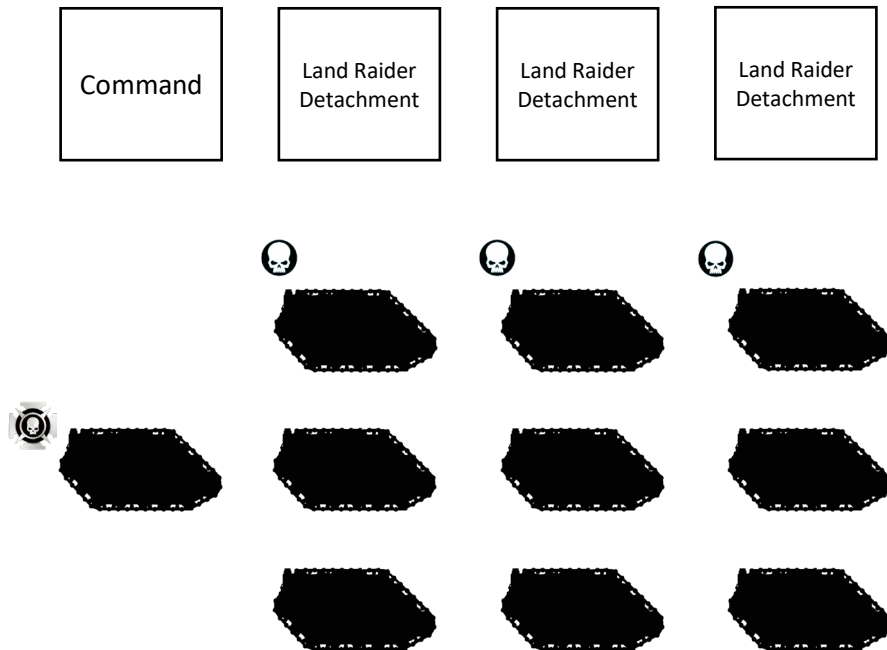
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	15	2+	5/-2	Neutron Laser [M,HW,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[HQ2], [DR2]
Decurion Cerebus	15	2+	4/-2	Neutron Laser [M,HW,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[HQ1], [DR2]
Cerebus	15	2+	3/-2	Neutron Laser [M,HW,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[DR2]

Victory Points 12

Your opponent gains 6 VPs when this Company is broken

LEGION LAND RAIDER PPROTEUS COMPANY

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



Point Value 1000



LEGION LAND RAIDER PROTEUS COMPANY

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

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

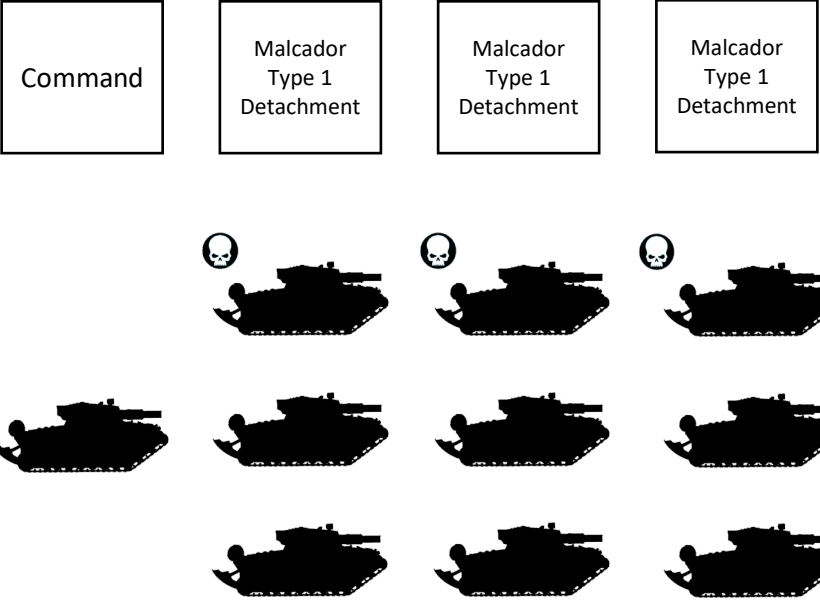
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	20	2+	5/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[HQ2], [DR2], [TR2]
Decurion	20	2+	4/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[HQ1], [DR2], [TR2]
Proteus	20	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2]

Victory Points 10

Your opponent gains 5 VPs when this Company is broken

LEGION MALCADOR ASSAULT TANK COMPANY TYPE 1

The Legion Malcador Assault Tank Company Type 1 consists of 1 Command Malcador Assault Tank Type I and 3 Detachments of 3 Malcador Assault Tanks Type I



Point Value 1100



LEGION MALCADOR ASSAULT TANK COMPANY TYPE 1

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

Morale Value 5+: Legiones 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	2+	3/-2	Battlecannon [B]	35/70	1	-2	[HQ2], [DR2]
				Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Sponson Autocannons [TL2]	25/50	1	-1	
				Bolters [AP]	25	2	0	
Decurion Malcador Type I	15	2+	3/-2	Battlecannon [B]	35/70	1	-2	[HQ1], [DR2]
				Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Sponson Autocannons [TL2]	25/50	1	-1	
				Bolters [AP]	25	2	0	
Malcador Type I	15	2+	3/-2	Battlecannon [B]	35/70	1	-2	[DR2]
				Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Sponson Autocannons [TL2]	25/50	1	-1	
				Bolters [AP]	25	2	0	

Victory Points 11

Your opponent gains 6 VPs when this Company is broken

LEGION MALCADOR ASSAULT TANK COMPANY TYPE 2

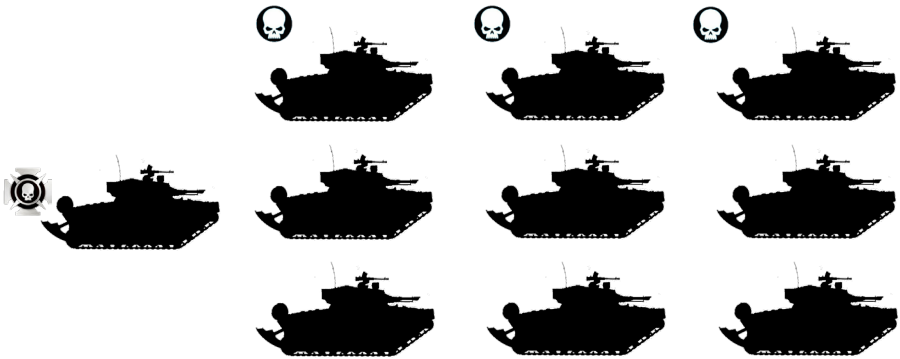
The Legion Malcador Assault Tank Company Type 2 consists of 1 Command Malcador Assault Tank Type I and 3 Detachments of 3 Malcador Assault Tanks Type 2

Command

Malcador
Type 2
Detachment

Malcador
Type 2
Detachment

Malcador
Type 2
Detachment



Point Value 900



LEGION MALCADOR ASSAULT TANK COMPANY TYPE 2

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

Morale Value 5+: Legiones 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	2+	3/-2	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[HQ2], [DR2]
Decurion Malcador Type II	15	2+	3/-2	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[HQ1], [DR2]
Malcador Type II	15	2+	3/-2	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[DR2]

Victory Points 9

Your opponent gains 5 VPs when this Company is broken

LEGION TYPHON HEAVY SIEGE TANK COMPANY

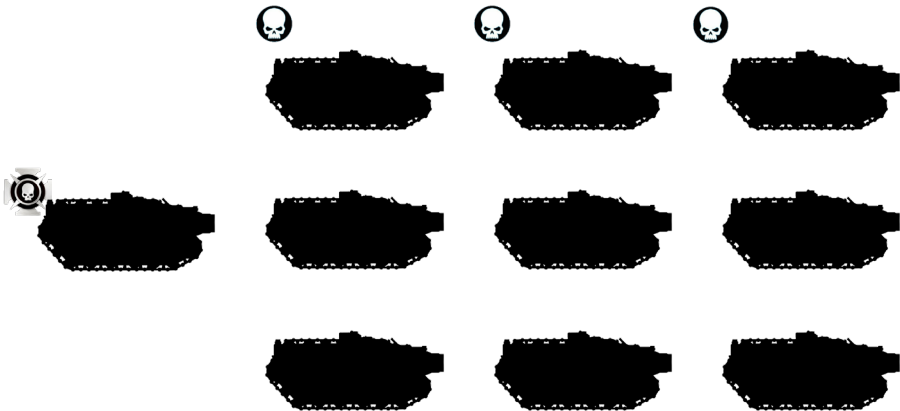
The Legion Typhon Heavy Siege Tank Company consists of 1 Command
Detachment of 1 Typhon Siege Tank, 3 Detachment of 3 Typhon Siege Tanks.

