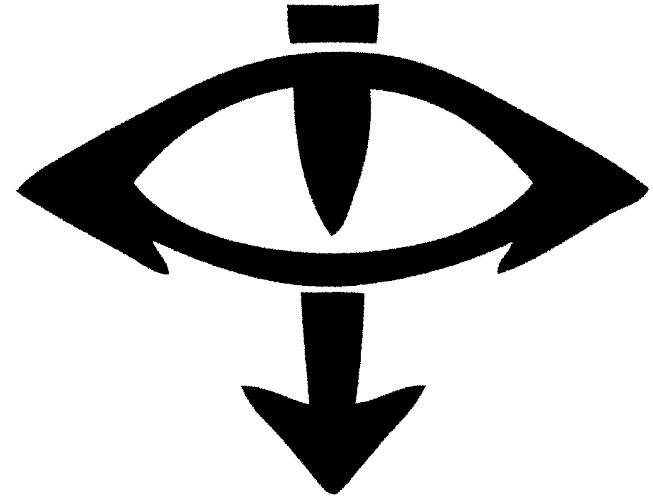


LEGIONES ASTARTES



LEGION SPECIFIC CARDS
MKV



The Legions Symbol would designate a command element if the silhouette used is not distinctive enough to differentiate it from the standard elements of the formation.

BLOOD ANGELS DEIMOS PREDATOR SQUADRON

The Blood Angels Deimos Predator Squadron consists of 1 Blood Angels Command Deimos Predator and 2 Blood Angels Deimos Predators



Point Value 450



The Legion Symbol in this case designates the command element since without it the silhouette is indistinguishable from standard elements.

CRIMSON PALADIN DETACHMENT

The Crimson Paladin Detachment consists of 1 Crimson Paladin Decurion and 4 Crimson Paladin stands



Point Value 300



The Legion Symbol in this case is NOT necessary since the command silhouette is distinctive from standard elements.

ALPHA LEGION



ALPHA LEGION LEGION TRAITS

FACTION VALUE 450

The following traits and abilities are available to the Alpha Legion.

1. **Covert Ops** – All Alpha Legion infantry elements gain the Agile [AG], Adamantium Will [AW] and Infiltrate [IF] abilities as well as a close combat to-hit bonus of +1.
2. **Mutable Tactics** – Command elements capable of issuing special orders gain a +1 bonus to the roll to determine if such an order was successful.
3. **Signal Corruption** – ALL opponents reserve rolls gain a -1 penalty to determine if the reserve move was successful for ONE game turn (Alpha Legion Players choice on which turn).
4. **Rewards of Treason** – The Alpha Legion player may select ONE unique formation from any other legion to form part of army fielded. Only Legion Specific formations may be selected and count as a Special Card slot.
5. **Saboteur** – Twice per game the Alpha Legion player may select a structure or vehicle element on the battlefield for sabotage (The Alpha Legion player may NOT select a structure or vehicle element in the opponents' deployment zone). This may occur at any time during the movement or combat phase at the Alpha Legion Player's choice. Once a structure or vehicle element is selected the structure **take 1 hit and must make an armor save at -2TSM and it causes 1-5DR points of damage. One fire is started on a failed armor save and a +1 bonus to the fire table rolls is added in the case the target was a structure.**

SPECIAL FORMATION

ALPHARIUS PRIMARCH OF ALPHA LEGION

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



Point Value 200



ALPHARIUS PRIMARCH OF ALPHA LEGION

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Alpharius	15[T]	2[4]+	7/-4	Pale Spear [B] Plasma Blaster [A]	- 20	- 2	- -2	[DR2], [SH], Primarch, Special

Alpharius has the following Special Abilities:

1. Alpharius is immune to the Volkite [VK] and Radiation [RAD] weapon traits.
2. Alpha Legion elements within the primarch's command radius (25cms) gain the following abilities:
 - a. Furious Assault [FA]
 - b. Counterattack [CA]
 - c. Recon [R]
3. **Insidious Master Mind** – All Alpha Legion formations gain a +1 bonus to reserve rolls and gain 1d10cms bonus movement relating to reserve movement (does NOT apply to Deepstrike [T] ability).



Victory Points 2

Your opponent gains 2 VP when this model is destroyed.

SPECIAL FORMATION

ARMILLUS DYNAT THE HARROW MASTER

Armillus Dynat consists of 1 Armillus Dynat Stand.



Point Value 50



ARMILLUS DYNAT THE HARROW MASTER

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Armilius Dynat	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3], [N], [R], Special

Armilius Dynat Has the following Special Abilities:

1. Formations within Armilius Dynat's command radius (25cms) gain the Furious Assault [FA] and Sweeping Advance [SA] abilities.
2. Player may choose to grant on ONE infantry formation the Deepstrike [T] ability (assuming it doesn't already have it).



Victory Points +1

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

SPECIAL FORMATION

EXODUS THE ASSASSIN

Exodus the Assassin consists of 1 Exodus the Assassin Stand.



Point Value 50



EXODUS THE ASSASSIN

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Exodus the Assassin	10	5+	3/-2	The Instrument Rapid Fire Execution Shot [IC]	35	- 2 1	- -2 -3	[R], [IF], [SN], [SH], [IWD], [MB]

Exodus the Assassin has the following Special Abilities:

1. Exodus the Assassin gains destroyer 2 [D2] from attacks versus infantry and cavalry elements.
2. The Instrument weapon has two fire modes of which 1 can be selected each turn.



Victory Points 1

Your opponent gains 1 VP when this model is destroyed.

SPECIAL FORMATION

AUTILON SKORR

Autilon Skor consists of 1 Autilon Skorr Stand.



Point Value 100



AUTILON SKORR

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Autilon Skorr	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3], [ID], [IWD]

Autilon Skorr has the following Special Ability:

- I. If neither player has achieved victory conditions for the scenario selected by game turn 6, the Alpha Legion makes the roll to extend the game with a +1 bonus to that roll when Autilon Skorr is present on the battlefield.

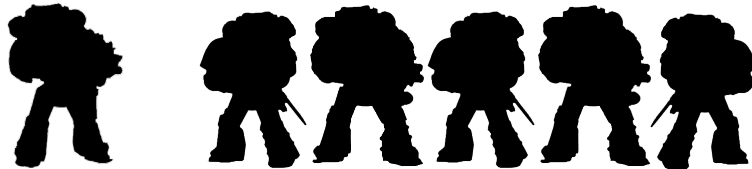


Victory Points 1

Your opponent gains 1 VP when this model is destroyed.

HEAD HUNTER KILL TEAM DETACHMENT

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



Point Value 300



HEAD HUNTER KILL TEAM DETACHMENT

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

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

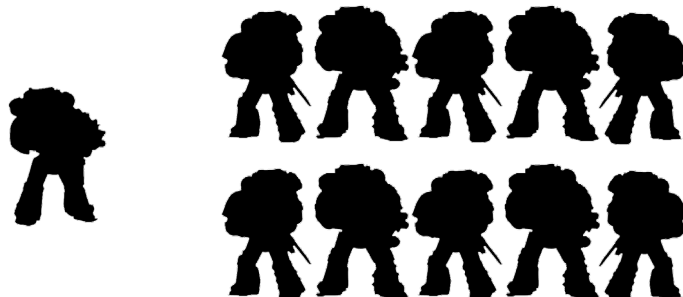
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-2	Combi-bolter Heavy Bolters	25 20/35	2 2	0 0	[HQ!], [IF]
Headhunters	10	5+	1/-2	Combi-bolter Heavy Bolters	25 20/35	2 2	0 0	[IF]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

HEAD HUNTER KILL TEAM GRAND DETACHMENT

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



Point Value 500



HEAD HUNTER KILL TEAM GRAND DETACHMENT

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-2	Combi-bolter Heavy Bolters	25 20/35	2 2	0 0	[HQ!], [IF]
Headhunters	10	5+	1/-2	Combi-bolter Heavy Bolters	25 20/35	2 2	0 0	[IF]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

LERNAEAN TERMINATOR DETACHMENT

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



Point Value 450



LERNAEAN TERMINATOR DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Power Fist [B] Volkite Charger [VK] Conversion Beamer [M,B]	- 20 35/70	- 4 1	- 0 -3	[HQ!]
Lernaean Terminators	10[T]	3[5]+	2/-3	Power Fist [B] Volkite Charger [VK] Conversion Beamer [M,B]	- 20 35/70	- 4 1	- 0 -3	

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

LERNAEAN TERMINATOR GRAND DETACHMENT

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



Point Value 800



LERNAEAN TERMINATOR GRAND DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Power Fist [B] Volkite Charger [VK] Conversion Beamer [M,B]	- 20 35/70	- 4 1	- 0 -3	[HQ!]
Lernaean Terminators	10[T]	3[5]+	2/-3	Power Fist [B] Volkite Charger [VK] Conversion Beamer [M,B]	- 20 35/70	- 4 1	- 0 -3	

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

LERNAEAN FIRST COMPANY

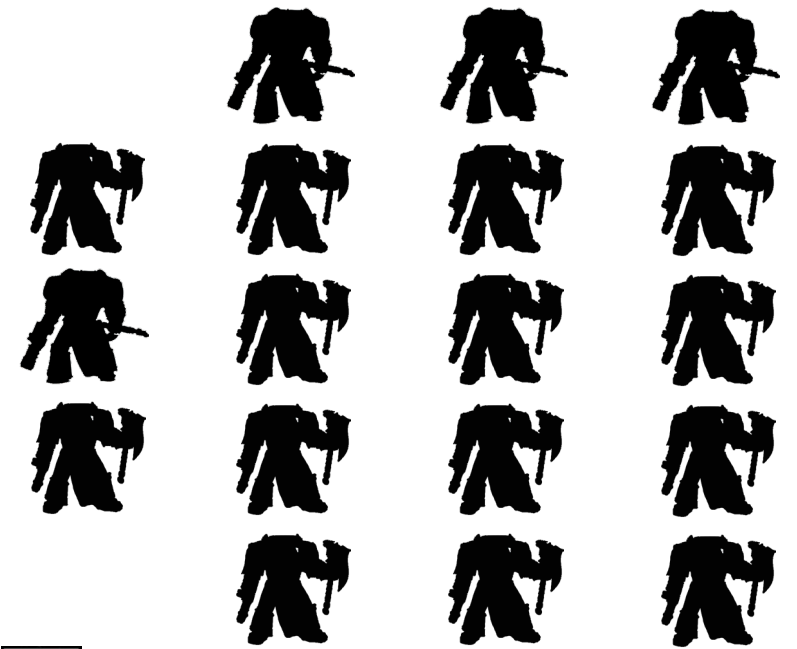
The Lernaean First Company consists of a Command detachment of 2 Lernaean Terminator Stands and 1 Lernaean Centurion Stand and 3 Detachments each consisting of 1 Lernaean Decurion Stand and 4 Lernaean Stands.

Command

Lernaean Terminator Detachment

Lernaean Terminator Detachment

Lernaean Terminator Detachment



Point Value 1650



LERNAEAN FIRST COMPANY

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	2[4]+	4/-3	Power Fist [B]	-	-	-	[HQ2]
				Volkite Charger [VK]	20	4	0	
				Conversion Beamer [M,B]	35/70	1	-3	
Decurion	10[T]	3[5]+	3/-3	Power Fist [B]	-	-	-	[HQ1]
				Volkite Charger [VK]	20	4	0	
				Conversion Beamer [M,B]	35/70	1	-3	
Lernaean Terminators	10[T]	3[5]+	2/-3	Power Fist [B]	-	-	-	
				Volkite Charger [VK]	20	4	0	
				Conversion Beamer [M,B]	35/70	1	-3	

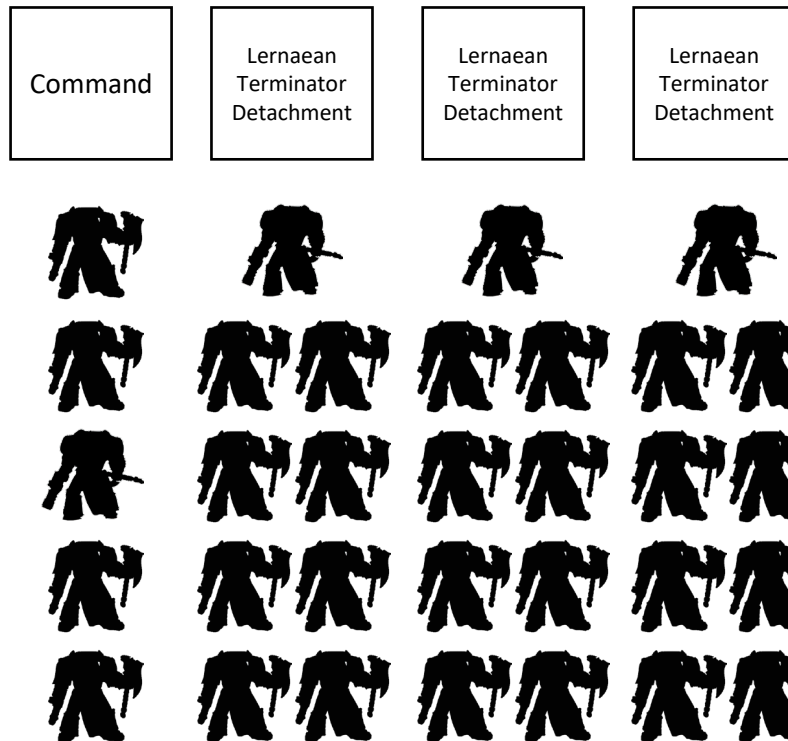


Victory Points 17

Your opponent gains 9 VPs when this company is broken

LERNAEAN FIRST GRAND COMPANY

The Lernaean First Company consists of a Command detachment of 4 Lernaean Terminator Stands and 1 Lernaean Centurion Stand and 3 Detachments each consisting of 1 Lernaean Decurion Stand and 8 Lernaean Stands.



Point Value 2850



LERNAEAN FIRST GRAND COMPANY

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	2[4]+	4/-3	Power Fist [B] Volkite Charger [VK] Conversion Beamer [M,B]	- 20 35/70	- 4 1	- 0 -3	[HQ2]
Decurion	10[T]	3[5]+	3/-3	Power Fist [B] Volkite Charger [VK] Conversion Beamer [M,B]	- 20 35/70	- 4 1	- 0 -3	[HQ1]
Lernaean Terminators	10[T]	3[5]+	2/-3	Power Fist [B] Volkite Charger [VK] Conversion Beamer [M,B]	- 20 35/70	- 4 1	- 0 -3	



Victory Points 29

Your opponent gains 15 VPs when this company is broken

COMPANY UPGRADE BANESTRIKE ROUNDS

Infantry company formation(s) gain -1 to TSM versus infantry elements.



Point Value 50
+1 VP



COMPANY UPGRADE VENOM SPHERES AND HARNESS

Formation(s) gain +1 bonus attack die per element in close combat (one use per formation).



Point Value 50
+1 VP



GRAND COMPANY UPGRADE BANESTRIKE ROUNDS

Infantry company formation(s) gain -1 to TSM versus infantry elements.



Point Value 100
+1 VP



GRAND COMPANY UPGRADE VENOM SPHERES AND HARNESS

Formation(s) gain +1 bonus attack die per element in close combat (one use per formation).



Point Value 100
+1 VP



BLOOD ANGELS LEGION



BLOOD ANGELS LEGION TRAITS

FACTION VALUE 400

The following traits are available to the Blood Angels legion.

1. **By the Blood Sworn** – Any non-terminator infantry formation gains the Reinforced Armor [RA] ability.
2. **Encarmine Fury** – Blood Angels Legion elements gain a +1 bonus to close combat to-hit rolls
3. **Resolute Defense** – Blood Angels Legion elements gain the Indomitable [ID] ability when defending a scenario objective, they control.
4. **Aura of Wrath** – An opposing formation that loses a round of close combat receives a -1 penalty to the morale roll during determining the close combat outcome (page 71 core rulebook). This penalty is cumulative with other penalties (rule of two's apply).
5. **Blood Angels infantry elements** gain the Stubborn [SU] and Sweeping Advance [SA] abilities at no cost.
6. **The Blood Angels player** gains a +1 bonus on all reserve movement rolls.
7. **Blood Angels company command formations** may be equipped with jump packs [J] free of cost regardless of if the formations under its command are similarly equipped.
8. **Blood Angels infantry elements** MUST receive charge orders and engage in close combat with any opposing formations that are within 15cms or less.
9. **Blood Angels Cavalry Company Cards** have a reduced cost of 50 points for a standard company and 100 for a Grand Company.
10. **The Player Angels player** MUST include at least ONE formation composed of *cavalry elements*.
11. **ALL Super heavy formations count as SPECIAL CARDS.**
12. **ALL Fortification cards count as SPECIAL CARDS.**
13. **ALL Light Support Weapon Army Cards count as SPECIAL CARDS.**

SPECIAL FORMATION

SANGUINIUS
PRIMARCH OF THE BLOOD ANGELS

Sanguinius Primarch of the Blood Angels consists of one Sanguinius stand.