Command

Typhon
Detachment

Typhon
Detachment

Typhon
Detachment



Point Value 1150



LEGION TYPHON HEAVY SIEGE TANK COMPANY

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

Morale Value 5+: Legiones 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	2+	3/-2	Dreadhammer Siege Cannon [B,W,IC,M] Bolters [AP]	25/50 25	3 2	-3 0	[HQ2], [DR2]
Decurion Typhon	15	2+	3/-2	Dreadhammer Siege Cannon [B,W,IC,M] Bolters [AP]	25/50 25	3 2	-3 0	[HQ1], [DR2]
Typhon	15	2+	3/-2	Dreadhammer Siege Cannon [B,W,IC,M] Bolters [AP]	25/50 25	3 2	-3 0	[DR2]

Victory Points 12

Your opponent gains 6 VPs when this Company is broken

GRAND COMPANY CARDS

HEAVY VEHICLES [3]

LEGION GRAND CEREBUS HEAVY TANK DESTROYER COMPANY

The Legion Grand Cerebus Heavy Tank Destroyer Company consists of 1 Command Cerebus, 3 Detachments of 6 Cerebus Heavy Tank Destroyers.

Command




Cerebus Detachment









Cerebus Detachment









Cerebus Detachment











Point Value 2100



LEGION GRAND CEREBUS HEAVY TANK DESTROYER COMPANY

Break Point 11: The 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+: Legiones Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

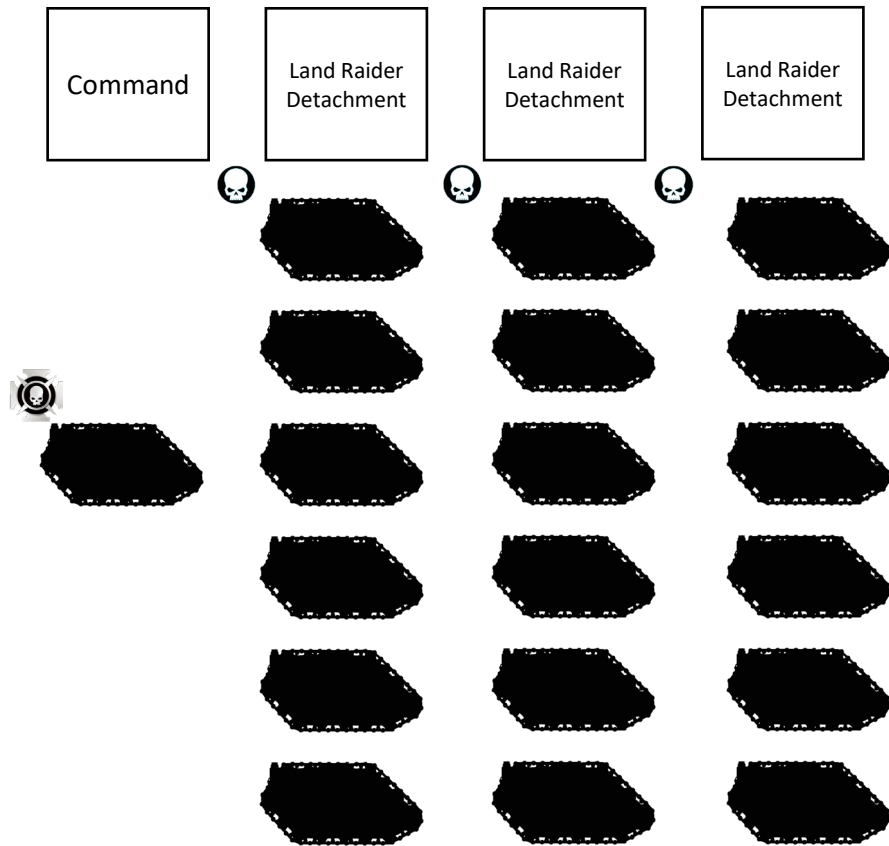
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	15	2+	5/-2	Neutron Laser [M,HW,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[HQ2], [DR2]
Decurion Cerebus	15	2+	4/-2	Neutron Laser [M,HW,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[HQ1], [DR2]
Cerebus	15	2+	3/-2	Neutron Laser [M,HW,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[DR2]

Victory Points 21

Your opponent gains 11 VPs when this Company is broken

LEGION GRAND LAND RAIDER PROTEUS COMPANY

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



Point Value 1850

LEGION GRAND LAND RAIDER PROTEUS COMPANY

Break Point 11: The 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+: Legiones 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	20	2+	5/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[HQ2], [DR2], [TR2]
Deucrion	20	2+	4/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[HQ1], [DR2], [TR2]
Proteus	20	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2]

Victory Points 19

Your opponent gains 10 VPs when this Company is broken

LEGION GRAND MALCADOR ASSAULT TANK COMPANY TYPE 1

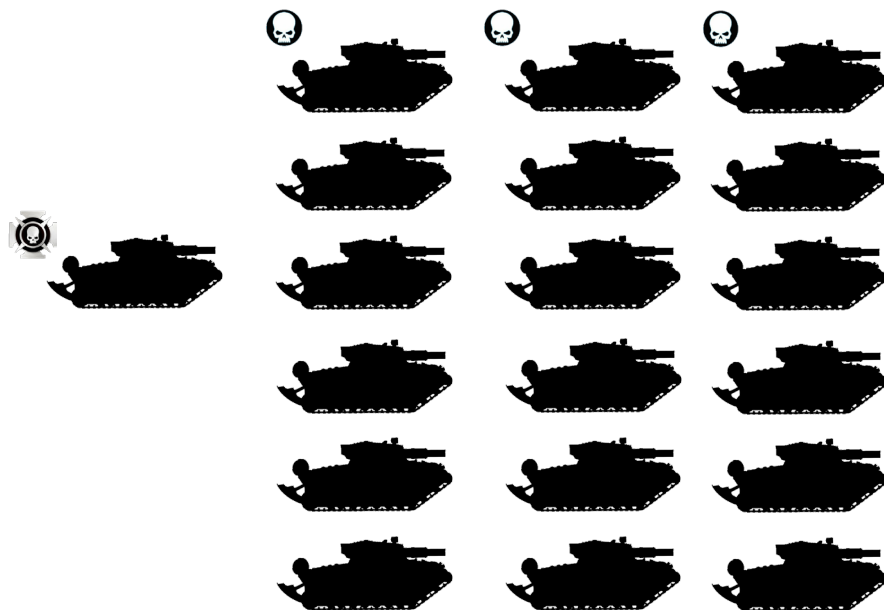
The Legion Grand Malcador Assault Tank Company Type 1 consists of 1 Command Malcador Assault Tank Type I and 3 Detachments of 6 Malcador Assault Tanks Type I

Command

Malcador
Type 1
Detachment

Malcador
Type 1
Detachment

Malcador
Type 1
Detachment



Point Value 2050



LEGION GRAND MALCADOR ASSAULT TANK COMPANY TYPE 1

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

Morale Value 5+: Legiones 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	2+	3/-2	Battlecannon [B] Demolisher Cannon [B2,W,M] Sponson Autocannons [TL2] Bolters [AP]	35/70 25/50 25/50 25	1 1 1 2	-2 -3 -1 0	[HQ2], [DR2]
Decurion Malcador Type I	15	2+	3/-2	Battlecannon [B] Demolisher Cannon [B2,W,M] Sponson Autocannons [TL2] Bolters [AP]	35/70 25/50 25/50 25	1 1 1 2	-2 -3 -1 0	[HQ1], [DR2]
Malcador Type I	15	2+	3/-2	Battlecannon [B] Demolisher Cannon [B2,W,M] Sponson Autocannons [TL2] Bolters [AP]	35/70 25/50 25/50 25	1 1 1 2	-2 -3 -1 0	[DR2]

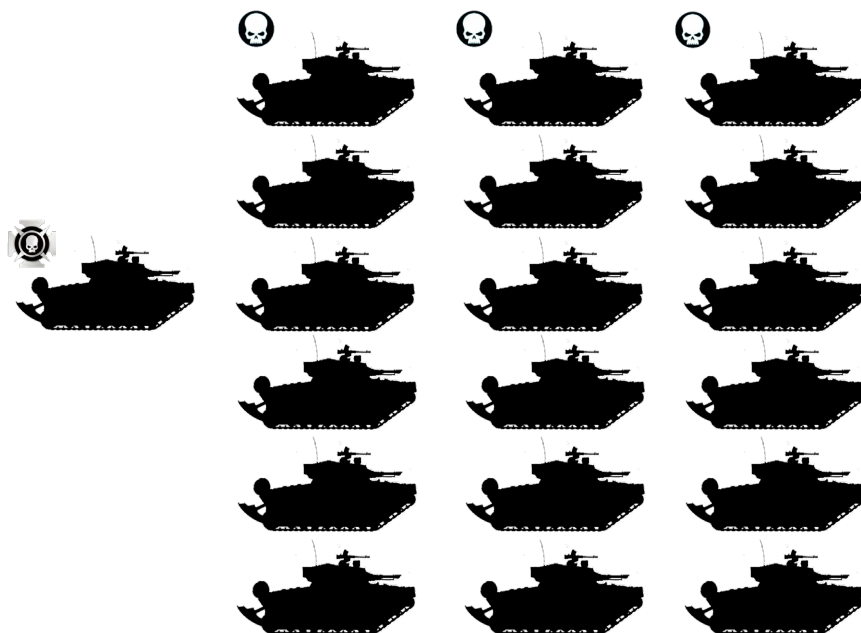
Victory Points 21

Your opponent gains 11 VPs when this Company is broken

LEGION GRAND MALCADOR ASSAULT TANK COMPANY TYPE 2

The Legion Grand Malcador Assault Tank Company Type 2 consists of 1 Command Malcador Assault Tank Type I and 3 Detachments of 6 Malcador Assault Tanks Type 2

Command	Malcador Type 2 Detachment	Malcador Type 2 Detachment	Malcador Type 2 Detachment
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Point Value 1650



LEGION GRAND MALCADOR ASSAULT TANK COMPANY TYPE 2

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

Morale Value 5+: Legiones 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	2+	3/-2	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[HQ2], [DR2]
Decurion Malcador Type II	15	2+	3/-2	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[HQ1], [DR2]
Malcador Type II	15	2+	3/-2	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[DR2]

Victory Points 17

Your opponent gains 9 VPs when this Company is broken

LEGION GRAND TYPHON HEAVY SIEGE TANK COMPANY

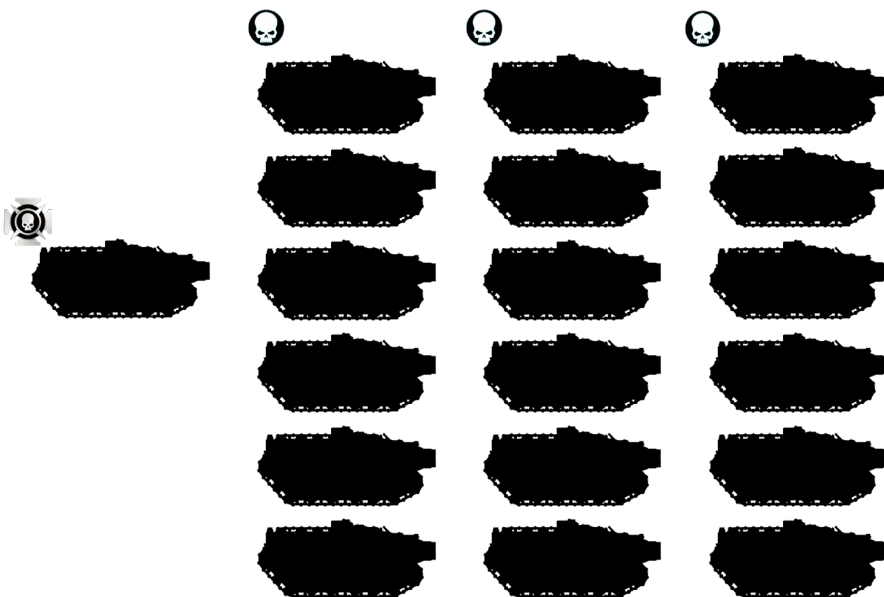
The Legion Grand Typhon Heavy Siege Tank Company consists of 1 Command Detachment of 1 Typhon Siege Tank, 3 Detachment of 6 Typhon Siege Tanks.

Command

Typhon
Detachment

Typhon
Detachment

Typhon
Detachment



Point Value 2050



LEGION GRAND TYPHON HEAVY SIEGE TANK COMPANY

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

Morale Value 5+: Legiones 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	2+	3/-2	Dreadhammer Siege Cannon [B,W,IC,M] Bolters [AP]	25/50 25	3 2	-3 0	[HQ2], [DR2]
Decurion Typhon	15	2+	3/-2	Dreadhammer Siege Cannon [B,W,IC,M] Bolters [AP]	25/50 25	3 2	-3 0	[HQ1], [DR2]
Typhon	15	2+	3/-2	Dreadhammer Siege Cannon [B,W,IC,M] Bolters [AP]	25/50 25	3 2	-3 0	[DR2]

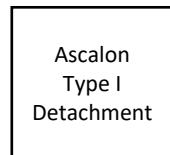
Victory Points 21

Your opponent gains 11 VPs when this Company is broken

STANDARD COMPANY CARDS
SUPER HEAVY VEHICLES [4]

LEGION ASCALON TYPE I COMPANY

The Legion Ascalon Type I Company consists of 1 Command Ascalon Type I and 1 Detachment of 3 Ascalon Type I.



Point Value 850



LEGION ASCALON TYPE I COMPANY

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

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

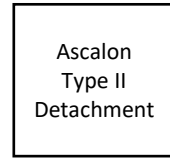
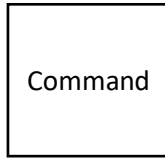
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	15	2+	4/-3	Inferno Gun [FW] Laser Destroyer [TL3] Bolters [AP]	25 20/35 25	9 2 2	-2 -3 0	[HQ2], [DR4]
Decurion Ascalon Type I	15	2+	4/-3	Inferno Gun [FW] Laser Destroyer [TL3] Bolters [AP]	25 20/35 25	9 2 2	-2 -3 0	[HQ1], [DR4]
Ascalon Type I	15	2+	4/-3	Inferno Gun [FW] Laser Destroyer [TL3] Bolters [AP]	25 20/35 25	9 2 2	-2 -3 0	[DR4]

Victory Points 9

Your opponent gains 5 VPs when this Company is broken

LEGION ASCALON TYPE II COMPANY

The Legion Ascalon Type II Company consists of 1 Command Ascalon Type II and 1 Detachment of 3 Ascalon Type II.