Point Value 250



SANGUINIUS
PRIMARCH OF THE BLOOD ANGELS

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sanguinius	30[.T]	2[4]+	7/-4	Spear of Telesto [A,PY]	15	1	-3	[DR2], Primarch, Special

Sanguinius has the following Special Abilities:

- 1. **Sire of the Blood** – Grants the following to all Blood Angel formations within command distance (25cms).
 - a. A +5cms base movement bonus to any infantry formations equipped with jump packs [J].
 - b. A +1 bonus for determining close combat outcome results to **ALL** Blood Angel Formations within command distance (25cms).
- 2. **Inspiring Presence** – The Blood Angels player gains a +1 bonus to all initiative rolls during the game.



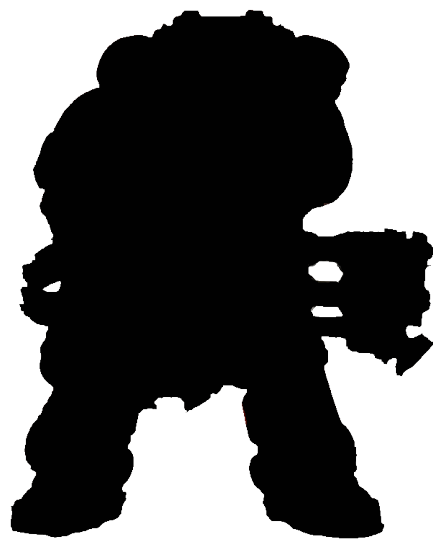
Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION

JUDICAR ASTER CROHNE

Judicar Aster Crohne consists of 1 Dreadnought Stand



Point Value 100



JUDICAR ASTER CROHNE

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aster Crohne	10	4[6]+	4/-2	CC Weapons [RAD] Flamers [FW]	- 10	- 2	- 0	[HQ2], [IWD], [AW], [R]



Victory Points +1

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

SPECIAL FORMATION

CHAPTER MASTER
RALDORON

Chapter Master Raldoron consists of one Chapter Master Raldoron stand.



Point Value 100



CHAPTER MASTER
RALDORON

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Raldoron	10	4[6]+	6/-3	Flamers [FW]	10	2	0	[HQ3], [V], Special

Raldoron has the following Special Ability:

- I. Formations within his command radius (25cms) gain the counterattack [CA] ability.



Victory Points +1

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

SPECIAL FORMATION

DOMINION ZEPHON

Dominion Zephon consists of one Dominion Zephon stand.



Point Value 100



DOMINION ZEPHON

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Dominion Zephon	20[]	4[6]+	6/-2	Custom Pistols [A,VK]	10	4	-1	[HQ3], [LW], [SU], [FA], [IWD], [MB], Special

Dominion Zephon has the following Special Abilities:

1. He may only be in command of destroyer (Angel's Tears) formations.
2. The bodyguards within his command formation are replaced by destroyer (Angel's Tears) elements.
3. Gains the rad grenade wargear free of cost.



Victory Points +1

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

ANGEL'S TEARS DETACHMENT

The Angel's Tears Detachment consists of 1 Angel's Tears Decurion and 5 Angel's Tears stands.



Point Value 400



ANGEL'S TEARS DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	4[6]+	4/-2	Grenade Launcher [A,RAD]	25	3	0	[HQ!], [CA]
Angel's Tears	20[J]	4+	3/-2	Grenade Launcher [A,RAD]	25	3	0	[CA]

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

ANGEL'S TEARS GRAND DETACHMENT

The Angel's Tears Grand Detachment consists of 1 Angels Tears Decurion and 10 Angel's Tears stands.



Point Value 700



ANGEL'S TEARS GRAND DETACHMENT

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

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

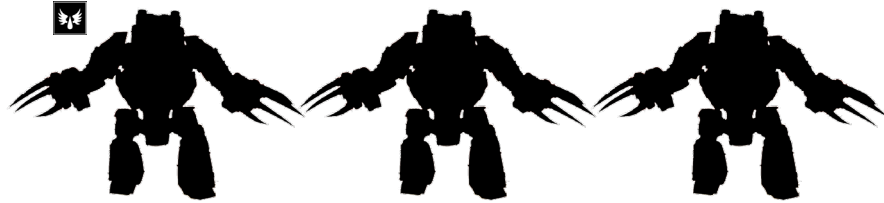
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	4[6]+	4/-2	Grenade Launcher [A,RAD]	25	3	0	[HQ!], [CA]
Angel's Tears	20[J]	4+	3/-2	Grenade Launcher [A,RAD]	25	3	0	[CA]

Victory Points 7

Your opponent gains 4VP when this Detachment is broken

CONTEMPTOR INCAENDIUS DREADNOUGHT TALON

A Incaendius Dreadnought Talon consists of 3 Incaendius Dreadnoughts.



Point Value 250



CONTEMPTOR INCAENDIUS DREADNOUGHT TALON

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

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

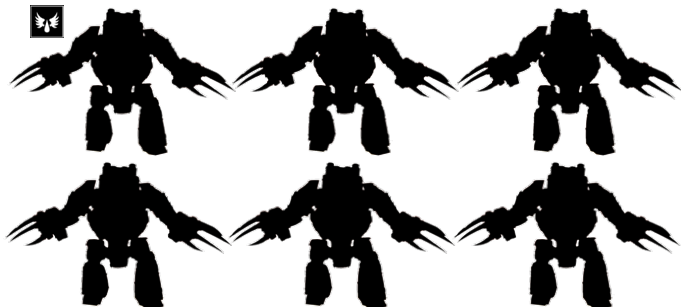
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J,T]	2+	5/-3	Power Claws [B] Iliastus Assault Cannons	- 25	- 6	- -1	[HQ1], [AG]
Contemptor Incaendius	20[J,T]	2+	4/-3	Power Claws [B] Iliastus Assault Cannons	- 25	- 6	- -1	[AG]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

CONTEMPTOR INCAENDIUS DREADNOUGHT GRAND TALON

A Incaendius Dreadnought Grand Talon consists of 6 Incaendius Dreadnoughts.



Point Value 500



CONTEMPTOR INCAENDIUS DREADNOUGHT GRAND TALON

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J,T]	2+	5/-3	Power Claws [B] Iliastus Assault Cannons	- 25	- 6	- -1	[HQ1], [AG]
Contemptor Incaendius	20[J,T]	2+	4/-3	Power Claws [B] Iliastus Assault Cannons	- 25	- 6	- -1	[AG]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

CRIMSON PALADIN DETACHMENT

The Crimson Paladin Detachment consists of 1 Crimson Paladin Decurion and 4 Crimson Paladin stands



Point Value 450



CRIMSON PALADIN DETACHMENT

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

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

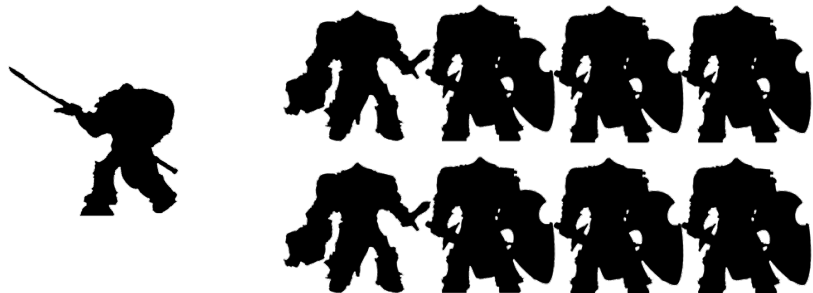
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[4]+	4/-3	Power Weapons [B] Illiaustus Assault Cannon	- 25	- 3	- -1	[HQ 1], [SU], [IWD]
Crimson Paladins	10[T]	3[4]+	3/-3	Power Weapons [B] Illiaustus Assault Cannon	- 25	- 3	- -1	[SU], [IWD]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

CRIMSON PALADIN GRAND DETACHMENT

The Crimson Paladin Grand Detachment consists of 1 Crimson Paladin Decurion and 8 Crimson Paladin stands



Point Value 750



CRIMSON PALADIN GRAND DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[4]+	4/-3	Power Weapons [B] Illiaustus Assault Cannon	- 25	- 3	- -1	[HQ 1], [SU], [IWD]
Crimson Paladins	10[T]	3[4]+	3/-3	Power Weapons [B] Illiaustus Assault Cannon	- 25	- 3	- -1	[SU], [IWD]

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

DAWNBREAKER COHORT

The Dawnbreaker Cohort consists of 1 Dawnbreaker Decurion and 5 Dawnbreaker stands



Point Value 300



DAWNBREAKER COHORT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J,T]	4[6]+	4/-3	Grenade Launcher [A]	10	3	-1	[HQ I], [MB], Special
Dawnbreakers	20[J,T]	4+	3/-3	Grenade Launcher [A]	10	3	-1	[MB], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

DAWNBREAKER GRAND COHORT

The Dawnbreaker Grand Cohort consists of 1 Dawnbreaker Decurion and 10 Dawnbreaker stands



Point Value 550



DAWNBREAKER GRAND COHORT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J,T]	4[6]+	4/-3	Grenade Launcher [A]	10	3	-1	[HQ I], [MB], Special
Dawnbreakers	20[J,T]	4+	3/-3	Grenade Launcher [A]	10	3	-1	[MB], Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

BLOOD ANGELS DEIMOS PREDATOR SQUADRON

The Blood Angels Deimos Predator Squadron consists of 1 Blood Angels Command Deimos Predator and 2 Blood Angels Deimos Predators



Point Value 250



BLOOD ANGELS DEIMOS PREDATOR SQUADRON

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Illiasus Assault Cannons	25	6	-1	[HQ1]
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	2	0	
Deimos Predator, BA	25	3+	2/-1	Illiasus Assault Cannons	25	6	-1	
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	2	0	

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

BLOOD ANGELS GRAND DEIMOS PREDATOR SQUADRON

The Blood Angels Grand Deimos Predator Squadron consists of 1 Blood Angels Command Deimos Predator and 5 Blood Angels Deimos Predators



Point Value 500



BLOOD ANGELS GRAND DEIMOS PREDATOR SQUADRON

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Illiasus Assault Cannons	25	6	-1	[HQ1]
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	2	0	
Deimos Predator, BA	25	3+	2/-1	Illiasus Assault Cannons	25	6	-1	
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	2	0	

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

UPGRADE

ILLASTUS PATTERN ASSAULT CANNON

May replace Bolters on 1 Predator formation with assault cannons.
2 attack dice, 25cm range and -1 TSM per weapon



Point Value 50
+1 VP



GRAND UPGRADE

ILLASTUS PATTERN ASSAULT CANNON

May replace Bolters on 1 Predator Grand formation with assault cannons.
2 attack dice, 25cm range and -1 TSM per weapon



Point Value 100
+1 VP



DARK ANGELS LEGION



DARK ANGELS LEGION TRAITS

FACTION VALUE 450

The following traits are available to the Dark Angels Legion.

1. **Martial Prowess** – Dark Angels infantry gain a +1 bonus to hit on close combat rolls.
2. **Advanced Tech** – Dark Angels infantry and vehicle elements ignore the long-range penalty modifier.
3. **Superior Mobility** – All Dark Angel Vehicles gain the Agile [AG] ability. If the element possesses the ability already then, its bonus for rough ground checks increases to +2.
4. **Molecular Acid Shells** – Dark Angel elements with Boltgun weaponry with the Anti-personnel [AP] weapon trait gains the Molecular Acid Shells wargear upgrade free of cost.
5. **Stasis Shells** – Dark Angels Heavy Support Type III (or any infantry element with missile launchers) gains the Stasis Shells wargear upgrade free of cost.
6. **Tactical Dominance** – The Dark Angels player gains a +1 bonus to all reserve move rolls.
7. **Marshall of the Eskaton** – Dark Angels commander of level 2 [HQ2] or 3 [HQ3] impose a -1 penalty to special order rolls on opposing commanders within 25cms.
8. **Rewards of Honor** – The Dark Angels player receives a bonus of +IVP for every formation (any army card) that is eliminated (all elements lost). Conversely, the opponent gains +IVP for every formation (any army card) that is eliminated (all elements lost).
9. **From the Dark Age** – Dark Angels Dreadnaughts gain the Fear [FR] Ability.
10. **Distrustful Nature** – Dark Angels formations may NEVER gain the benefit of morale bonuses or abilities that belong to an ALLY unless they are categorized as “sworn brothers”. They may ONLY benefit from these originating from other Dark Angels elements. See section on allies. When the Dark Angel player allies with factions that are not sworn brothers the Dark Angel player receives -1 to all initiative and reserve rolls.
11. **All Fortification Cards count as Special Cards.**

HEXAGRAMMATON

The First Legion was organized into the “Six Hosts of the Angels of Death”

The Dark Angels Player may select unique legion company cards that are representative of Hexagrammaton orders of battle. All army cards attached to such a unique company gain the specific bonus and restrictions of that wing of the Hexagrammaton. This **ONLY** applies to these unique company cards. Formations attached to standard general company cards **DO NOT** receive the bonuses or restrictions related to those wings.

Example: A Dark Angel player selects a unique armored formation company card. If land raider or super heavy support cards are attached to this unique company card those support cards gain the 50-point discount that specific wing grants. Had the company card been a standard general company card of armored vehicles any attached support cards of land raiders or super heavies would be at full cost.

DREADWING

This wing concentrates the legions destroyers, large quantities of apothecaries, techmarines and if available Librarians. It represents the legions armored might with heavy use of Heavy Assault Dreadnaughts, Land Raiders, Fellglaves, Spartans, Mastodons, whirlwinds and arquirtors.

1. **Land Raiders and super heavy support added to a Dreadwing Company Card gain a 50-point reduction in cost.**

DEATHWING

They are the tip of the spear, specializing in piercing the enemy lines and shock combat. This wing is composed of terminator and breacher elements.

1. **All terminator and breacher elements withing the Deathwing gain the Furious Assault [FA], Counterattack [CA] and Indomitable [ID] abilities.**
2. **May NEVER contain allied formations.**

IRONWING

Dedicated to massed firepower favoring artillery, armored vehicles, dreadnaughts with infantry support in the form of terminators and breacher elements.

1. **The Ironwing MUST contain more points in vehicular formations than infantry formations.**
2. **Vehicles in this wing gain a +1 bonus to-hit when firing within the short-ranged distance.**
3. **ALL infantry formations MUST be given transport formations (mechanized infantry, can never be on foot).**

RAVENWING

This wing prioritized speed over firepower. It favors cavalry and flier elements as well as fast moving recon elements.

1. **The Ravenwing formation may only be composed of skimmer [K] or flier [F] elements.**
2. **Formations in this wing may re-roll reserve movement rolls (second roll stands).**
3. **Infantry elements MUST be transported in Fliers [F].**
4. **May NEVER contain allied formations.**

STORMWING

The largest of the wings and they specialize in Zona Mortalis combat. It uses infantry elements of all types with heavy concentration of assault and breacher elements.

1. **The Stormwing MUST contain more points of infantry formations than any other type of formation.**
2. **Breacher and Assault formations attached to this wing gain a 50-point reduction in cost.**
3. **May NEVER contain allied formations.**

FIREWING

Specializing in infiltration and disrupting opposing command and control. Favored the use of Seeker, Enigmatus, sniper and recon elements.

1. **As the smallest of the wings only ONE Firewing Company card may be purchased per 6000 points played.**
2. **All recon [R] and Seeker formation gain the Deepstrike [T] ability.**
3. **May NEVER contain allied formations.**

SPECIAL FORMATION



LION EL'JONSON PRIMARCH OF THE DARK ANGELS



Lion El'Jonson consts of 1 Lion El'Jonson Stand.



Point Value 300



LION EL'JONSON PRIMARCH OF THE DARK ANGELS



Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lion El'Jonson	15[T]	2[4]+	7/-4	Fusil Actineus [A]	20	4	-2	[DR2], Primarch, Special

Lion El'Jonson has the following Special Abilities:

1. **Icon of the Legion** – All elements of the army present gain +1 bonus to morale rolls if the Lion is on the tabletop.
2. **Martial Prowess** – A +1 Bonus to close combat outcomes to all Dark Angel formations within command radius (25cms).
3. **Superior Maneuver** – All formations within command radius (25cms) ignore rough ground checks.
4. **Fusil Actineus** – The Lions personal weapon causes suppression as if it were artillery on ranged attacks.



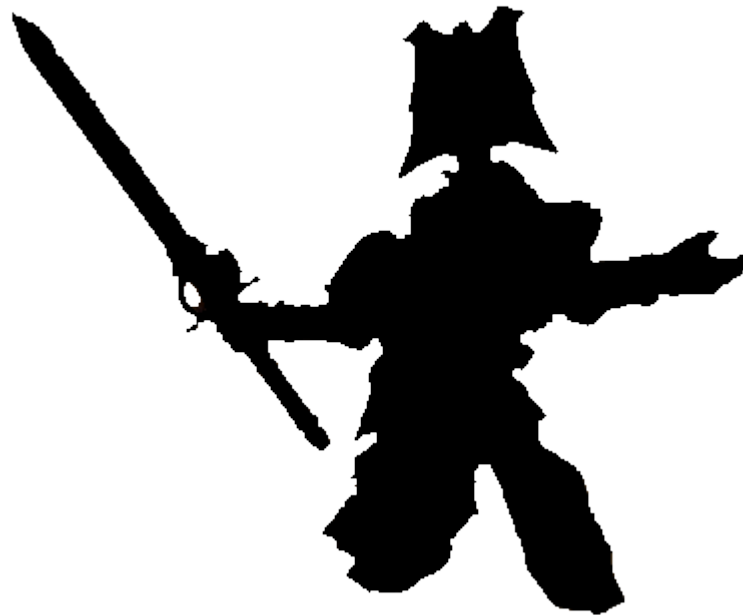
Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION



Corswain consists one 1 Corswain stand.



Point Value 100



Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Corswain	10[T]	3[5]+	6/-3	Combi-bolter	25	2	-1	[HQ3], [ID], Special

Corswain has the following Special Ability:

I. If the Lion or Marduk Sedras is not present Corswain is the army commander



Victory Points +1

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

SPECIAL FORMATION



MARDUK SEDRAS



Marduk Sedras consists of 1 Marduk Sedras Stand.



Point Value 200



MARDUK SEDRAS



Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Marduk Sedras	10[T]	3[5]+	6/-4	Plasma Burner [FW,A] Death of Worlds	15 -	4 -	-1 -	[HQ3], [AW], Special

Marduk Sedras has the following Special Abilities:

1. **The Marduk Sedras Special Card** may attach ONE Special Card of Cenobium Knights to expand his command formation. This additional special card does NOT count towards the players special card slot allotment.
2. **Command of Centuries** – The Dark Angels player gains a +1 bonus to all reserve movement rolls if Marduk Sedras is present on the tabletop.
3. **Masterful Tactician** – All formations within command radius (25cms) may re-roll all 1's on all to hit rolls (both ranged and close combat).
4. **Death of Worlds** – Marduk's personal weapon ignores invulnerable saves in close combat.



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

DEATHWING COMPANION HONOR GUARD

The Deathwing Companion Honor Guard consists of 1 Deathwing Decurion and 5 Deathwing Companion stands.



Point Value 350



DEATHWING COMPANION HONOR GUARD

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

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

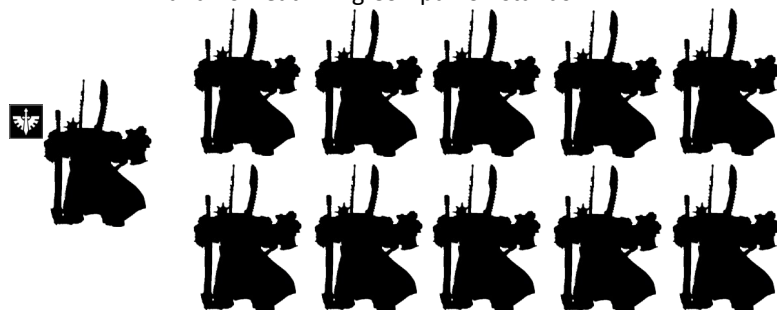
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[T]	4[6]+	3/-2	Combi-bolter	25	2	-1	[HQ!], [AW], [ID], Special
Companion	15[T]	4[6]+	2/-2	Combi-bolter	25	2	-1	[AW], [ID], Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

DEATHWING COMPANION GRAND HONOR GUARD

The Deathwing Companion Honor Guard consists of 1 Deathwing Decurion and 10 Deathwing Companion stands.



Point Value 600



DEATHWING COMPANION GRAND HONOR GUARD

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[T]	4[6]+	3/-2	Combi-bolter	25	2	-1	[HQ!], [AW], [ID], Special
Companion	15[T]	4[6]+	2/-2	Combi-bolter	25	2	-1	[AW], [ID], Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

DEATHWING COMPANION TERMINATOR HONOR GUARD

The Deathwing Companion Terminator Honor Guard consists of 1 Deathwing Decurion and 4 Deathwing Companion stands.



Point Value 400



DEATHWING COMPANION TERMINATOR HONOR GUARD

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

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

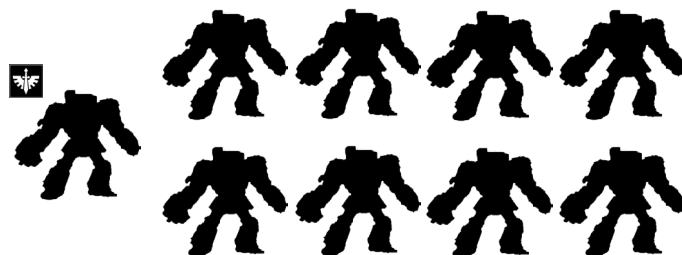
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[T]	3[5]+	4/-3	Combi-bolter	25	3	-1	[HQ!], [AW], [ID], Special
Companion	15[T]	3[5]+	3/-3	Combi-bolter	25	3	-1	[AW], [ID], Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

DEATHWING COMPANION GRAND TERMINATOR HONOR GUARD

The Deathwing Companion Grand Terminator Honor Guard consists of 1 Deathwing Decurion and 8 Deathwing Companion stands.



Point Value 650



DEATHWING COMPANION GRAND TERMINATOR HONOR GUARD

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[T]	3[5]+	4/-3	Combi-bolter	25	3	-1	[HQ!], [AW], [ID], Special
Companion	15[T]	3[5]+	3/-3	Combi-bolter	25	3	-1	[AW], [ID], Special

Victory Points 7

Your opponent gains 4 VP when this Detachment is broken

DREADWING INTEREMPTOR SQUAD

The Dreadwing Interemptor squad consists of 1 Dreadwing Interemptor Decurion and 5 Dreadwing Interemptor stands.



Point Value 250



DREADWING INTEREMPTORS SQUAD

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-1	Plasma Burner [FW,A]	15	4	0	[HQ!], [SU]
Interemptors	10	5+	1/-1	Plasma Burner [FW,A]	15	4	0	[SU]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

GRAND DREADWING INTEREMPTOR SQUAD

The Grand Dreadwing Interemptor squad consist of 1 Dreadwing Interemptor Decurion and 10 Dreadwing Interemptor stands.



Point Value 500



GRAND DREADWING INTEREMPTOR SQUAD

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-1	Plasma Burner [FW,A]	15	4	0	[HQ!], [SU]
Interemptors	10	5+	1/-1	Plasma Burner [FW,A]	15	4	0	[SU]

Victory Points 5

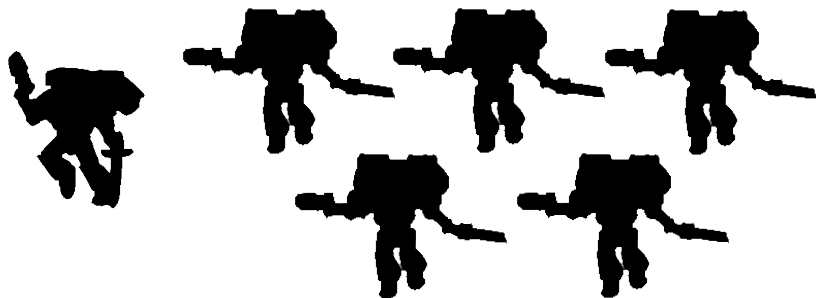
Your opponent gains 3 VP when this Detachment is broken



FIREWING ENIGMATUS CABAL



The Firewing Enigmatus Cabal consist of 1 Firewing Enigmatus Decurion and 5 Firewing Enigmatus stands.



Point Value 250



FIREWING ENIGMATUS CABAL



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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[]	5[7]+	3/-3	CC Weapons	-	-	-	[HQ I], [RA], [R], [SH], [HH]
Engimatus	20[]	5+	2/-3	CC Weapons	-	-	-	[RA], [R], [SH], [HH]

Victory Points 3

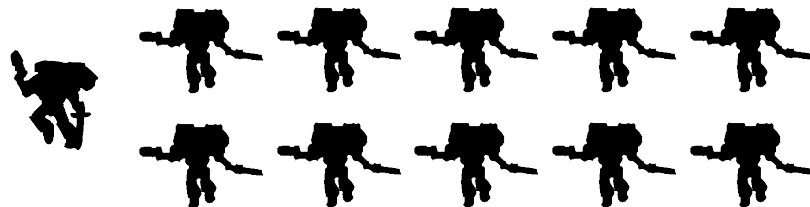
Your opponent gains 2 VP when this Detachment is broken



FIREWING ENIGMATUS GRAND CABAL



The Firewing Enigmatus Cabal consist of 1 Firewing Enigmatus Decurion and 10 Firewing Enigmatus stands.



Point Value 450



FIREWING ENIGMATUS GRAND CABAL



Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[]	5[7]+	3/-3	CC Weapons	-	-	-	[HQ I], [RA], [R], [SH], [HH]
Engimatus	20[]	5+	2/-3	CC Weapons	-	-	-	[RA], [R], [SH], [HH]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE TYPE 1

The Ironwing Excindio Class Battle Automata Maniple Type 1 consists of 3 Excindio Battle Automata Type 1



Point Value 200



IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE TYPE 1

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

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

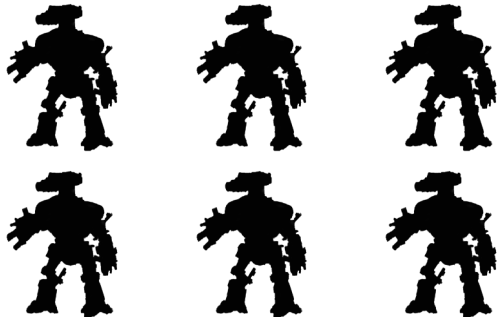
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Excindio Type 1	15	3+	3/-2	Phosphex Launcher [PH,M,AY] Bolters [AP]	20/40 25	2 2	-1 0	[RC], [RA]

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE TYPE 1

The Ironwing Excindio Class Battle Automata Maniple Type 1 consists of 6 Excindio Battle Automata Type 1



Point Value 450



IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE TYPE 1

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

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Excindio Type 1	15	3+	3/-2	Phosphex Launcher [PH,M,AY] Bolters [AP]	20/40 25	2 2	-1 0	[RC], [RA]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE TYPE 2

The Ironwing Excindio Class Battle Automata Maniple Type 2 consists of 3 Excindio Battle Automata Type 2



Point Value 250



IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE TYPE 2

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

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

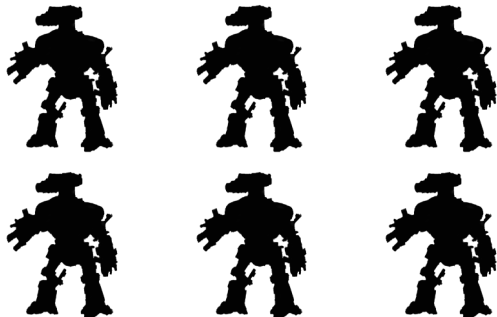
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Excindio Type II	15	3+	3/-2	Nerve Induction Shredder [VK,IC]	25	4	-1	[RC], [RA]
				Bolters [AP]	25	2	0	

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE TYPE 2

The Ironwing Excindio Class Battle Automata Maniple Type 2 consists of 6 Excindio Battle Automata Type 2



Point Value 450



IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE TYPE 2

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

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Excindio Type II	15	3+	3/-2	Nerve Induction Shredder [VK,IC]	25	4	-1	[RC], [RA]
				Bolters [AP]	25	2	0	

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE TYPE 3

The Ironwing Excindio Class Battle Automata Maniple Type 3 consists of 3 Excindio Battle Automata Type 3



Point Value 200



IRONWING EXCINDIO CLASS BATTLE AUTOMATA MANIPLE TYPE 3

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

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

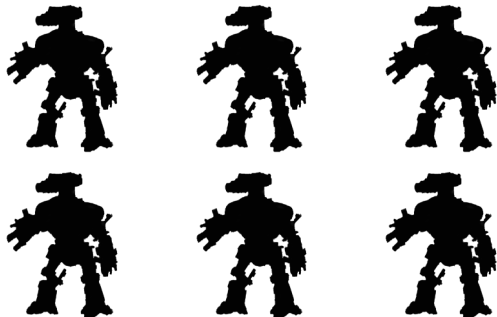
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Excindio Type III	15	3+	3/-2	Atomantic Pulse Cannon [HW,RT] Bolters [AP]	25 25	2 2	-2 0	[RC], [RA], Special

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE TYPE 3

The Ironwing Excindio Class Battle Automata Maniple (Type 3) consists of 6 Excindio Battle Automata Type 3



Point Value 450



IRONWING EXCINDIO CLASS BATTLE AUTOMATA GRAND MANIPLE TYPE 3

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

Morale Value -: Excindio Battle Automata automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Excindio Type III	15	3+	3/-2	Atomantic Pulse Cannon [HW,RT] Bolters [AP]	25 25	2 2	-2 0	[RC], [RA], Special

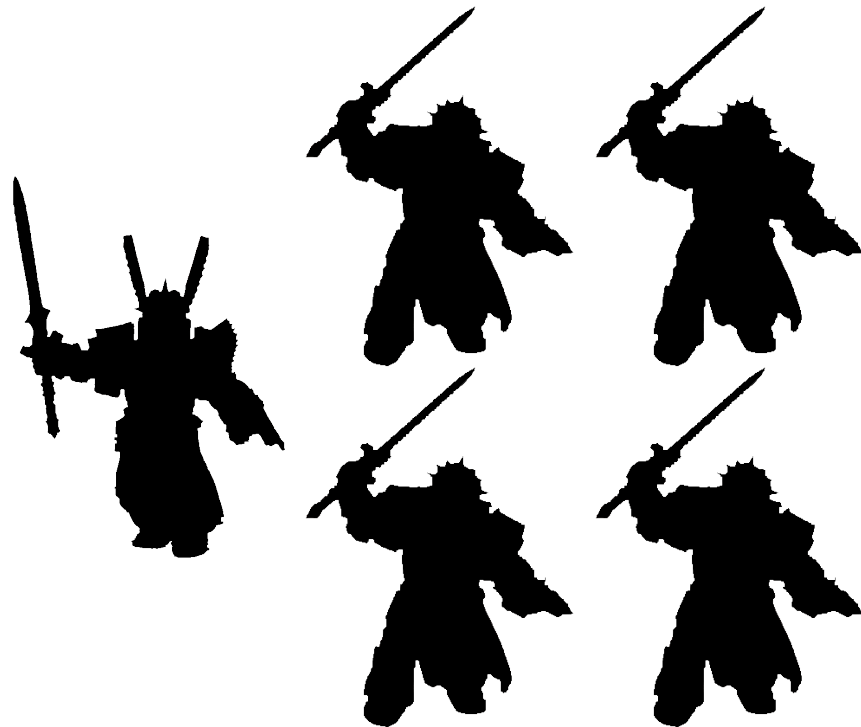
Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

SPECIAL FORMATION

 KNIGHTS CENOBIUM SQUAD

The Knights Cenobuim consists of 1 Knight Cenobium Decurion and 4 Knight Cenobium stands.



Point Value 350



 KNIGHTS CENOBIUM SQUAD

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Plasma Caster [FW,A]	10	2	0	[HQ!], [AW]
Cenobium	10[T]	3[5]+	3/-3	Plasma Caster [FW,A]	10	2	0	[AW]



Victory Points 4

Your opponent gains 2 VP when the formation is broken.

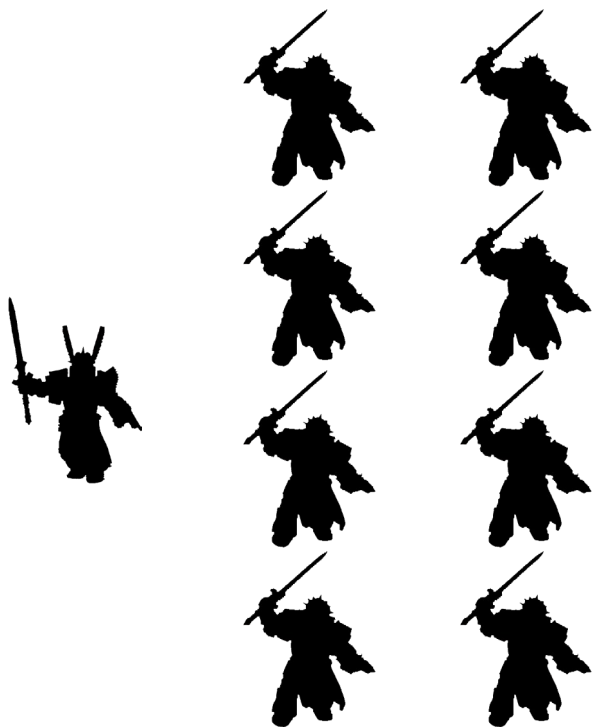
SPECIAL FORMATION



KNIGHTS CENOBIUM
GRAND SQUAD



The Knights Cenobuim consists of 1 Knight Cenobium Decurion and 8 Knight Cenobium stands.