Point Value 900



LEGION ASCALON TYPE II COMPANY

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

Morale Value 5+: Legiones 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	2+	4/-3	Inferno Gun [FW] Bolters [AP]	25 25	9 14	-2 0	[HQ2], [DR4]
Decurion Ascalon Type II	15	2+	4/-3	Inferno Gun [FW] Bolters [AP]	25 25	9 14	-2 0	[HQ1], [DR4]
Ascalon Type II	15	2+	4/-3	Inferno Gun [FW] Bolters [AP]	25 25	9 14	-2 0	[DR4]

Victory Points 9

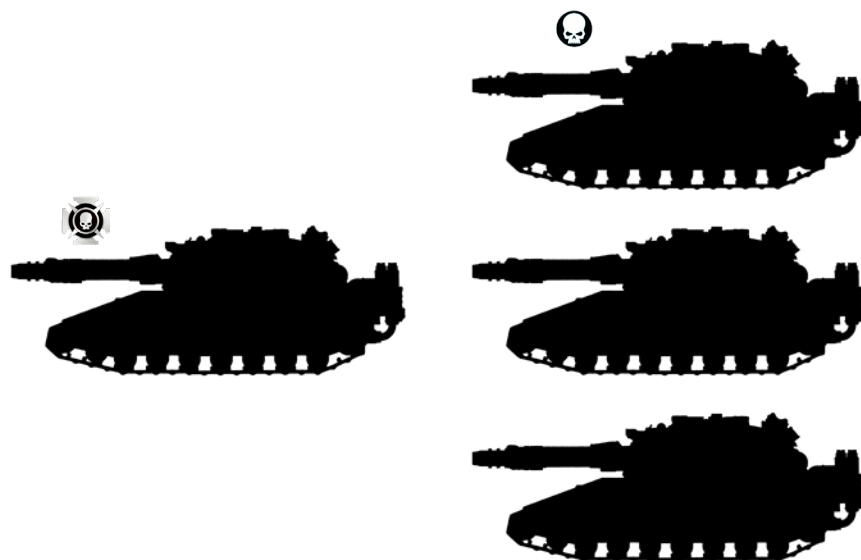
Your opponent gains 5 VPs when this Company is broken

LEGION FALCHION TYPE I COMPANY

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

Command

Falchion
Type I
Detachment



Point Value 1150



LEGION FALCHION TYPE I 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+: Legiones 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	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Quad Lascannons [TL4] Bolters [AP]	60/120 25/50 25	1 2 2	-4 -2 0	[HQ2], [DR4]
Decurion Falchion Type I	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Quad Lascannons [TL4] Bolters [AP]	60/120 25/50 25	1 2 2	-4 -2 0	[HQ1], [DR4]
Falchion Type I	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Quad Lascannons [TL4] Bolters [AP]	60/120 25/50 25	1 2 2	-4 -2 0	[DR4]

Victory Points 12

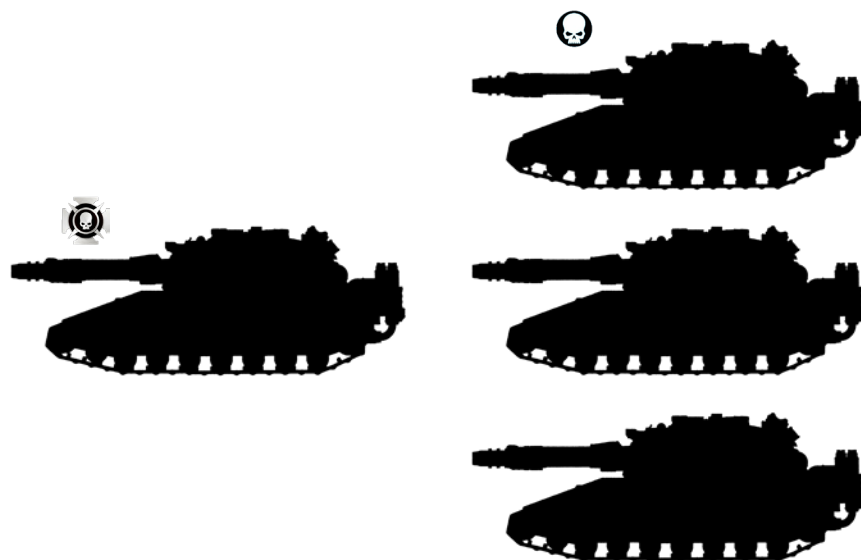
Your opponent gains 6 VPs when this Company is broken

LEGION FALCHION TYPE II COMPANY

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

Command

Falchion
Type II
Detachment



Point Value 1100



LEGION FALCHION TYPE II 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+: Legiones Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

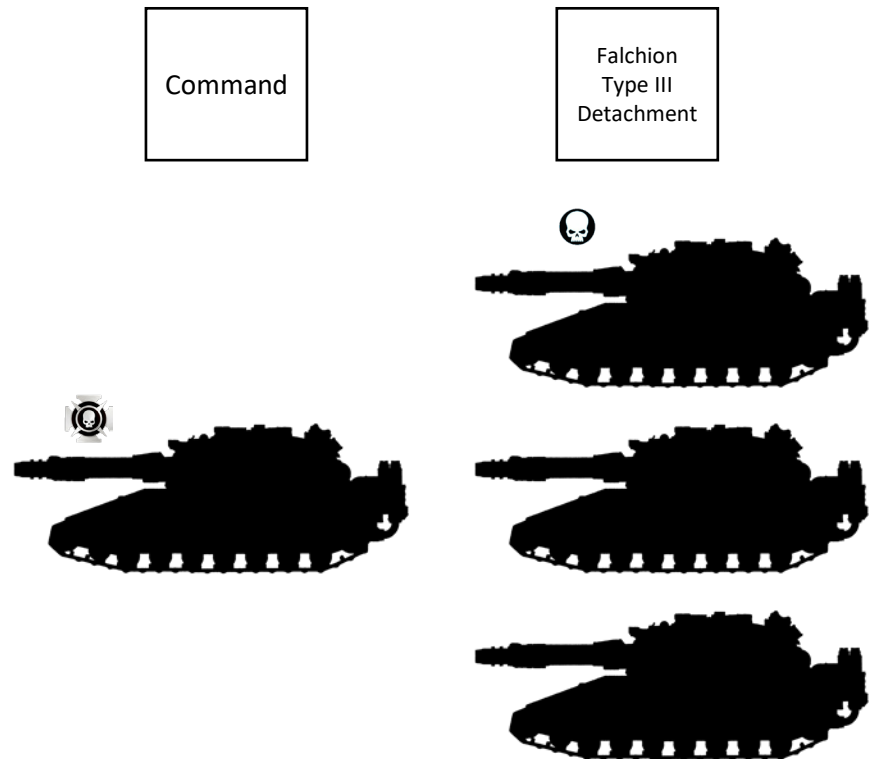
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[HQ2], [DR4]
Decurion Falchion Type II	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[HQ1], [DR4]
Falchion Type II	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[DR4]

Victory Points 11

Your opponent gains 6 VPs when this Company is broken

LEGION FALCHION TYPE III COMPANY

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



Point Value 1100



LEGION FALCHION TYPE III 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+: Legiones 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	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Laser Destroyer [TL3] Bolters [AP]	60/120 20/35 25	1 2 2	-4 -3 0	[HQ2], [DR4]
Decurion Falchion Type III	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Laser Destroyer [TL3] Bolters [AP]	60/120 20/35 25	1 2 2	-4 -3 0	[HQ1], [DR4]
Falchion Type III	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Laser Destroyer [TL3] Bolters [AP]	60/120 20/35 25	1 2 2	-4 -3 0	[DR4]