Point Value 650



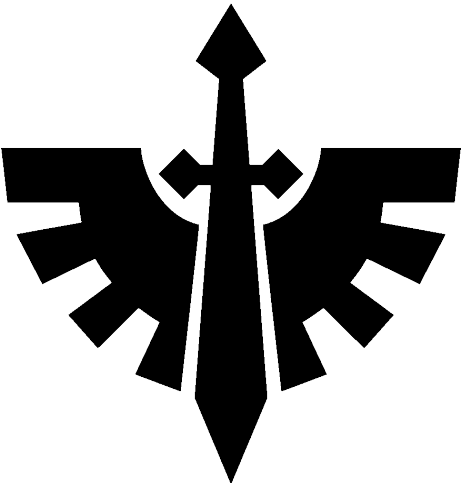
KNIGHTS CENOBIUM
GRAND SQUAD



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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Plasma Caster [FW,A]	10	2	0	[HQ!], [AW]
Cenobium	10[T]	3[5]+	3/-3	Plasma Caster [FW,A]	10	2	0	[AW]



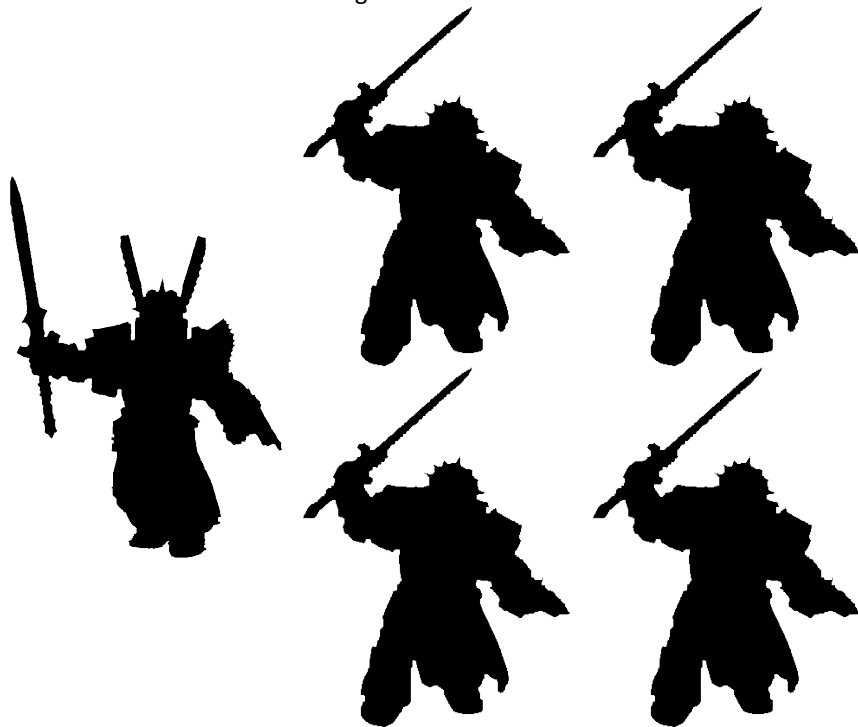
Victory Points 7

Your opponent gains 4 VP when the formation is broken.

SPECIAL FORMATION

KNIGHTS CENOBIUM
INNER CIRCLE SQUAD

The Knights Cenobium Inner Circle consists of 1 Knight Cenobium Inner Circle Decurion and 4 Knight Cenobium Inner Circle stands.



Point Value 400



KNIGHTS CENOBIUM
INNER CIRCLE SQUAD

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Plasma Caster [FW,A] Power CC Weapon [B]	10 -	2 -	0 -	[HQ1], [AW], [SU], [FA]
Cenobium Inner Circle	10[T]	3[5]+	3/-3	Plasma Caster [FW,A] Power CC Weapon [B]	10 -	2 -	0 -	[AW], [SU], [FA]

The Knights Cenobium have the following Special Ability:

- The Dark Angels player is allowed only ONE The Inner Circle Knight Cenobium formation per 3000 points played.



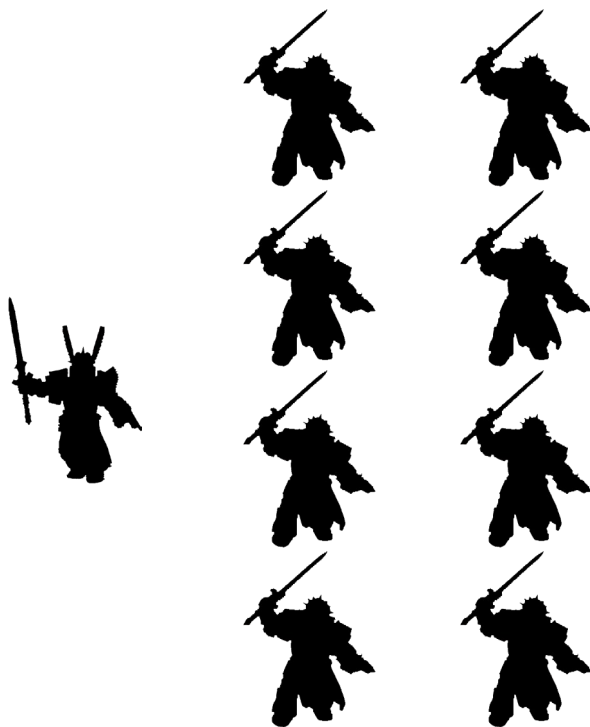
Victory Points 4

Your opponent gains 2 VP when the formation is broken.

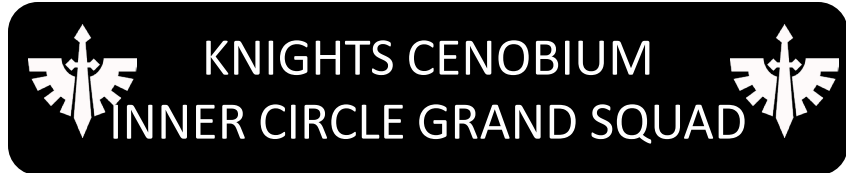
SPECIAL FORMATION



The Knights Cenobium Inner Circle consists of 1 Knight Cenobium Inner Circle Decurion and 8 Knight Cenobium Inner Circle stands.



Point Value 700



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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Plasma Caster [FW,A] Power CC Weapon [B]	10 -	2 -	0 -	[HQ1], [AW], [SU], [FA]
Cenobium Inner Circle	10[T]	3[5]+	3/-3	Plasma Caster [FW,A] Power CC Weapon [B]	10 -	2 -	0 -	[AW], [SU], [FA]

The Knights Cenobium have the following Special Ability:

- I. The Dark Angels player is allowed only ONE The Inner Circle Knight Cenobium formation per 3000 points played.



Victory Points 7

Your opponent gains 4 VP when the formation is broken.



UPGRADE DEATHWING COMPANIONS



Replaces power armored standard companies' bodyguards: 2 Deathwing Companions



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Companion	15[T]	4[6]+	2/-2	Combi-bolter	25	2	-1	[AW], [ID], Special



Point Value 100
+1 VP



GRAND UPGRADE DEATHWING COMPANIONS



Replaces power armored grand companies' bodyguards: 4 Deathwing Companions



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Companion	15[T]	4[6]+	2/-2	Combi-bolter	25	2	-1	[AW], [ID], Special



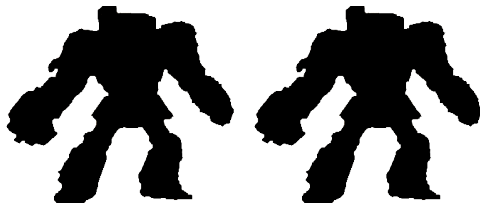
Point Value 250
+3 VP



UPGRADE DEATHWING TERMINATOR COMPANIONS



Replaces terminator standard companies' bodyguards: 2 Deathwing terminator Companions



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Companion	15[T]	3[5]+	3/-3	Combi-bolter	25	3	-1	[AW], [ID], Special



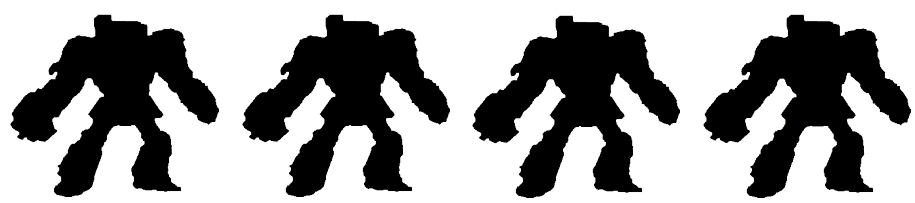
Point Value 150
+2 VP



GRAND UPGRADE DEATHWING TERMINATOR COMPANIONS



Replaces terminator grand companies' bodyguards: 4 Deathwing terminator Companions



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Companion	15[T]	3[5]+	3/-3	Combi-bolter	25	3	-1	[AW], [ID], Special



Point Value 300
+3 VP





UPGRADE RAD GRENADES



One infantry formation
ignores cover modifiers and
saves from opposing
elements in close combat



Point Value 50
+1 VP



UPGRADE STASIS GRENADES



One infantry formation:
Opponents engaged in close
combat are suppressed.



Point Value 100
+1 VP



GRAND UPGRADE RAD GRENADES



One grand infantry formation
ignores cover modifiers and
saves from opposing
elements in close combat



Point Value 100
+1 VP



GRAND UPGRADE STASIS GRENADES



One infantry formation:
Opponents engaged in close
combat are suppressed.



Point Value 150
+2 VP





COMPANY UPGRADE MOLECULAR ACID SHELLS



Heavy Support Formations Only:
gain bonus -1 TSM to weapons
versus organic targets (non-
robotic, non vehicles)



Point Value 50
+1 VP



GRAND COMPANY UPGRADE MOLECULAR ACID SHELLS



Heavy Support Formations Only:
gain bonus -1 TSM to weapons
versus organic targets (non-
robotic, non vehicles)



Point Value 100
+1 VP



DEATH GUARD LEGION



DEATH GUARD LEGION TRAITS

FACTION VALUE 400

The following traits are available to the Death Guard Legion.

1. Infantry Primacy – At LEAST 50% of the total points used for army construction MUST be used to purchase infantry army cards.
2. Pinpoint Accuracy – All Death Guard infantry elements ignore the to-hit penalty for opposing targets in cover (The invulnerable save related to cover still applies).
3. Armored Might – The Death Guard player can purchase Companies of Spartan tanks, Vindicators and Fellblades at a 50-point reduction for standard companies and 100 points for grand companies.
4. Steady Advance – Infantry formations equipped with jump packs and cavalry count as SPECIAL CARDS. Reserve movement rolls for elements using the Deepstrike [T] ability receive a -1 penalty to those rolls.
5. Remorseless – All Death Guard infantry elements gain the Indomitable [ID] ability and are IMMUNE to the effects of suppression (cannot be suppressed).
6. Intractable – All Death Guard elements receive a -5cms penalty to their total movement when on Charge Orders.
7. Rad-resistant – Death Guard are immune to weapons with the radiation [RAD] trait.
8. Implacable – All Death Guard elements gain the Agile [AG] ability.
9. Superior Firepower – Death Guard Heavy Support Legionnaires ignore the long-range penalty.
10. Chem Weapons – All weapons with the Flamer Weapon [FW] trait gain a bonus -1TSM. Already added to Statline on Death Guard Unique elements (add bonus when using general elements).

SPECIAL FORMATION

MORTARION PRIMARCH OF THE DEATH GUARD

Mortarion, Primarch of the Death Guard consists of 1 Mortarion,
Primarch of the Death Guard stand.



Point Value 350



MORTARION PRIMARCH OF THE DEATH GUARD

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mortarion	15	2[4]+	7/-4	Silence The Lantern Phosphex Bombs [PH,B,IC]	- 20 10	- 2 2	- -3 -2	[DR3], [TER], [HR] Primarch, Special

Mortarion has the following Special Abilities:

1. **Sire of the Death Guard** – Infantry elements within his command radius (25cms) gain the Indomitable [ID] ability.
2. **Shadow of the Reaper** – When using the Hit and Run [HR], instead of standard movement, Mortarion may use a “teleport” move away up to 20cms. Mortarion may use his ranged weapons as part of this movement and fire in the movement phase (as per [HR] you may not fire again in the combat phase if used in the movement phase).
3. **Preternatural Resilience** – The Death Guard player can re-roll Mortarion’s failed It-Will-Not-Die [IWD] ability roll. Second roll stands.
4. **Witch Spite** – The Death guard player can re-roll Mortarion’s failed Adamantium Will [AW] ability rolls. Second roll stands.
5. **Silence** – Mortarion’s close combat attacks ignore invulnerable saves in close combat attacks.



Victory Points 4

Your opponent gains 4 VPs when this Stand is destroyed

SPECIAL FORMATION

CALAS TYPHON

Centurion Calas Typhon consists of 1 Calas Typhon Stand.



Point Value 200



CALAS TYPHON

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Calas Typhon	10	3[5]+	5/-3	Chem-Flamer [FW,A]	10	2	-1	[HQ3], [P2], Special

Calas Typhon has the following Special Abilities:

- 1. In the Absence of the Primarch Mortation, Calas Typhon MUST be the army's leader.
- 2. **Chem-bombardment** – Once per game Calas Typhon can perform a Chem-bombardment.
- 3. **Chem-Flamer** – The Death guard bonus of -1TSM for weapons with the Flamer Weapon [FW] trait increases to -2TSM versus opposing infantry elements.
- 4. Calas Typhon may only use psychic powers from the Telepathy Discipline. If play occurs before the outbreak of the heresy, Calas Typhon may not use his psychic powers within 50cms of Mortarion.



Victory Points +2

Your opponent gains +2 VPs when the attached Company is broken

SPECIAL FORMATION

SQUAD LEADER
CRYSOS MORTURG

Squad Leader Crysos Morturg consists of 1 Squad Leader Crysos Morturg Stand.



Point Value 50



SQUAD LEADER
CRYSOS MORTURG

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Crysos Mortug	10	4+	4/-2	Flamer [FW,A]	10	3	-1	[HQ2], [P1], [IF], [SU], Special

Crysos Mortug has the following Special Ability:

- I. Loyal – If play takes place during the Heresy any loyalist force facing the Death Guard may purchase Crysos Mortug as a Special Card.



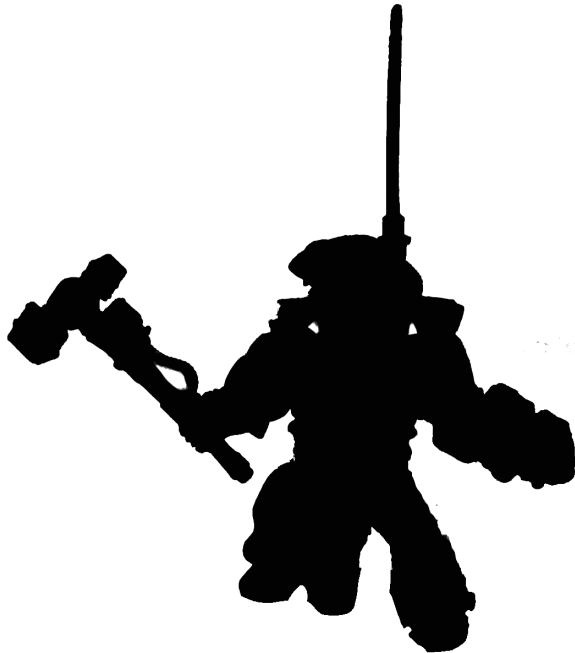
Victory Points +1

Your opponent gains +1 VPs when the attached Company is broken

SPECIAL FORMATION

MARSHAL DURAK RASK

Marshall Durak consists of 1 Marshall Durak Stand.



Point Value 100



MARSHAL DURAK RASK

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Durak Rask	10	4[6]+	3/-3	Power CC Weapons [B] Volkite Serpenta [VK]	- 10	- 2	- 0	[HQ2], Special

Durak Rask has the following Special Ability:

- I. **Deadly Discipline** – All infantry elements within his command radius (25cms) gain a +1 bonus to-hit for ranged attacks. If the infantry elements are heavy support formations, then they also gain the retribution [RT] ability.



Victory Points +1

Your opponent gains +1 VPs when the attached Company is broken

DEATH SHROUD TERMINATOR DETACHMENT

The Death Shroud Terminator Grand Detachment consists of 1 Death Shroud Decurion Stand and 4 Death Shroud Terminator Stands.



Point Value 400



DEATH SHROUD TERMINATOR DETACHMENT

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

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

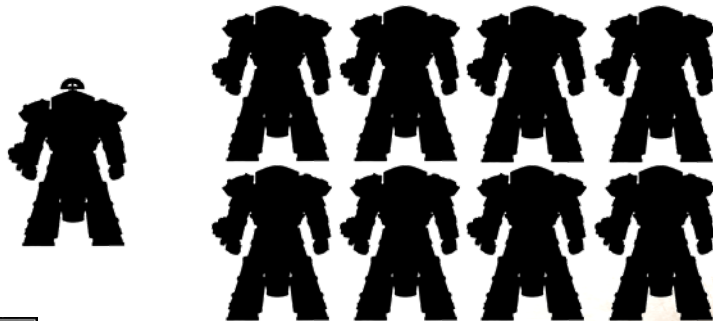
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	5/-3	Flamer [FW]	10	3	-1	[HQ 1], [MB]
Deathshroud	10[T]	3[5]+	4/-3	Flamer [FW]	10	3	-1	[MB]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

DEATH SHROUD TERMINATOR GRAND DETACHMENT

The Death Shroud Terminator Grand Detachment consists of 1 Death Shroud Decurion Stand and 8 Death Shroud Terminator Stands.



Point Value 700



DEATH SHROUD TERMINATOR GRAND DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	5/-3	Flamer [FW]	10	3	-1	[HQ 1], [MB]
Deathshroud	10[T]	3[5]+	4/-3	Flamer [FW]	10	3	-1	[MB]

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

GRAVE WARDEN TERMINATOR DETACHMENT

The Death Guard Grave Warden Terminator Detachment consists of 1 Grave Warden Decurion Stand and 4 Grave Warden Terminator Stands.



Point Value 400



GRAVE WARDEN TERMINATOR DETACHMENT

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

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

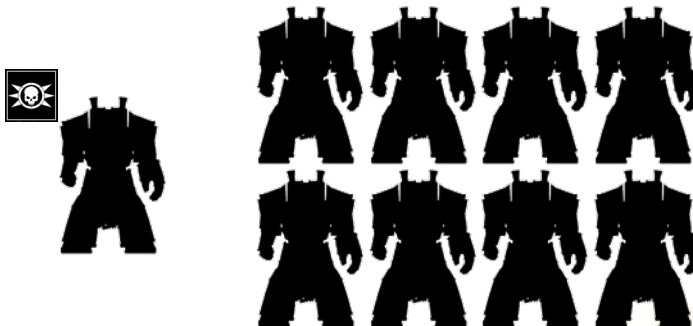
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Power Fist [B] Grenade Launcher [A,I,C]	- 25/50	- 3	- -I	[HQ!], Special
Grave Wardens	10[T]	3[5]+	3/-3	Power Fist [B] Grenade Launcher [A,I,C]	- 25/50	- 3	- -I	Special

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

GRAVE WARDEN TERMINATOR GRAND DETACHMENT

The Death Guard Grave Warden Terminator Grand Detachment consists of 1 Grave Warden Decurion Stand and 8 Grave Warden Terminator Stands.



Point Value 700



GRAVE WARDEN TERMINATOR GRAND DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Power Fist [B] Grenade Launcher [A,I,C]	- 25/50	- 3	- -I	[HQ!], Special
Grave Wardens	10[T]	3[5]+	3/-3	Power Fist [B] Grenade Launcher [A,I,C]	- 25/50	- 3	- -I	Special

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

MORTUS POISONERS DETACHMENT

The Mortus Poisoners Detachment consists of 1 Mortus Poisoner Decurion Stand and 5 Mortus Poisoner Stands.



Point Value 350



MORTUS POISONERS DETACHMENT

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

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

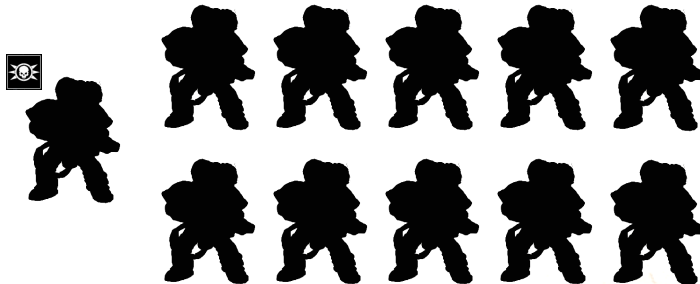
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	5[7]+	3/-1	Bolters Alchmical Flamers [FW]	25 10	2 2	0 -1	[HQ!], [CA], Special
Mortus Poisoners	15	5+	2/-1	Bolters Alchmical Flamers [FW]	25 10	2 2	0 -1	[CA], Special

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

MORTUS POISONERS GRAND DETACHMENT

The Mortus Poisoners Grand Detachment consists of 1 Mortus Poisoner Decurion Stand and 10 Mortus Poisoner Stands.



Point Value 600



MORTUS POISONERS GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

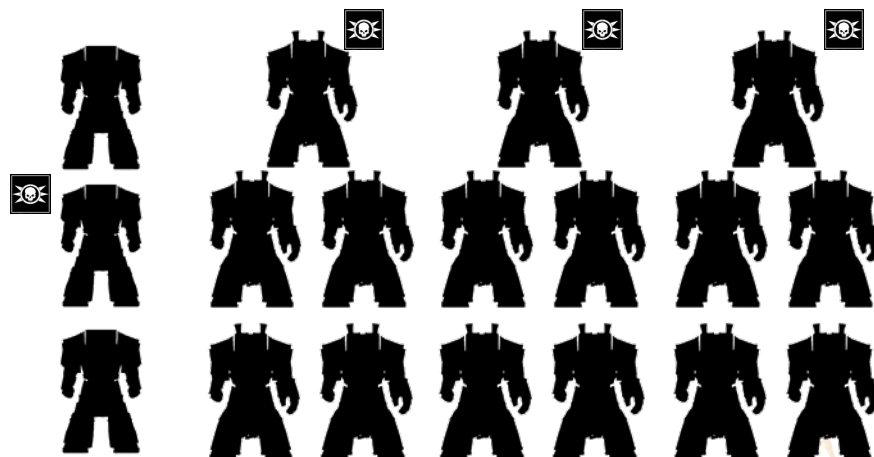
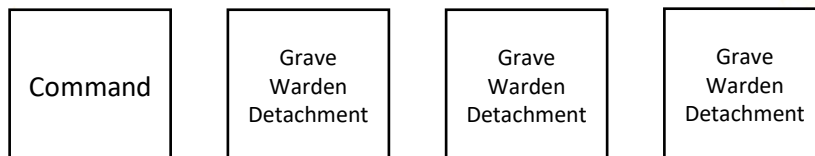
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	5[7]+	3/-1	Bolters Alchmical Flamers [FW]	25 10	2 2	0 -1	[HQ!], [CA], Special
Mortus Poisoners	15	5+	2/-1	Bolters Alchmical Flamers [FW]	25 10	2 2	0 -1	[CA], Special

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

GRAVE WARDEN TERMINATORS FIRST COMPANY

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



Point Value 1450



GRAVE WARDEN TERMINATORS FIRST COMPANY

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	2[4]+	5/-3	Power Fist [B] Grenade Launcher [A,IC]	- 25/50	- 3	- -1	[HQ2], Special
Decurion	10[T]	3[5]+	4/-3	Power Fist [B] Grenade Launcher [A,IC]	- 25/50	- 3	- -1	[HQ1], Special
Grave Wardens	10[T]	3[5]+	3/-3	Power Fist [B] Grenade Launcher [A,IC]	- 25/50	- 3	- -1	Special

Grave Wardens have the following Special Ability:

- I. **Death Cloud** – Opposing elements engaged in close combat receive a -1 penalty to their close combat to-hit rolls versus the grave Wardens.

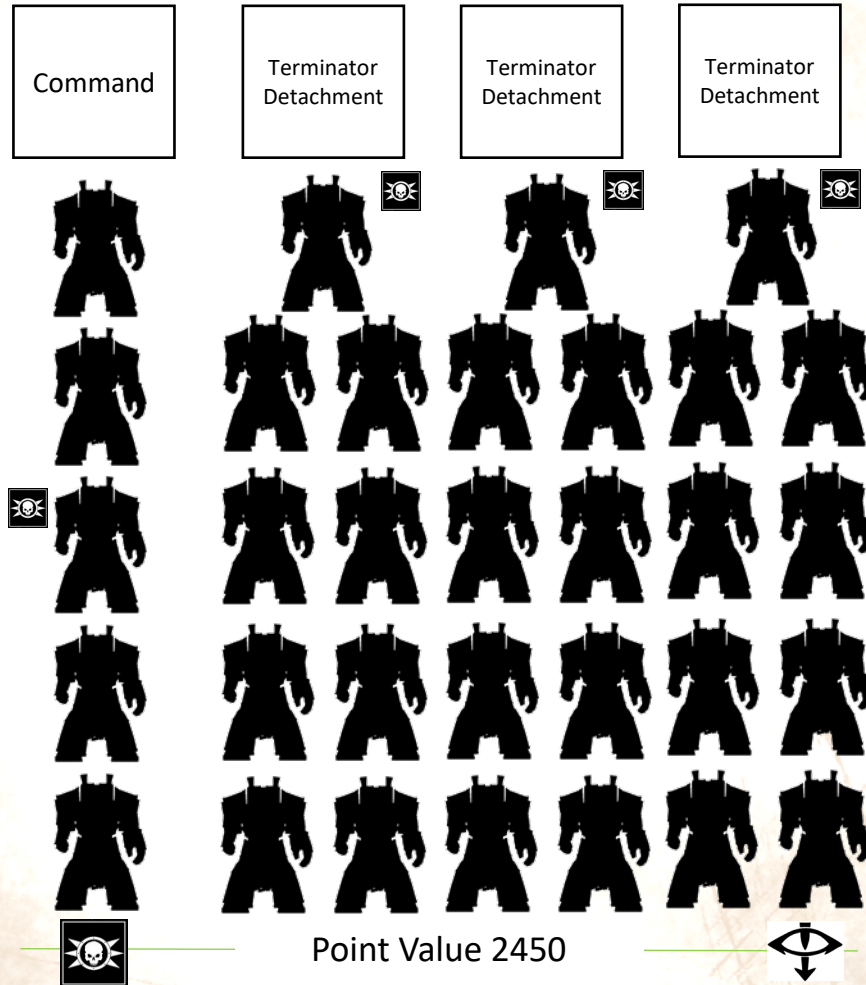


Victory Points 15

Your opponent gains 8 VPs when this Company is broken

GRAVE WARDEN TERMINATORS FIRST GRAND COMPANY

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



GRAVE WARDEN TERMINATORS FIRST GRAND COMPANY

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	2[4]+	5/-3	Power Fist [B] Grenade Launcher [A,IC]	- 25/50	- 3	- -1	[HQ2], Special
Decurion	10[T]	3[5]+	4/-3	Power Fist [B] Grenade Launcher [A,IC]	- 25/50	- 3	- -1	[HQ1], Special
Grave Wardens	10[T]	3[5]+	3/-3	Power Fist [B] Grenade Launcher [A,IC]	- 25/50	- 3	- -1	Special

Grave Wardens have the following Special Ability:

- Death Cloud** – Opposing elements engaged in close combat receive a -1 penalty to their close combat to-hit rolls versus the grave Wardens.



Victory Points 25

Your opponent gains 13 VPs when this Company is broken

EMPERORS CHILDREN LEGION



EMPERORS CHILDREN LEGION TRAITS

FACTION VALUE 350

The following traits are available to the Emperor's Children Legion.

1. **Swift Advance** – Emperor's Children infantry elements gain a +5cms bonus to their total charge movement.
2. **Exemplars of War** – Emperor's Children infantry elements gain a +1 bonus to-hit in close combat.
3. **Faith in Perfection** – All Emperor's Children formations gain a +1 bonus on all morale checks.
4. **Outmaneuver** – All Emperor's Children infantry elements gain the infiltrate [IF] ability.
5. **Perfectly Executed** – The Emperor's Children player gains a +1 bonus to all reserve movement rolls.
6. **The Hidden Blade** – ONE selected formation per game turn (starting on turn 2) automatically passes its reserve movement roll and is deployed.
7. **Fast Attack Doctrine** – An Emperor's Children force **MUST** include at least ONE formation of Skyhunter cavalry elements.
8. **Martial Pride** – The Emperor's Children player may add TWO upgrade cards to an infantry company command section one of which **MUST** be the Legion Champion upgrade card.
9. **ALL Light Support Weapon Army Cards count as SPECIAL CARDS.**
10. **The Emperor's Children player MAY NOT include formations or elements with a BASE movement of less than 15cms in any formation attempting reserve movement. Elements with the Deepstrike [T] ability may deploy normally through reserve movement regardless of base movement.**

SPECIAL FORMATION

FULGRIM PRIMARCH OF THE EMPEROR'S CHILDREN

Fulgrim Primarch of the Emperor's Children consists of one Fulgrim.



Point Value 300



FULGRIM PRIMARCH OF THE EMPEROR'S CHILDREN

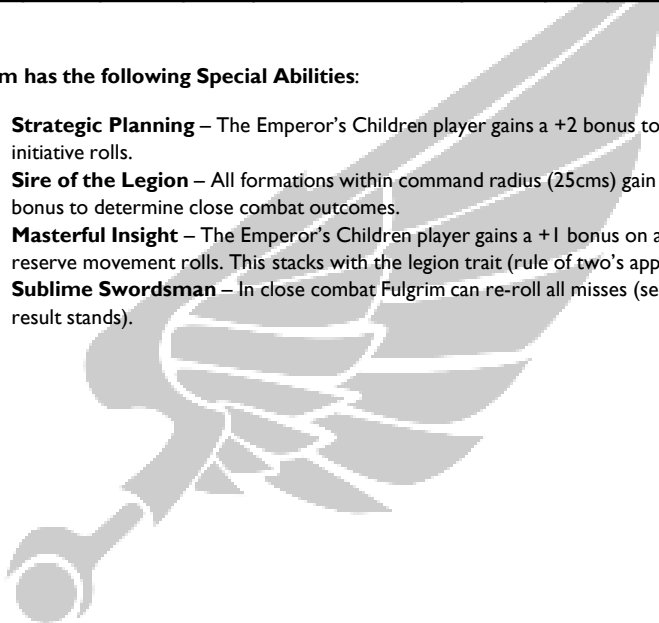
Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fulgrim	15	2[4]+	7/-4	Blade of Laer [B] Volkite Charger [A,VK]	- 25	- 3	- -1	[DR2], Primarch, Special

Fulgrim has the following Special Abilities:

1. **Strategic Planning** – The Emperor's Children player gains a +2 bonus to all initiative rolls.
2. **Sire of the Legion** – All formations within command radius (25cms) gain a +2 bonus to determine close combat outcomes.
3. **Masterful Insight** – The Emperor's Children player gains a +1 bonus on all reserve movement rolls. This stacks with the legion trait (rule of two's applies).
4. **Sublime Swordsman** – In close combat Fulgrim can re-roll all misses (second result stands).



Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION

LORD COMMANDER EIDOLON

Lord Commander Eidolon consists of 1 Lord Commander Eidolon stand.



Point Value 100



LORD COMMANDER EIDOLON

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Eidolon	10	4[6]+	5/-3	CC Power Weapon [B] Archeotech Pistol	- 10	- 2	- -1	[HQ3], Special

Eidolon has the following Special Abilities:

1. **Death Scream** – During close combat (once per turn) Eidolon can perform an attack with 2AD, 0TSM to opposing elements prior to close combat resolution. Elements that fail their AV are removed before close combat resolution begins. This attack is psychic in nature.
2. **Commander Eidolon** MUST be the army leader if the primarch is not present on the battlefield.
3. **Commander Eidolon** may confer to ONE formation within his command radius (25cms) a +5cms bonus to the element's BASE movement. This bonus is commutative with Legion traits.

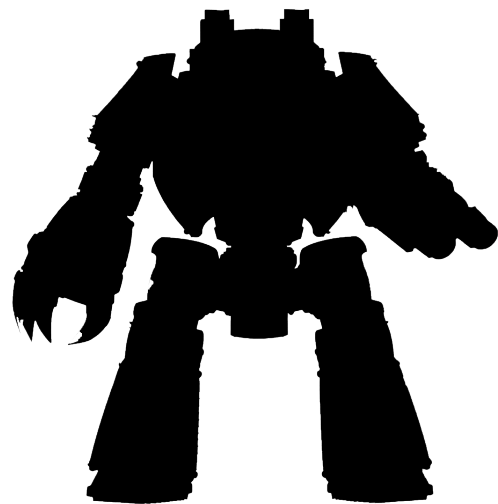
Victory Points +1

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

SPECIAL FORMATION

RYLANOR THE UNYIELDING

Rylanor the Unyielding consists of 1 Rylanor the Unyielding Stand.