Victory Points 11

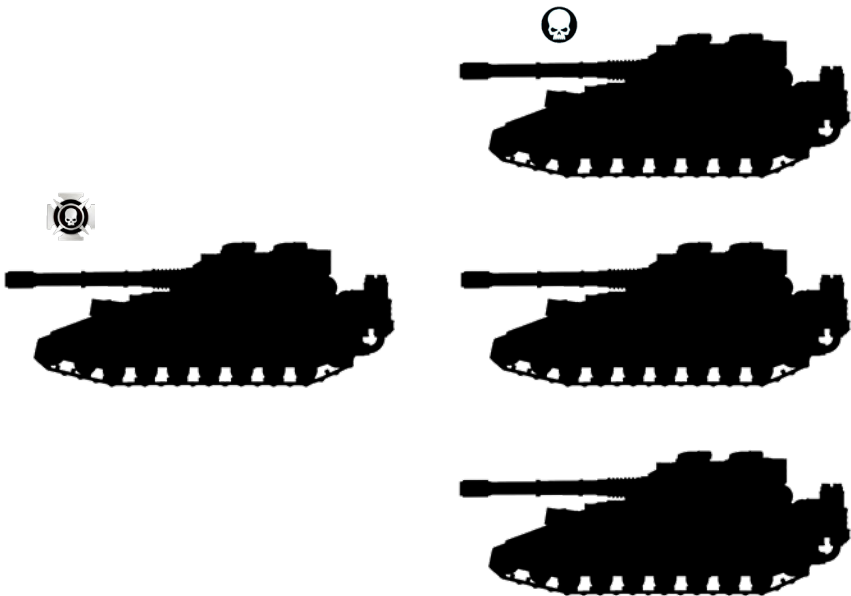
Your opponent gains 6 VPs when this Company is broken

LEGION FELLBLADE TYPE I COMPANY

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

Command

Fellblade
Type I
Detachment



Point Value 1100



LEGION FELLBLADE TYPE I 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+: Legiones 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	2+	6/-3	TL Accelerator Cannon	50/100	-	-	[HQ2], [DR4]
				Armor Piercing [TL2,B,M]		1	-4	
				High Explosive [B]		6	-2	
				Quad Lascannons [TL4]	25/50	2	-2	
				Demolisher Siege Cannon [B2,W,M]	25/50	1	-3	
Decurion Fellblade Type I	15	2+	5/-3	Bolters [AP]	25	6	0	[HQ1], [DR4]
				TL Accelerator Cannon	50/100	-	-	
				Armor Piercing [TL2,B,M]		1	-4	
				High Explosive [B]		6	-2	
				Quad Lascannons [TL4]	25/50	2	-2	
Fellblade Type I	15	2+	4/-3	Demolisher Siege Cannon [B2,W,M]	25/50	1	-3	[DR4]
				Bolters [AP]	25	6	0	
				TL Accelerator Cannon	50/100	-	-	
				Armor Piercing [TL2,B,M]		1	-4	
				High Explosive [B]		6	-2	

Victory Points 11

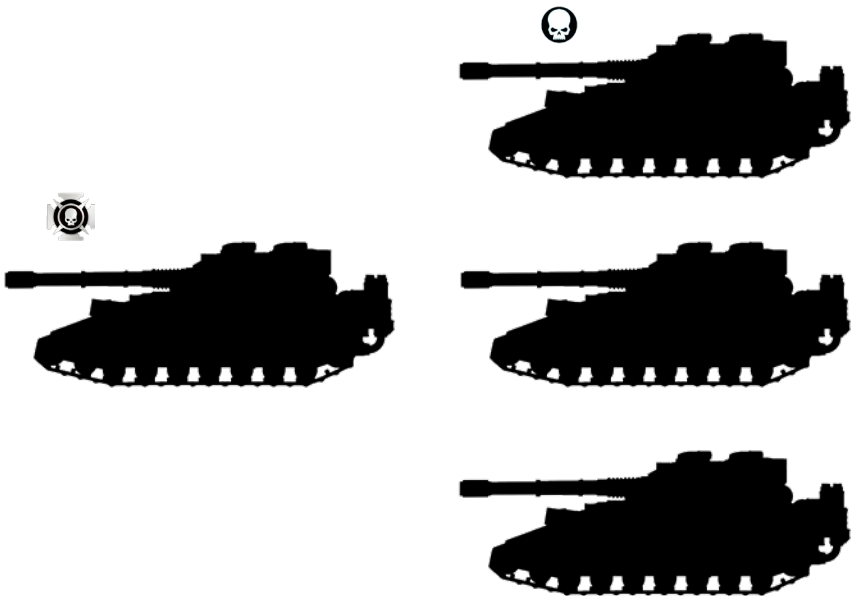
Your opponent gains 6 VPs when this Company is broken

LEGION FELLBLADE TYPE II COMPANY

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

Command

Fellblade
Type II
Detachment



Point Value 1100



LEGION FELLBLADE TYPE II 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+: Legiones 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 Fellblade Type II	15	2+	6/-3	TL Accelerator Cannon	50/100	-	-	[HQ2], [DR4]
				Armor Piercing [TL2,B,M]		1	-4	
				High Explosive [B]		6	-2	
				Laser Destroyer [TL3]	20/35	2	-3	
				Demolisher Siege Cannon [B2,W,M]	25/50	1	-3	
				Bolters [AP]	25	6	0	
Decurion Fellblade Type II	15	2+	5/-3	TL Accelerator Cannon	50/100	-	-	[HQ1], [DR4]
				Armor Piercing [TL2,B,M]		1	-4	
				High Explosive [B]		6	-2	
				Laser Destroyer [TL3]	20/35	2	-3	
				Demolisher Siege Cannon [B2,W,M]	25/50	1	-3	
				Bolters [AP]	25	6	0	
Fellblade Type II	15	2+	4/-3	TL Accelerator Cannon	50/100	-	-	[DR4]
				Armor Piercing [TL2,B,M]		1	-4	
				High Explosive [B]		6	-2	
				Laser Destroyer [TL3]	20/35	2	-3	
				Demolisher Siege Cannon [B2,W,M]	25/50	1	-3	
				Bolters [AP]	25	6	0	

Victory Points 11

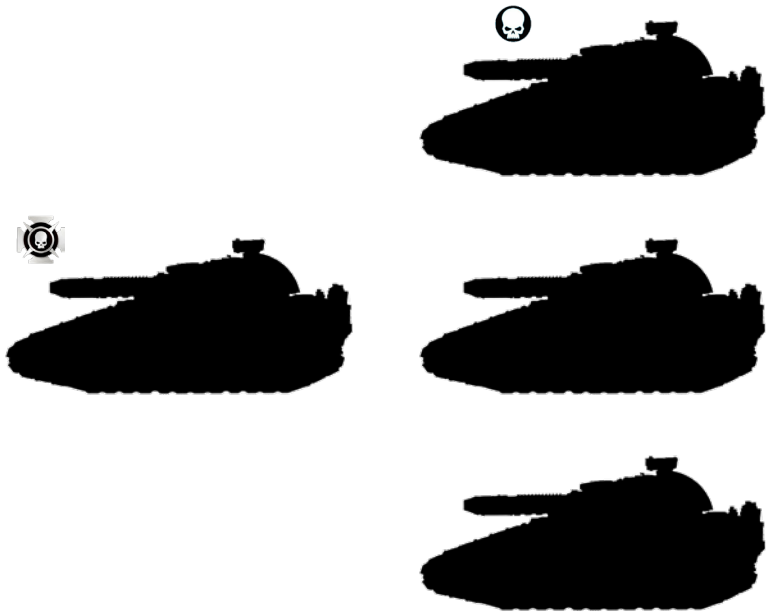
Your opponent gains 6 VPs when this Company is broken