Point Value 150



RYLANOR THE UNYIELDING

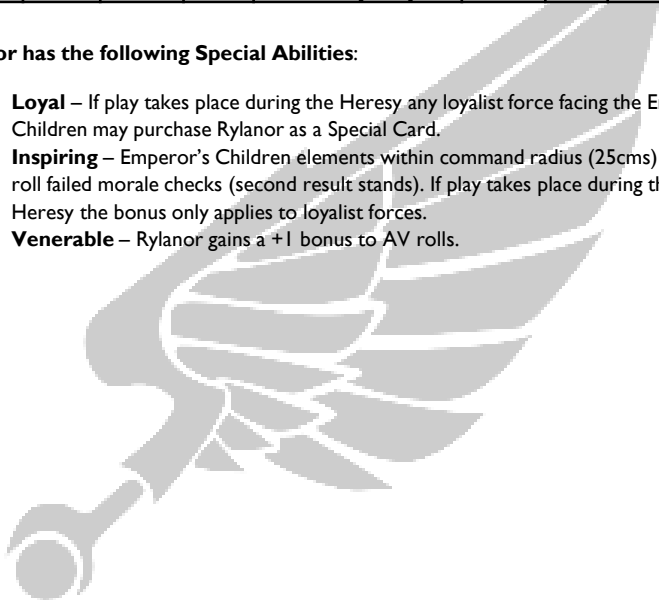
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rylanor	20	2[4]+	4/-2	CC Power Weapon [B] Assault Cannon [A] Flamer [FW,A]	- 25 10	- 3 2	- -1 0	[DR2], [RA], Special

Rylanor has the following Special Abilities:

- Loyal** – If play takes place during the Heresy any loyalist force facing the Emperor’s Children may purchase Rylanor as a Special Card.
- Inspiring** – Emperor’s Children elements within command radius (25cms) may re-roll failed morale checks (second result stands). If play takes place during the Heresy the bonus only applies to loyalist forces.
- Venerable** – Rylanor gains a +1 bonus to AV rolls.



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

SPECIAL FORMATION

CAPTIAN SAUL TARVITZ

Captain Saul Tarvitz consists of 1 Captain Saul Tarvitz Stand.



Point Value 50



CAPTIAN SAUL TARVITZ

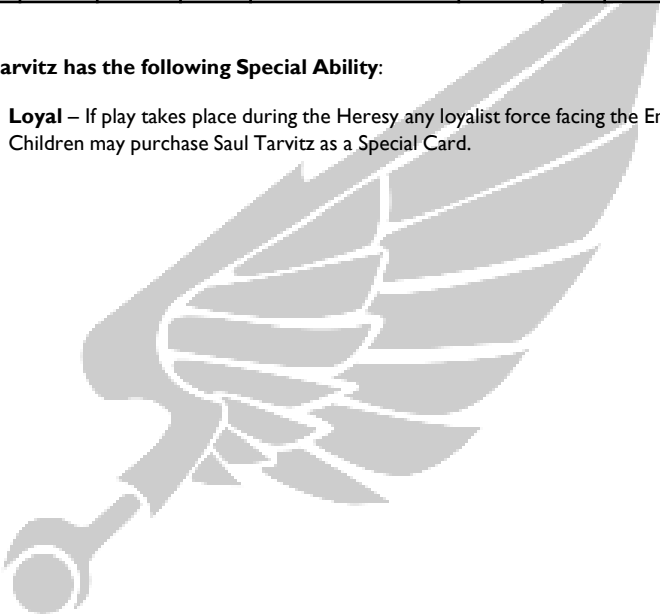
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Saul Tarvitz	10	4[6]+	4/-1	Sniper Rifle	20/35	1	-1	[HQ2], [SN], Special

Saul Tarvitz has the following Special Ability:

- Loyal** – If play takes place during the Heresy any loyalist force facing the Emperor's Children may purchase Saul Tarvitz as a Special Card.

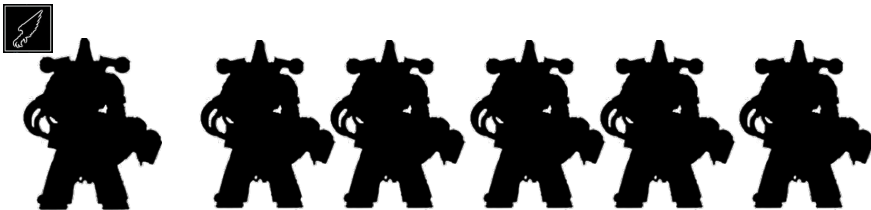


Victory Points +1

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

KAKOPHONI DETACHMENT

The Kakophoni Detachment consists of 1 Orchestrator Stand and 5 Kakophoni Stands



Point Value 500



KAKOPHONI DETACHMENT

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

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

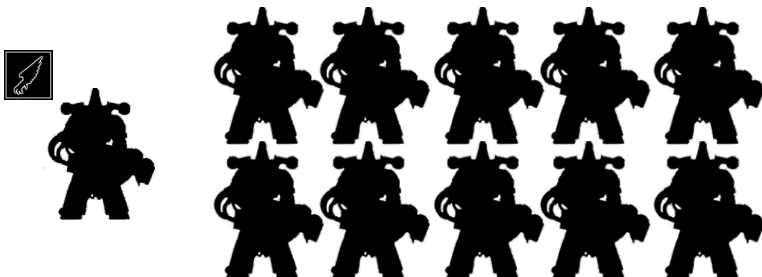
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Orchestrator	10	4[6]+	3/-1	The Kakophoni [PY]	20/35	4	-1	[HQ!]; [FR], [SU], Special
Kakophoni	10	4+	2/-1	The Kakophoni [PY]	20/35	4	-1	[FR], [SU], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

KAKOPHONI GRAND DETACHMENT

The Kakophoni Grand Detachment consists of 1 Orchestrator Stand and 10 Kakophoni Stands



Point Value 850



KAKOPHONI GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Orchestrator	10	4[6]+	3/-1	The Kakophoni [PY]	20/35	4	-1	[HQ!]; [FR], [SU], Special
Kakophoni	10	4+	2/-1	The Kakophoni [PY]	20/35	4	-1	[FR], [SU], Special

Victory Points 9

Your opponent gains 5 VP when this Detachment is broken

PALATINE BLADES DETACHMENT TYPE 1

The Palatine Blades Detachment Type 1 consists of 1 Palatine Blades Decurion Stand 5 Palatine Blades Type 1 Stands



Point Value 200



PALATINE BLADES DETACHMENT TYPE 1

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

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

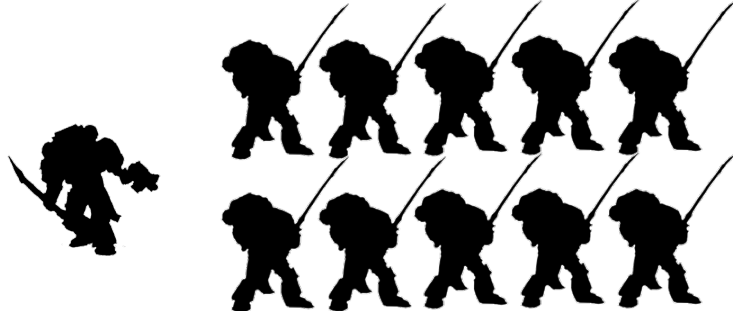
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	4/-2	CC Weapons	-	-	-	[HQ!], [SW], [CA]
Palatine Blades Type I	10	5+	3/-2	CC Weapons	-	-	-	[SW], [CA]

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

PALATINE BLADES GRAND DETACHMENT TYPE 1

The Palatine Blades Grand Detachment Type 1 consists of 1 Palatine Blades Decurion Stand 10 Palatine Blades Type 1 Stands



Point Value 350



PALATINE BLADES GRAND DETACHMENT TYPE 1

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	4/-2	CC Weapons	-	-	-	[HQ!], [SW], [CA]
Palatine Blades Type I	10	5+	3/-2	CC Weapons	-	-	-	[SW], [CA]

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

PALATINE BLADES GRAND DETACHMENT TYPE 2

The Palatine Blades Detachment Type 2 consists of 1 Palatine Blades Decurion (Jump Pack) Stand 5 Palatine Blades Type 2 Stands



Point Value 200



PALATINE BLADES GRAND DETACHMENT TYPE 2

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

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

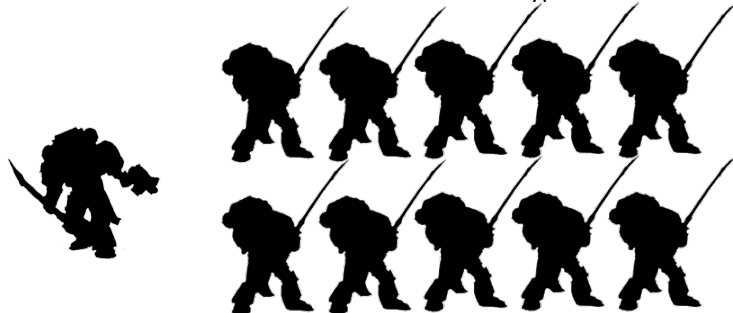
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	4/-2	CC Weapons	-	-	-	[HQ], [SW], [CA]
Palatine Blades Type II	20[J]	5+	3/-2	CC Weapons	-	-	-	[SW], [CA]

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

PALATINE BLADES GRAND DETACHMENT TYPE 2

The Palatine Blades Grand Detachment Type 2 consists of 1 Palatine Blades Decurion Stand 10 Palatine Blades Type 2 Stands



Point Value 350



PALATINE BLADES GRAND DETACHMENT TYPE 2

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

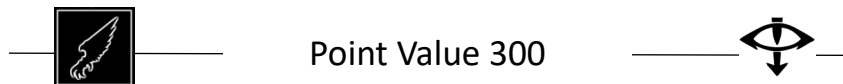
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	4/-2	CC Weapons	-	-	-	[HQ], [SW], [CA]
Palatine Blades Type II	20[J]	5+	3/-2	CC Weapons	-	-	-	[SW], [CA]

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

PHOENIX TERMINATOR DETACHMENT

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



Point Value 300

PHOENIX TERMINATOR DETACHMENT

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

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

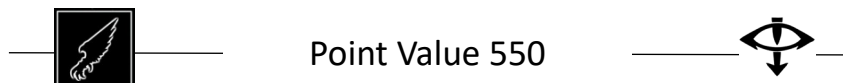
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	5/-3	CC Weapons	-	-	-	[HQ], [SU], Special
Phoenix Terminators	10[T]	3[5]+	4/-3	CC Weapons	-	-	-	[SU], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

PHOENIX TERMINATOR GRAND DETACHMENT

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



Point Value 550

PHOENIX TERMINATOR GRAND DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	5/-3	CC Weapons	-	-	-	[HQ], [SU], Special
Phoenix Terminators	10[T]	3[5]+	4/-3	CC Weapons	-	-	-	[SU], Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

SUN KILLERS DETACHMENT TYPE 1

The Sun Killers Detachment Type 1 consists of 1 Sun Killer Command Stand and 5 Sun Killer Type 1 Stands



Point Value 400



SUN KILLERS DETACHMENT TYPE 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/0	Lascannons	25/50	4	-2	[HQ!], Special
Sun Killers Type I	10	5+	2/0	Lascannons	25/50	4	-2	Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

SUN KILLERS GRAND DETACHMENT TYPE 1

The Sun Killers Grand Detachment Type 1 consists of 1 Sun Killer Command Stand and 10 Sun Killer Type 1 Stands



Point Value 650



SUN KILLERS GRAND DETACHMENT TYPE 1

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/0	Lascannons	25/50	4	-2	[HQ!], Special
Sun Killers Type I	10	5+	2/0	Lascannons	25/50	4	-2	Special

Victory Points 7

Your opponent gains 4 VP when this Detachment is broken

SUN KILLERS DETACHMENT TYPE 2

The Sun Killers Detachment Type 2 consists of 1 Sun Killer Command Stand and 5 Sun Killer Type 2 Stands



Point Value 550



SUN KILLERS DETACHMENT TYPE 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/0	Volkite Culverins [VK,TL2]	25/45	4	-1	[HQ!], Special
Sun Killers Type II	10	5+	2/0	Volkite Culverins [VK,TL2]	25/45	4	-1	Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

SUN KILLERS GRAND DETACHMENT TYPE 2

The Sun Killers Grand Detachment Type 2 consists of 1 Sun Killer Command Stand and 10 Sun Killer Type 2 Stands



Point Value 1000



SUN KILLERS GRAND DETACHMENT TYPE 2

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/0	Volkite Culverins [VK,TL2]	25/45	4	-1	[HQ!], Special
Sun Killers Type II	10	5+	2/0	Volkite Culverins [VK,TL2]	25/45	4	-1	Special

Victory Points 10

Your opponent gains 5 VP when this Detachment is broken

SUN KILLERS DETACHMENT TYPE 3

The Sun Killers Detachment Type 3 consists of 1 Sun Killer Command Stand and 5 Sun Killer Type 3 Stands



Point Value 400



SUN KILLERS DETACHMENT TYPE 3

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/0	Plasma Cannons [B]	20/35	4	-1	[HQ!], Special
Sun Killers Type III	10	5+	2/0	Plasma Cannons [B]	20/35	4	-1	Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

SUN KILLERS GRAND DETACHMENT TYPE 3

The Sun Killers Grand Detachment Type 3 consists of 1 Sun Killer Command Stand and 10 Sun Killer Type 3 Stands



Point Value 700



SUN KILLERS GRAND DETACHMENT TYPE 3

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/0	Plasma Cannons [B]	20/35	4	-1	[HQ!], Special
Sun Killers Type III	10	5+	2/0	Plasma Cannons [B]	20/35	4	-1	Special

Victory Points 7

Your opponent gains 4 VP when this Detachment is broken

SUN KILLERS DETACHMENT TYPE 4

The Sun Killers Detachment Type 4 consists of 1 Sun Killer Command Stand and 5 Sun Killer Type 4 Stands



Point Value 400



SUN KILLERS DETACHMENT TYPE 4

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

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

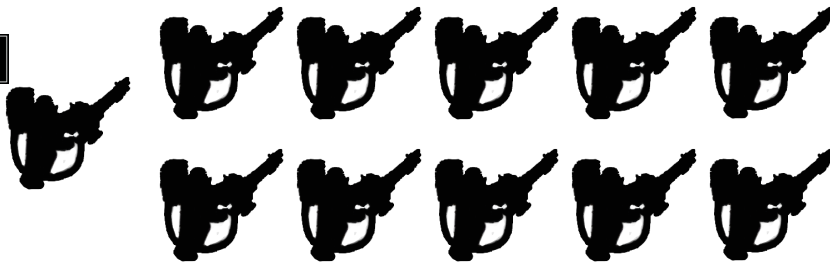
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/0	Multi-meltas [B]	25	4	-3	[HQ!], Special
Sun Killers Type IV	10	5+	2/0	Multi-meltas [B]	25	4	-3	Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

SUN KILLERS GRAND DETACHMENT TYPE 4

The Sun Killers Grand Detachment Type 4 consists of 1 Sun Killer Command Stand and 10 Sun Killer Type 4 Stands



Point Value 700



SUN KILLERS GRAND DETACHMENT TYPE 4

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/0	Multi-meltas [B]	25	4	-3	[HQ!], Special
Sun Killers Type IV	10	5+	2/0	Multi-meltas [B]	25	4	-3	Special

Victory Points 7

Your opponent gains 4 VP when this Detachment is broken

UPGRADE SONIC SHRIEKERS

One Infantry Detachment ranged attacks gain the psychic [PY] trait and cause suppression as they were artillery attacks. [DR] loss from target formation triggers a Morale check.



Point Value 50
+1 VP



GRAND UPGRADE SONIC SHRIEKERS

One Infantry Grand Detachment ranged attacks gain the psychic [PY] trait and cause suppression as they were artillery attacks. [DR] loss from target formation triggers a Morale check.



Point Value 100
+1 VP



IMPERIAL FISTS LEGION



IMPERIAL FISTS LEGION TRAITS

FACTION VALUE 400

The following traits are available to the Imperial Fists Legion.

1. **Disciplined Fire** – Imperial Fists infantry elements equipped with bolters gain a +1 bonus to-hit when on FIRST FIRE orders.
2. **Unshakable Defense** – Imperial Fists infantry elements gain the Stubborn [SU] and Indomitable [ID] abilities.
3. **Resolve of Stone** – Imperial Fists infantry elements equipped with boarding shields gain a +1 bonus to their invulnerable save when on FIRST FIRE or ADVANCE orders.
4. **Shield Charge** – Imperial Fists formations composed of infantry elements equipped with a shield of any type gain a +1 bonus to hit in close combat IF they initiated the engagement (no bonus if receiving the charge).
5. **The Bitter End** – In cases the game continues beyond the standard 6 turns, the Imperial Fists player gains a +1 bonus to the die roll to determine if the game continues IF the Imperial Fist player has LESS VPs than his opponent.
6. **Breacher Focused** – The Imperial Fists player MUST include AT LEAST ONE BREACHER COMPANY in his army. Additionally, the number of points spent on infantry formations must exceed the amount of cavalry formations in the force constructed.
7. **Imperial Fists formations** designated as heavy support gain the retribution [RT] ability.

SPECIAL FORMATION

ROGAL DORN PRIMARCH OF THE IMPERIAL FISTS

Rogal Dorn Primarch of the Imperial Fists consists of one Rogal Dorn stand.



Point Value 300



ROGAL DORN PRIMARCH OF THE IMPERIAL FISTS

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rogal Dorn	15	2[3]+	7/-4	Voice of Terra	25	3	-2	[DR2], Primarch, Special

Rogal Dorn has the following Special Abilities:

- Sire of the Imperial Fists** – infantry elements within command radius (25cms) gain the following benefits:
 - The Indomitable [ID] ability now makes Imperial Fists infantry elements immune to Terror [TE] as well as Fear [FR].
 - They gain the Furious Assault [FA] ability.
 - They gain a bonus +5cms on total movement when on charge orders.
 - They may re-roll 1s on failed cover invulnerability saves. Second result stands.
- Rogal Dorn** close combat attacks gain the Destroyer 2 trait [D2] versus opposing infantry and cavalry elements.
- Teleport Homer** – Formations that are capable of Deepstrike [T] DO NOT scatter within 25cms of Rogal Dorn.

Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION

ALEXIS POLUX

Alexis Polux consists of 1 Alexis Polux Stand.



Point Value 200



ALEXIS POLUX

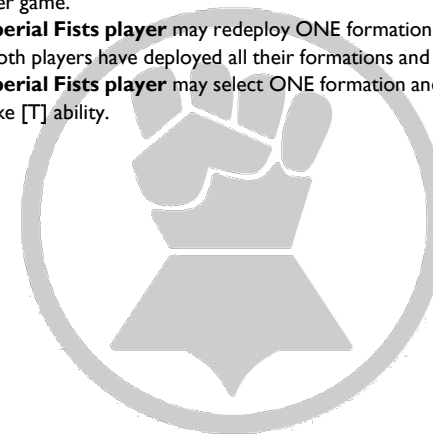
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Alexis Polux	10	4[5]+	4/-3	CC Weapons [B] Combi-melta	- 25	- 2	- -2	[HQ3], [FA], Special

Alexis Ploux has the following Special Abilities:

1. **Void Commander** – Imperial Fists formations within command range may re-roll failed morale checks. Second result stands.
2. **The Imperial Fists player** can automatically win ONE game turns initiative ONCE per game.
3. **The Imperial Fists player** may redeploy ONE formation at the games start AFTER both players have deployed all their formations and BEFORE placing orders.
4. **The Imperial Fists player** may select ONE formation and grant it the Deepstrike [T] ability.



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

SPECIAL FORMATION

FAFNIR RANN

Fafnir Rann consists of 1 Fafnir Rann Stand.



Point Value 100



FAFNIR RANN

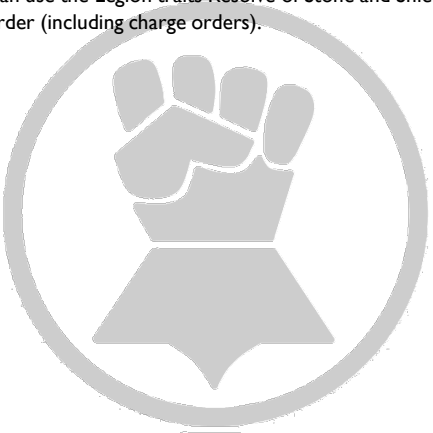
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fafnir Rann	10[T]	3[5]+	5/-2	Hunter Axes and Shield	-	-	-	[HQ3], Special

Fafnir Rann has the following Special Abilities:

- I. **Formations composed of infantry** elements equipped with any type of shield in command radius (25cms) gain:
- a. +1 bonus AD in close combat.
 - b. Can use the Legion traits Resolve of Stone and Shield Charge on any order (including charge orders).



Victory Points +1

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

SPECIAL FORMATION

SIGISMUND

Sigismund consists of 1 Sigismund Stand.



Point Value 50



SIGISMUND

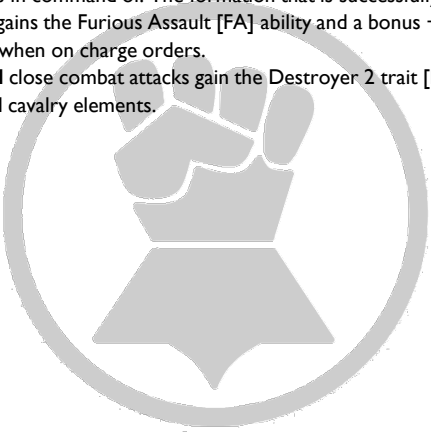
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sigismund	10	4[6]+	4/-3	CC Weapons [B] Custom Bolt Pistol	- 20	- 1	- 0	[DR2], [HQ2], [ID], [AW], [IWD], Special

Sigismund has the following Special Abilities:

- Imperial Fists infantry formations** within command radius (25cms) gain the Sweeping Advance [SW] ability.
- The Imperial Fists player** gains a +2 bonus to Special Order rolls to formations Sigismund is in command of. The formation that is successfully assigned a special order also gains the Furious Assault [FA] ability and a bonus +5cms to total movement when on charge orders.
- Sigismund** close combat attacks gain the Destroyer 2 trait [D2] versus opposing infantry and cavalry elements.



Victory Points +1

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

HUSCARL TERMINATOR DETACHMENT

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



Point Value 400



HUSCARL TERMINATOR DETACHMENT

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

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

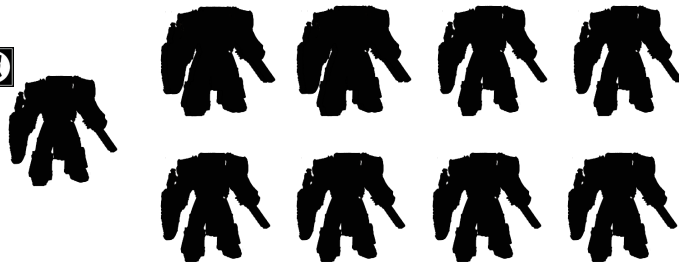
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[4]+	5/-3	CC Weapons and Shield [B]	-	-	-	[HQ!], Special
Huscarl	10[T]	3[4]+	4/-3	CC Weapons and Shield [B]	-	-	-	Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

HUSCARL TERMINATOR GRAND DETACHMENT

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



Point Value 650



HUSCARL TERMINATOR GRAND DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[4]+	5/-3	CC Weapons and Shield [B]	-	-	-	[HQ!], Special
Huscarl	10[T]	3[4]+	4/-3	CC Weapons and Shield [B]	-	-	-	Special

Victory Points 7

Your opponent gains 4 VP when this Detachment is broken

PHALANX WARDER DETACHMENT

The Phalanx Warder Detachment consists of 1 Phalanx Warders Decurion
Stand 5 Phalanx Warders Stands



Point Value 350



PHALANX WARDER DETACHMENT

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

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

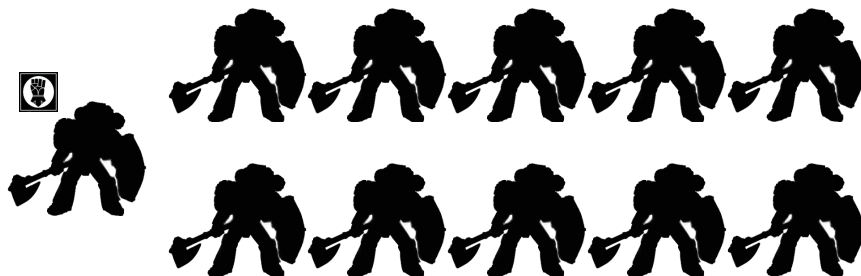
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	3/-1	Meltagun [A] Bolter	15 25	1 2	-2 0	[HQ!], [CA], Shield
Phalanx Warder	10	4[6]+	2/-1	Meltagun [A] Bolter	15 25	1 2	-2 0	[CA], Shield

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

PHALANX WARDER GRAND DETACHMENT

The Phalanx Warder Grand Detachment consists of 1 Phalanx Warders
Decurion Stand 10 Phalanx Warders Stands



Point Value 600



PHALANX WARDER GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	3/-1	Meltagun [A] Bolter	15 25	1 2	-2 0	[HQ!], [CA], Shield
Phalanx Warder	10	4[6]+	2/-1	Meltagun [A] Bolter	15 25	1 2	-2 0	[CA], Shield

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken



TEMPLAR BRETHREN DETACHMENT



The Templar Brethren Detachment consists of 1 Templar Decurion Stand
5 Templar Brethren Stands



Point Value 350



TEMPLAR BRETHREN GRAND DETACHMENT



The Templar Brethren Grand Detachment consists of 1 Templar Decurion
Stand 10 Templar Brethren Stands



Point Value 600



TEMPLAR BRETHREN DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	3/-2	CC Weapons and Shield Plasma Pistol [A]	- 20	- 1	- -2	[HQ!], [FA], [MB]
Templar Brethren	10	4[6]+	2/-2	CC Weapons and Shield Plasma Pistol [A]	- 20	- 1	- -2	[FA], [MB]

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

TEMPLAR BRETHREN GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	3/-2	CC Weapons and Shield Plasma Pistol [A]	- 20	- 1	- -2	[HQ!], [FA], [MB]
Templar Brethren	10	4[6]+	2/-2	CC Weapons and Shield Plasma Pistol [A]	- 20	- 1	- -2	[FA], [MB]

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

THE AETOS DIOS

The Aetos Dios consists of 1 Thunderhawk Gunship. May ONLY be attached to Rogal Dorn Special Formation.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aetos Dios	60 [F]	3+	4/-4	Turbo Laser Destructor [M,D2]	50/100	1	-4	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-2	
				Bombs [B]	-	6	-2	
				Bolters [AP]	25	6	0	



Point Value 200
+2 VP



UPGRADE ILIASTUS PATTERN ASSAULT CANNON

One Terminator Formation/Detachment only.



Wpns	SH	LG	AD	TSM	Notes
Iliastus Pattern Assault Cannon	25	-	3	-2	Assault Weapon [A]



Point Value 50
+1 VP



GRAND UPGRADE ILIASTUS PATTERN ASSAULT CANNON

One Terminator Grand Formation/Detachment only.



Wpns	SH	LG	AD	TSM	Notes
Iliastus Pattern Assault Cannon	25	-	3	-2	Assault Weapon [A]



Point Value 100
+1 VP



UPGRADE HUSCARL TERMINATOR BODYGUARDS

One infantry command formations bodyguard stands are upgraded to Huscarl Terminators.



Point Value 150
+2 VP



GRAND UPGRADE HUSCARL TERMINATOR BODYGUARDS

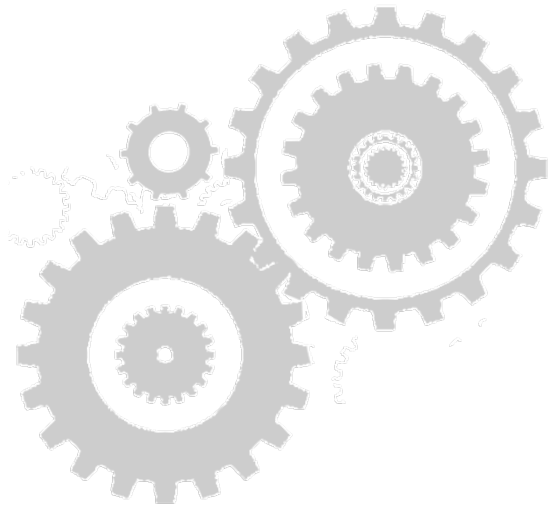
One infantry command formations bodyguard stands are upgraded to Huscarl Terminators.



Point Value 300
+3 VP



IRON HANDS LEGION



IRON HANDS LEGION TRAITS

FACTION VALUE 400

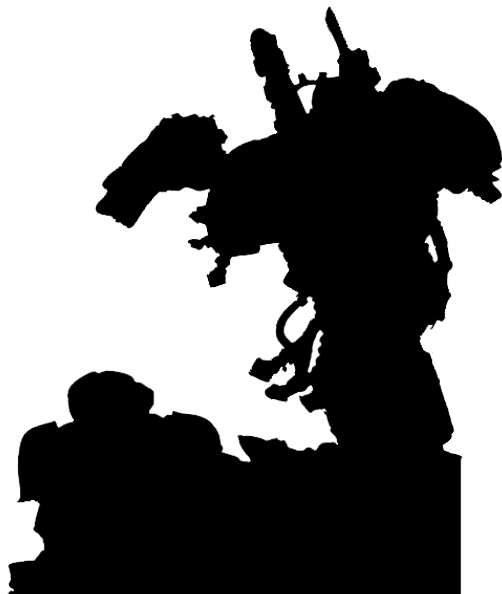
The following traits are available to the Iron Hands Legion.

1. **Iron Hand infantry** elements gain the Stubborn [SU] ability.
2. **Inviolate Armor** – Iron Hand infantry elements gain the Reinforced Armor [RA] ability.
3. **Iron Father** – All infantry company commanders (and army leader) gain the Mechanicus [MK] ability equal to their command ability ([HQ2] = [MK2], [HQ3] = [MK3]).
4. **Cortex Controllers** – Company and Army commanders (Iron Fathers) may add 2 support cards of Cybernetica-Automata Maniples directly to their command formation. This does not count towards the support card limit for company cards.
5. **Iron Scions** – The Iron Hands player may use Mechanicus Cybernetica-Automata support cards as part of the army's construction.
6. **Rigid Tactics** – The Iron Hands player MUST spend more points on infantry formations than on cavalry formations. The Iron Hands player MAY NOT include duplicate Company Cards for every 3000 points played (1 Company card of any given type per 3000 points). Other types of cards may be chosen as per standard rules.
7. **Blessed Autosimulacra** – All Iron Hand vehicle formations gain the equivalent to the Mechanicus [MK] ability regarding repairing itself (and only itself) and gain a +1 bonus to the repair roll.

SPECIAL FORMATION

FERRUS MANUS PRIMARCH OF THE IRON HANDS

Ferrus Manus Primarch of the Iron Hands consists of one Ferrus Manus.



Point Value 350



FERRUS MANUS PRIMARCH OF THE IRON HANDS

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ferrus Manus	15	2[3]+	7/-4	CC Weapons [B] Flamer [FW,A]	- 25	- 2	- -3	[DR2], [HR], [MK], Primarch, Special

Ferrus Manus has the following Special Abilities:

1. **Sire of the Iron Hands** – One vehicular formation within command radius (25cms) gains the Reinforced Armor [RA] ability. If the formation already has this ability, it gains a +1 bonus to AV instead.
2. **Master of Mechanisms** – Ferrus Manus may re-roll any failures on Mechanicus [MK] ability rolls. Second roll stands.
3. **The Retribution [RT] ability** applies to Ferrus Manus' close combat attacks as well as ranged attacks.
4. **Ferrus Manus may** use his ranged weapons as part of his Hit and Run [HR] ability

Victory Points 4

Your opponent gains 4 VP when this model is destroyed.

SPECIAL FORMATION

IRON FATHER AUTEK MOR

Iron Father Autek Mor consists of 1 Iron Father Autek Mor Stand.



Point Value 150



IRON FATHER AUTEK MOR

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Autek Mor	10	2[4]+	4/-2	Volkite Charger [VK,A]	25	3	0	[HQ3], [MK], Special

Autek Mor has the following Special Abilities:

1. **Autek Mor** MUST be the army commander when the primarch is not present.
2. **Vehicular formations** within command radius (25cms) re-rolls 1's on ranged to-hit attacks (second rolls stands) versus opposing targets that are vehicles are pinning class 3 or greater.

Victory Points +2

Your opponent gains +2 VP when the Company attached is broken

SPECIAL FORMATION

SPEARHEAD CENTURION CASRMEN ORTH

Spearhead Centurion Casrmen Orth may only be attached to a heavy vehicle (or higher) squadron and consists of 1 Casrmen Orth stand.