LEGION GLAIVE COMPANY

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

Command

Glaive
Detachment



Point Value 1150



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+: Legiones 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	2+	6/-3	Volkite Carronade [VK,HW,IC]	25/50	8	-2	[HQ2], [DR4]
				Quad Lascannons [TL4]	25/50	2	-2	
				Bolters [AP]	25	6	0	
Decurion Glaive	15	2+	5/-3	Volkite Carronade [VK,HW,IC]	25/50	8	-2	[HQ1], [DR4]
				Quad Lascannons [TL4]	25/50	2	-2	
				Bolters [AP]	25	6	0	
Glaive	15	2+	4/-3	Volkite Carronade [VK,HW,IC]	25/50	8	-2	[DR4]
				Quad Lascannons [TL4]	25/50	2	-2	
				Bolters [AP]	25	6	0	

Victory Points 12

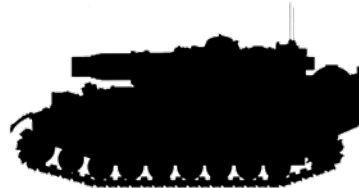
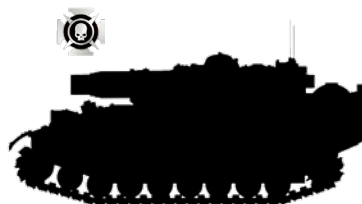
Your opponent gains 6 VPs when this Company is broken

LEGION STORMBLADE COMPANY

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

Command

Stormblade
Detachment



Point Value 700



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+: Legiones 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	2+	6/-2	Plasma Blastgun [M] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	- 35/70 50/100 25/50 25	- 4 4 2 12	- -2 -3 -2 0	[HQ2], [DR3], Special
Decurion Stormblade	15	2+	5/-2	Plasma Blastgun [M] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	- 35/70 50/100 25/50 25	- 4 4 2 12	- -2 -3 -2 0	[HQ1], [DR3], Special
Stormblade	15	2+	4/-2	Plasma Blastgun [M] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	- 35/70 50/100 25/50 25	- 4 4 2 12	- -2 -3 -2 0	[DR3], Special

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

GRAND COMPANY CARDS
SUPER HEAVY VEHICLES [4]

LEGION ASCALON TYPE I GRAND COMPANY

The Legion Ascalon Type I Grand Company consists of 1 Command Ascalon Type I and 1 Detachment of 2 Ascalon Type I.

Command

Ascalon
Type I
Detachment

Ascalon
Type I
Detachment



Point Value 1500



LEGION ASCALON TYPE I GRAND COMPANY

Break Point 4: The Ascalon 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+: Legiones 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	2+	4/-3	Inferno Gun [FW] Laser Destroyer [TL3] Bolters [AP]	25 20/35 25	9 2 2	-2 -3 0	[HQ2], [DR4]
Decurion Ascalon Type I	15	2+	4/-3	Inferno Gun [FW] Laser Destroyer [TL3] Bolters [AP]	25 20/35 25	9 2 2	-2 -3 0	[HQ1], [DR4]
Ascalon Type I	15	2+	4/-3	Inferno Gun [FW] Laser Destroyer [TL3] Bolters [AP]	25 20/35 25	9 2 2	-2 -3 0	[DR4]

Victory Points 15

Your opponent gains 8 VPs when this Company is broken

LEGION ASCALON TYPE II GRAND COMPANY

The Legion Ascalon Type II Grand Company consists of 1 Command Ascalon Type II and 1 Detachment of 2 Ascalon Type II.

Command

Ascalon
Type II
Detachment

Ascalon
Type II
Detachment



Point Value 1550



LEGION ASCALON TYPE II GRAND COMPANY

Break Point 4: The Ascalon 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+: Legiones 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	2+	4/-3	Inferno Gun [FW] Bolters [AP]	25 25	9 14	-2 0	[HQ2], [DR4]
Decurion Ascalon Type II	15	2+	4/-3	Inferno Gun [FW] Bolters [AP]	25 25	9 14	-2 0	[HQ1], [DR4]
Ascalon Type II	15	2+	4/-3	Inferno Gun [FW] Bolters [AP]	25 25	9 14	-2 0	[DR4]

Victory Points 16

Your opponent gains 8 VPs when this Company is broken

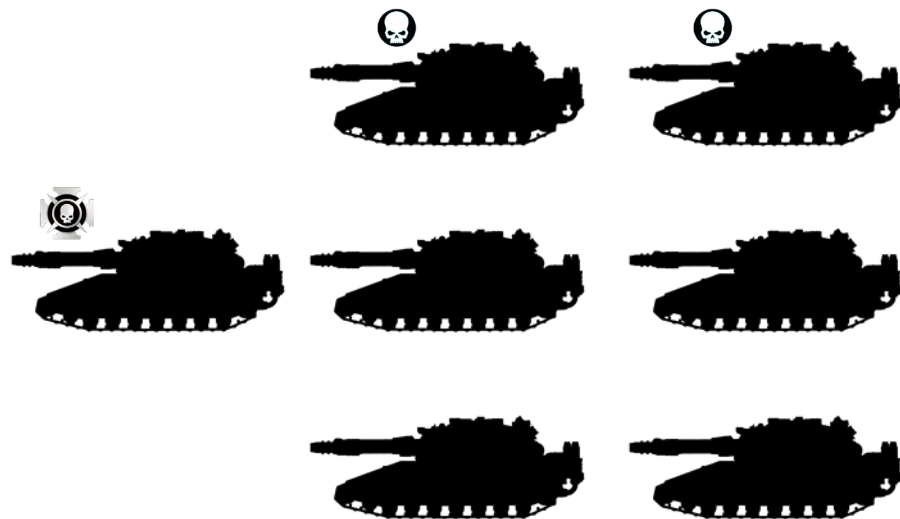
LEGION FALCHION TYPE I GRAND COMPANY

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

Command

Falchion
Type I
Detachment

Falchion
Type 1
Detachment



Point Value 2000



LEGION FALCHION TYPE I GRAND COMPANY

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

Morale Value 5+: Legiones 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	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Quad Lascannons [TL4] Bolters [AP]	60/120 25/50 25	1 2 2	-4 -2 0	[HQ2], [DR4]
Decurion Falchion Type I	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Quad Lascannons [TL4] Bolters [AP]	60/120 25/50 25	1 2 2	-4 -2 0	[HQ1], [DR4]
Falchion Type I	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Quad Lascannons [TL4] Bolters [AP]	60/120 25/50 25	1 2 2	-4 -2 0	[DR4]

Victory Points 20

Your opponent gains 10 VPs when this Company is broken

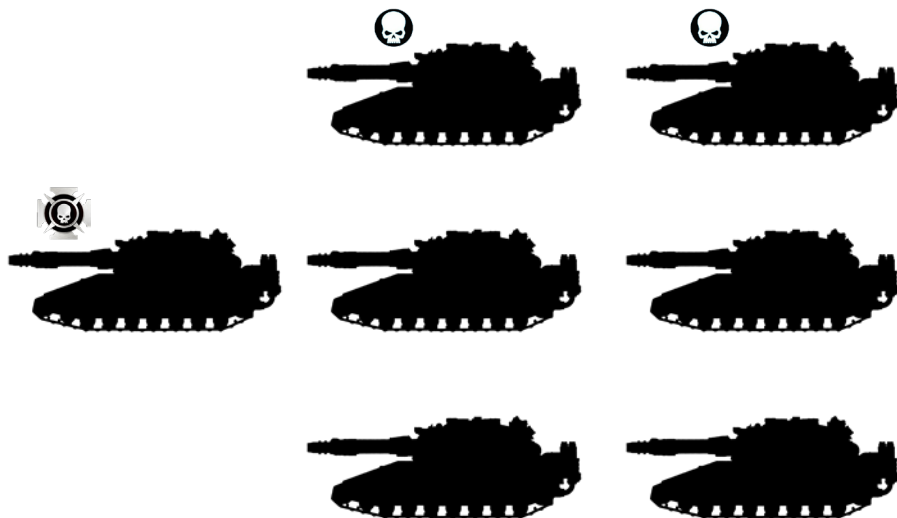
LEGION FALCHION TYPE II GRAND COMPANY

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

Command

Falchion
Type II
Detachment

Falchion
Type II
Detachment



Point Value 1950



LEGION FALCHION TYPE II GRAND COMPANY

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

Morale Value 5+: Legiones 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	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[HQ2], [DR4]
Decurion Falchion Type II	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[HQ1], [DR4]
Falchion Type II	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[DR4]

Victory Points 20

Your opponent gains 10 VPs when this Company is broken

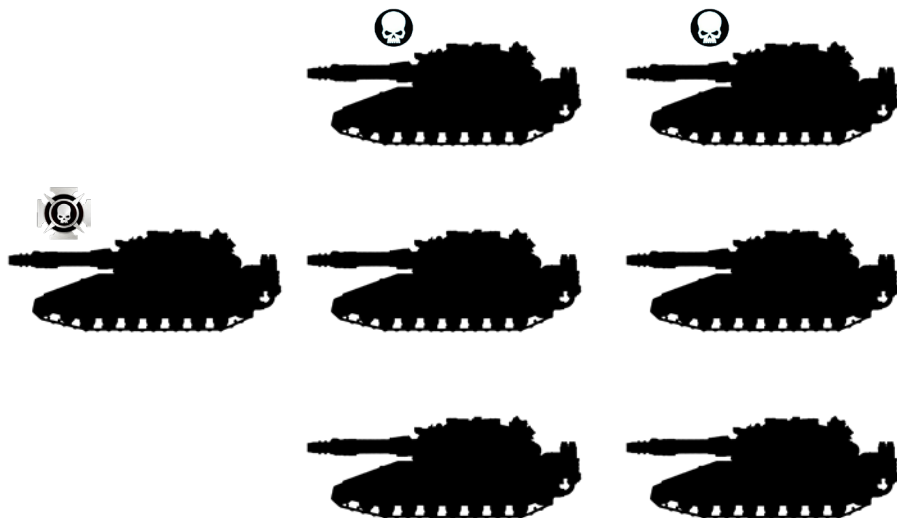
LEGION FALCHION TYPE III GRAND COMPANY

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

Command

Falchion
Type III
Detachment

Falchion
Type III
Detachment



Point Value 1950



LEGION FALCHION TYPE III GRAND COMPANY

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

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

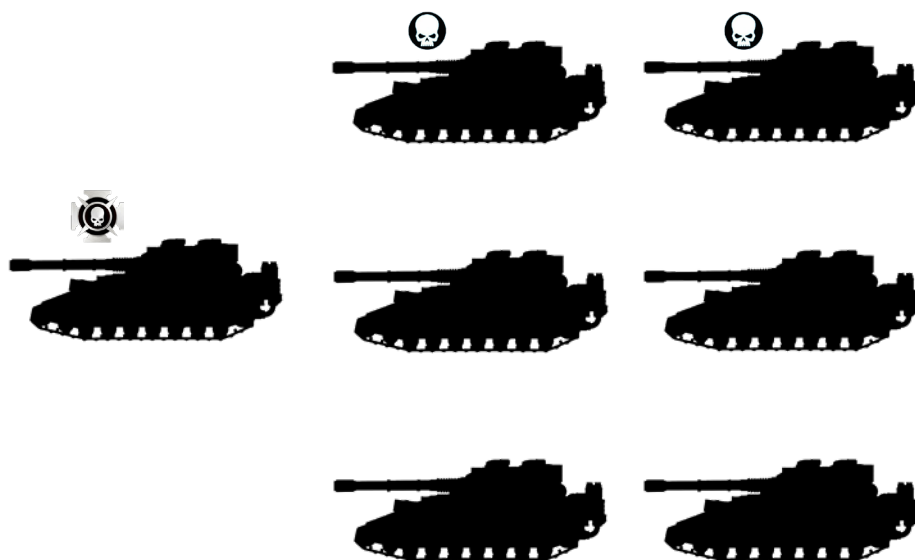
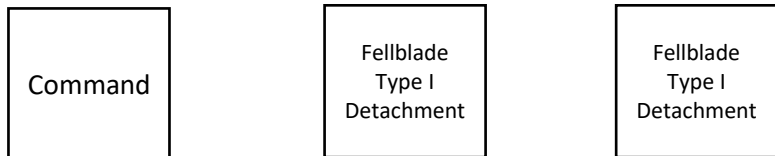
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[HQ2], [DR4]
Decurion Falchion Type II	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[HQ1], [DR4]
Falchion Type II	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[DR4]

Victory Points 20

Your opponent gains 10 VPs when this Company is broken

LEGION FELLBLADE TYPE I GRAND COMPANY

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



Point Value 1850



LEGION FELLBLADE TYPE I GRAND COMPANY

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

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

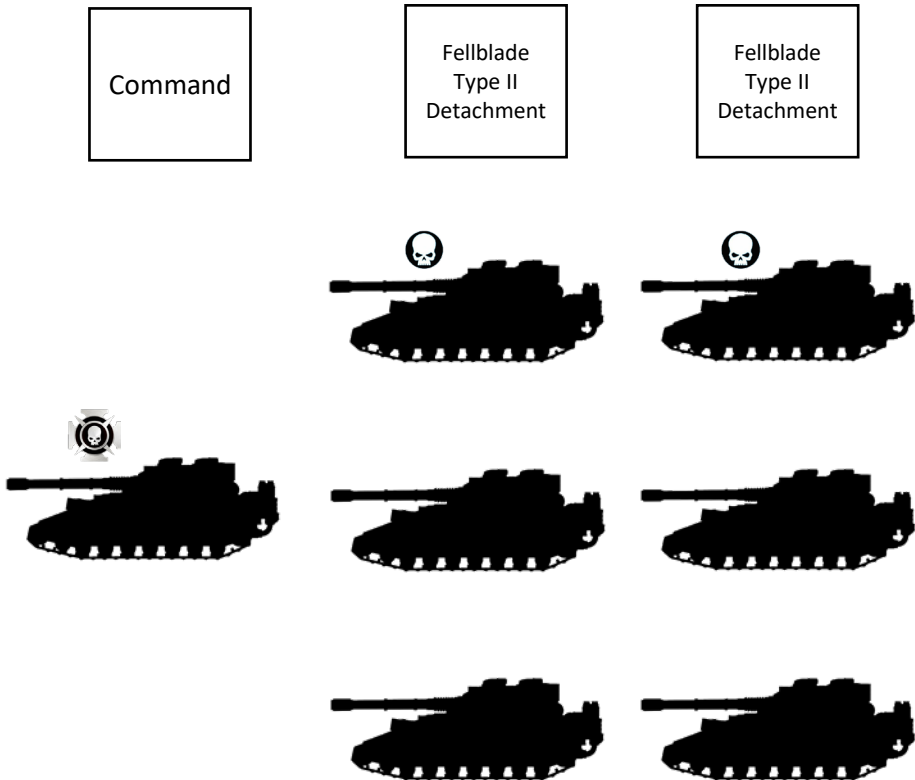
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	15	2+	6/-3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Quad Lascannons [TL4] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 25/50 25/50 25	- 1 6 2 1 6	- -4 -2 -2 -3 0	[HQ2], [DR4]
Decurion Fellblade Type I	15	2+	5/-3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Quad Lascannons [TL4] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 25/50 25/50 25	- 1 6 2 1 6	- -4 -2 -2 -3 0	[HQ1], [DR4]
Fellblade Type I	15	2+	4/-3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Quad Lascannons [TL4] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 25/50 25/50 25	- 1 6 2 1 6	- -4 -2 -2 -3 0	[DR4]

Victory Points 19

Your opponent gains 11 VPs when this Company is broken

LEGION FELLBLADE TYPE II GRAND COMPANY

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



Point Value 1850



LEGION FELLBLADE TYPE II GRAND COMPANY

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

Morale Value 5+: Legiones 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 Fellblade Type II	15	2+	6/-3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Laser Destroyer [TL3] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 20/35 25/50 25	- 1 6 2 1 6	- -4 -2 -3 -3 0	[HQ2], [DR4]
Decurion Fellblade Type II	15	2+	5/-3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Laser Destroyer [TL3] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 20/35 25/50 25	- 1 6 2 1 6	- -4 -2 -3 -3 0	[HQ1], [DR4]
Fellblade Type II	15	2+	4/-3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Laser Destroyer [TL3] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 20/35 25/50 25	- 1 6 2 1 6	- -4 -2 -3 -3 0	[DR4]

Victory Points 19

Your opponent gains 10 VPs when this Company is broken

LEGION GRAND GLAIVE COMPANY

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



Point Value 1900



LEGION GRAND GLAIVE COMPANY

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

Morale Value 5+: Legiones 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	2+	6/-3	Volkite Carronade [VK,HW,IC]	25/50	8	-2	[HQ2], [DR4]
				Quad Lascannons [TL4]	25/50	2	-2	
				Bolters [AP]	25	6	0	
Decurion Glaive	15	2+	5/-3	Volkite Carronade [VK,HW,IC]	25/50	8	-2	[HQ1], [DR4]
				Quad Lascannons [TL4]	25/50	2	-2	
				Bolters [AP]	25	6	0	
Glaive	15	2+	4/-3	Volkite Carronade [VK,HW,IC]	25/50	8	-2	[DR4]
				Quad Lascannons [TL4]	25/50	2	-2	
				Bolters [AP]	25	6	0	

Victory Points 19

Your opponent gains 10 VPs when this Company is broken

LEGION GRAND STORMBLADE COMPANY

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

Command



Stormblade Detachment





Stormblade Detachment







Point Value 1250



LEGION GRAND STORMBLADE COMPANY

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

Morale Value 5+: Legiones 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	2+	6/-2	Plasma Blastgun [M] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	- 35/70 50/100 25/50 25	- 4 4 2 12	- -2 -3 -2 0	[HQ2], [DR3], Special
Decurion Stormblade	15	2+	5/-2	Plasma Blastgun [M] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	- 35/70 50/100 25/50 25	- 4 4 2 12	- -2 -3 -2 0	[HQ1], [DR3], Special
Stormblade	15	2+	4/-2	Plasma Blastgun [M] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	- 35/70 50/100 25/50 25	- 4 4 2 12	- -2 -3 -2 0	[DR3], Special

Victory Points 13

Your opponent gains 7 VPs when this Company is broken

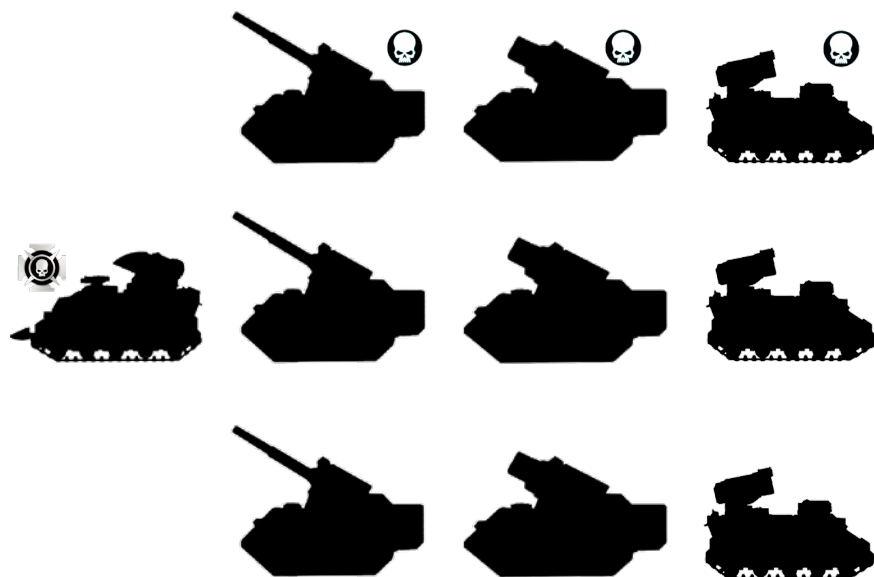
STANDARD COMPANY CARDS

ARTILLERY VEHICLES [3]

LEGION ARTILLERY COMPANY

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

Command	Basilisk Detachment	Medusae Detachment	Whirlwind Detachment
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Point Value 1000



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+: Legiones 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	25	3+	2/-2	Scorpis Missile Launcher [AY] Bolters [AP]	25/50 25	2 2	-2 0	[HQ2]
Decurion Basilisk	15	4+	2/0	Earthshaker Cannon [AY, HM] Bolters [AP]	120/240 25	2 2	-2 0	[HQ1]
Basilisk	15	4+	2/0	Earthshaker Cannon [AY, HM] Bolters [AP]	120/240 25	2 2	-2 0	
Decurion Medusa	15	4+	2/0	Medusa Siege Gun [AY, M, W] Bolters [AP]	60/120 25	2 2	-3 0	[HQ1]
Medusa	15	4+	2/0	Medusa Siege Gun [AY, M, W] Bolters [AP]	60/120 25	2 2	-3 0	
Decurion Whirlwind	25	5+	2/0	Whirlwind Missile Launcher [AY, M] Vengeance High Explosive [B] Castellan Incendiary [FW] Bolters [AP]	50/100 25	- 2 2 2	- -1 0 0	[HQ1]
Whirlwind	25	5+	2/0	Whirlwind Missile Launcher [AY, M] Vengeance High Explosive [B] Castellan Incendiary [FW] Bolters [AP]	50/100 25	- 2 2 2	- -1 0 0	

Victory Points 10

Your opponent gains 5 VPs when this Company is broken

GRAND COMPANY CARDS

ARTILLERY VEHICLES [3]

LEGION GRAND ARTILLERY COMPANY

The Legion Artillery Company consists of 1 Command Whirlwind Scorpis, 1 Detachment of 6 Basilisks, 1 Detachment of 6 Medusae and 1 detachment of 6 Whirlwinds.

Command



Basilisk Detachment








Medusae Detachment








Whirlwind Detachment










Point Value 1800



LEGION GRAND ARTILLERY COMPANY

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

Morale Value 5+: Legiones 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	25	3+	2/-2	Scorpis Missile Launcher [AY] Bolters [AP]	25/50 25	2 2	-2 0	[HQ2]
Decurion Basilisk	15	4+	2/0	Earthshaker Cannon [AY, HM] Bolters [AP]	120/240 25	2 2	-2 0	[HQ1]
Basilisk	15	4+	2/0	Earthshaker Cannon [AY, HM] Bolters [AP]	120/240 25	2 2	-2 0	
Decurion Medusa	15	4+	2/0	Medusa Siege Gun [AY, M, W] Bolters [AP]	60/120 25	2 2	-3 0	[HQ1]
Medusa	15	4+	2/0	Medusa Siege Gun [AY, M, W] Bolters [AP]	60/120 25	2 2	-3 0	
Decurion Whirlwind	25	5+	2/0	Whirlwind Missile Launcher [AY, M] Vengeance High Explosive [B] Castellan Incendiary [FW] Bolters [AP]	50/100 25	- 2 2 2	- -1 0 0	[HQ1]
Whirlwind	25	5+	2/0	Whirlwind Missile Launcher [AY, M] Vengeance High Explosive [B] Castellan Incendiary [FW] Bolters [AP]	50/100 25	- 2 2 2	- -1 0 0	

Victory Points 18

Your opponent gains 9 VPs when this Company is broken