Point Value 100



SPEARHEAD CENTURION CASRMEN ORTH

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castrmen Orth	10	5[7]+	4/-3	CC Weapons	-	-	-	[HQ2], Special

Castrmen Orth has the following abilities:

1. **Castrmen Orth** may only be added to Vehicular Companies. He will be within the company command vehicle.
2. **Vehicular formations** within command radius (25cms) re-rolls 1's on ranged to-hit attacks (second rolls stands) versus opposing targets that are vehicles are pinning class 3 or greater.

Victory Points +1

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

SPECIAL FORMATION

SHADRAK MEDUSON

Shadrak Meduson consists of 1 Shadrak Meduson stand.



Point Value 150



SHADRAK MEDUSON

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shadrak Meduson	10	4[6]+	5/-2	Bolter	25	3	0	[HQ3], [LW], Special

Shadrak Meduson has the following Special Abilities:

1. **Raise the Storm** – Iron Hand infantry elements within command radius (25cms) gain a bonus +5cms to total movement on charge orders AND the Furious Assault [FA] ability.
2. **Shattered Legions** – Shadrak Meduson may be added as a Special Card to Blackshield forces or allied loyalist forces.

Victory Points +2

Your opponent gains +2 VP when the Company attached is broken

GORGON TERMINATOR FIRST COMPANY

The Gorgon Terminator First Company consists of 1 Command detachment of 2 Gorgon Stands and 1 Gorgon Centurion Stand and 3 Detachments of 1 Gorgon Decurion Stand 4 Gorgon Stands

Command







Gorgon Detachment







Gorgon Detachment







Gorgon Detachment









Point Value 2150



GORGON TERMINATOR FIRST COMPANY

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

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

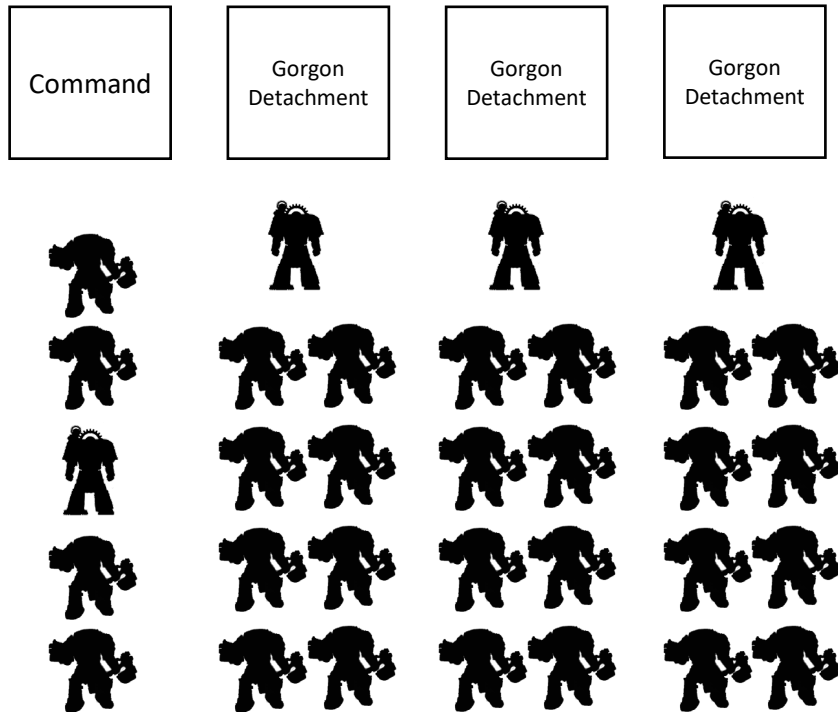
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	2[4]+	5/-3	CC Weapons [B]	-	-	-	[HQ2],
				Combi-weapons	25	4	-1	[IWD],
				Graviton Gun [HW,A,B]	20	2	0	Special
Decurion	10[T]	3[5]+	4/-3	CC Weapons [B]	-	-	-	[HQ1],
				Combi-weapons	25	4	-1	[IWD],
				Graviton Gun [HW,A,B]	20	2	0	Special
Gorgons	10[T]	3[5]+	3/-3	CC Weapons [B]	-	-	-	[IWD],
				Combi-weapons	25	4	-1	Special
				Graviton Gun [HW,A,B]	20	2	0	

Victory Points 22

Your opponent gains 11 VP when this Company is broken

GORGON TERMINATOR FIRST GRAND COMPANY

The Gorgon Terminator First Grand Company consists of 1 Command detachment of 4 Gorgon Stands and 1 Gorgon Centurion Stand and 3 Detachments of 1 Gorgon Decurion Stand 8 Gorgon Stands



Point Value 3750



GORGON TERMINATOR FIRST GRAND COMPANY

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	2[4]+	5/-3	CC Weapons [B] Combi-weapons Graviton Gun [HW,A,B]	- 25 20	- 4 2	- -1 0	[HQ2], [IWD], Special
Decurion	10[T]	3[5]+	4/-3	CC Weapons [B] Combi-weapons Graviton Gun [HW,A,B]	- 25 20	- 4 2	- -1 0	[HQ1], [IWD], Special
Gorgons	10[T]	3[5]+	3/-3	CC Weapons [B] Combi-weapons Graviton Gun [HW,A,B]	- 25 20	- 4 2	- -1 0	[IWD], Special

Victory Points 38

Your opponent gains 19 VP when this Company is broken

GORGON TERMINATOR DETACHMENT

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



Point Value 600



GORGON TERMINATOR DETACHMENT

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

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

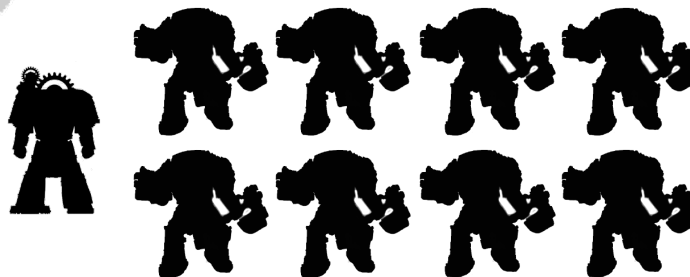
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons [B]	-	-	-	[HQ 1],
				Combi-weapons	25	4	-1	[IWD],
				Graviton Gun [HW,A,B]	20	2	0	Special
Gorgons	10[T]	3[5]+	3/-3	CC Weapons [B]	-	-	-	[IWD],
				Combi-weapons	25	4	-1	Special
				Graviton Gun [HW,A,B]	20	2	0	

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

GORGON TERMINATOR GRAND DETACHMENT

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



Point Value 1050



GORGON TERMINATOR GRAND DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons [B]	-	-	-	[HQ 1],
				Combi-weapons	25	4	-1	[IWD],
				Graviton Gun [HW,A,B]	20	2	0	Special
Gorgons	10[T]	3[5]+	3/-3	CC Weapons [B]	-	-	-	[IWD],
				Combi-weapons	25	4	-1	Special
				Graviton Gun [HW,A,B]	20	2	0	

Victory Points 11

Your opponent gains 6 VP when this Detachment is broken

MEDUSAN IMMORTALS DETACHMENT

The Medusan Immortal Detachment consists of 1 Immortal Decurion Stand 5 Immortal Stands.



Point Value 400



MEDUSAN IMMORTALS DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-1	CC Weapons and Shield Volkite Charger [VK,A] Graviton Gun [HW,A,B]	- 25 20	- 3 2	- 0 0	[HQ1], [IWD], Special
Medusan Immortals	10	5[7]+	1/-1	CC Weapons and Shield Volkite Charger [VK,A] Graviton Gun [HW,A,B]	- 25 20	- 3 2	- 0 0	[IWD], Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

MEDUSAN IMMORTALS GRAND DETACHMENT

The Medusan Immortal Grand Detachment consists of 1 Immortal Decurion Stand 10 Immortal Stands.



Point Value 750



MEDUSAN IMMORTALS GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-1	CC Weapons and Shield Volkite Charger [VK,A] Graviton Gun [HW,A,B]	- 25 20	- 3 2	- 0 0	[HQ1], [IWD], Special
Medusan Immortals	10	5[7]+	1/-1	CC Weapons and Shield Volkite Charger [VK,A] Graviton Gun [HW,A,B]	- 25 20	- 3 2	- 0 0	[IWD], Special

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

MEDUSAN IMMORTALS DETACHMENT

The Medusan Immortal Detachment consists of 1 Immortal Decurion Stand 5 Immortal Stands.



Point Value 250



MEDUSAN IMMORTALS GRAND DETACHMENT

The Medusan Immortal Grand Detachment consists of 1 Immortal Decurion Stand 10 Immortal Stands.



Point Value 400



MEDUSAN IMMORTALS DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-1	CC Weapons and Shield	-	-	-	[HQ1].
				Volkite Charger [VK,A]	25	3	0	[IWD].
				Graviton Gun [HW,A,B]	20	2	0	Special
Medusan Immortals	10	5[7]+	1/-1	CC Weapons and Shield	-	-	-	[IWD].
				Volkite Charger [VK,A]	25	3	0	Special
				Graviton Gun [HW,A,B]	20	2	0	

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

MEDUSAN IMMORTALS GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-1	CC Weapons and Shield	-	-	-	[HQ1].
				Volkite Charger [VK,A]	25	3	0	[IWD].
				Graviton Gun [HW,A,B]	20	2	0	Special
Medusan Immortals	10	5[7]+	1/-1	CC Weapons and Shield	-	-	-	[IWD].
				Volkite Charger [VK,A]	25	3	0	Special
				Graviton Gun [HW,A,B]	20	2	0	

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

MORLOCK HONOR GUARD DETACHMENT

The Morlock Honor Guard Detachment consists of 1 Morlock Decurion
Stand 4 Morlock Stands



Point Value 600



MORLOCK HONOR GUARD DETACHMENT

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

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

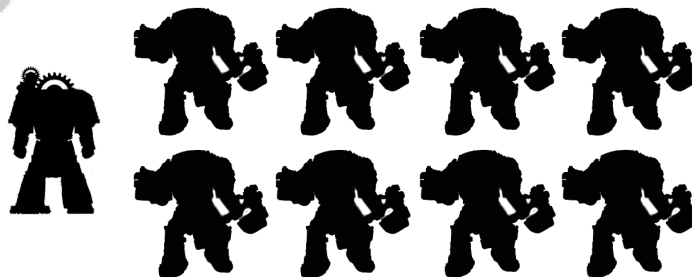
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons [B] Combi-weapons Graviton Gun [HW,A,B]	- 25 20	- 4 2	- -1 0	[HQ 1], [IWD], [V], Special
Morlocks	10[T]	3[5]+	3/-3	CC Weapons [B] Combi-weapons Graviton Gun [HW,A,B]	- 25 20	- 4 2	- -1 0	[IWD], [V], Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

MORLOCK HONOR GUARD GRAND DETACHMENT

The Morlock Honor Guard Grand Detachment consists of 1 Morlock
Decurion Stand 8 Morlock Stands



Point Value 1050



MORLOCK HONOR GUARD GRAND DETACHMENT

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

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

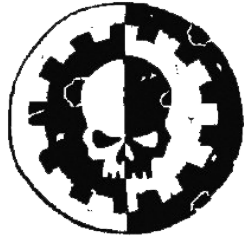
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons [B] Combi-weapons Graviton Gun [HW,A,B]	- 25 20	- 4 2	- -1 0	[HQ 1], [IWD], [V], Special
Morlocks	10[T]	3[5]+	3/-3	CC Weapons [B] Combi-weapons Graviton Gun [HW,A,B]	- 25 20	- 4 2	- -1 0	[IWD], [V], Special

Victory Points 11

Your opponent gains 6 VP when this Detachment is broken

UPGRADE BLESSED AUTOSIMULACRA

One Vehicle formation Gains Mechanicus [MK] ability with +1 bonus to the roll.



Point Value 100
+1 VP



GRAND UPGRADE BLESSED AUTOSIMULACRA

One Vehicle Grand Formation Gains Mechanicus [MK] ability with +1 bonus to the roll.

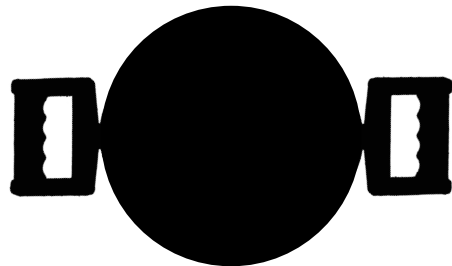


Point Value 200
+2 VP



UPGRADE BREACHER CHARGE

One Infantry Formation Gains a -3 TSM versus buildings in base-to-base contact and causes 2DR of damage on a failed save (ONE USE).

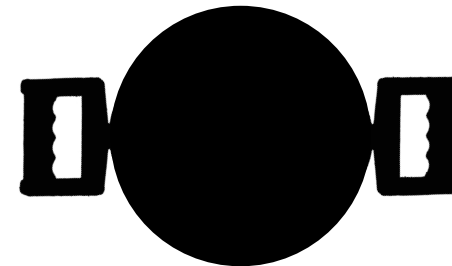


Point Value 50
+1 VP



GRAND UPGRADE BREACHER CHARGE

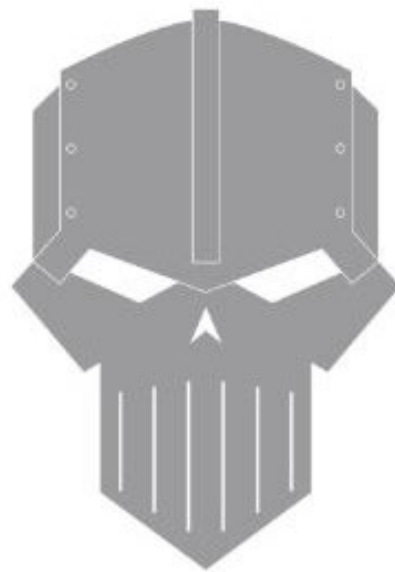
One Infantry Grand Formation Gains a -3 TSM versus buildings in base-to-base contact and causes 2DR of damage on a failed save (ONE USE).



Point Value 100
+1 VP



IRON WARRIORS LEGION



IRON WARRIORS LEGION TRAITS

FACTION VALUE 450

The following traits are available to the Iron Warriors Legion.

1. **Fire Support Dominance** – Weapons with the Anti-personnel [AP] trait cause suppression as if they were artillery.
2. **Wrack and Ruin** – Iron Warriors infantry elements gain the Stubborn [SU] ability.
3. **Iron Warrior infantry elements** that are Tactical Formations gain the Sweeping Advance [SW] ability.
4. **All Iron Warrior elements** gain a +1 bonus to-hit for ranged attacks versus structures.
5. **Iron Warrior infantry elements** ignore cover to-hit modifiers and reduce the cover invulnerable saves by one step (Fortified becomes Hard Cover; Hard Cover becomes Light and Light cover provides NO cover) IF within short range of the weapons used.
6. **Iron Warrior elements designated as vehicles** do not receive any penalty for being fired upon from its rear arc (the opposing player does not get the TSM bonus for ranged fire on its rear arc).
7. **Shatter Defenses** – The Iron Warrior player may select TWO structures on the tabletop at the games start (after deployment has been completed, orders placed, and initiative rolled, but before any activation for movement) and those structures must make a armor value save and IF it's failed the structure receives 1-5 DR damage.
8. **The Iron Warrior player MUST** spend more points on armored formations than cavalry formations.
9. **The Iron Warrior player MUST** include at least ONE Artillery formation.
10. **The Iron Warrior player** can purchase Artillery Company cards for 50 points less than its face value for Standard Company Cards and 100 points less for Grand Company Cards.
11. **Iron Warrior artillery elements** gain bonus AD on rolls of natural 9's and 10's (instead of just 10's).
12. **The Iron Warrior player** may use robotic formations from the Mechanicum army list as part of the Legions army construction.
13. **The Iron Warrior player** receive a -1 penalty to all initiative rolls.

SPECIAL FORMATION

PERTURABO
PRIMARCH OF THE IRON WARRIORS

Perturabo, Primarch of the Iron Warriors consists of one Perturabo stand.



Point Value 300



PERTURABO
PRIMARCH OF THE IRON WARRIORS

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Perturabo	15	2[4]+	7/-4	Wrist Cannon [A]	25	3	-1	[DR2], [FA], Primarch, Special

Perturabo has the following **Special Abilities**:

1. **Sire of the Iron Warriors** – All Iron Warrior elements within command radius (25cms) gain the Indomitable [ID] ability.
2. **Relentless Strategy** – All Iron Warrior formations within the opponent's deployment zone gain the Furious Assault [FA] ability.
3. **Superior Tactician** – The Iron Warrior player gains a +1 bonus to all reserve rolls.
4. **Teleport Homer** – Iron Warrior formations deploying via the Deepstrike [T] ability do not scatter within 25cms of Perturabo.
5. **Precision Bombardment** – Perturabo may use the Orbital Bombardment upgrade once per game free of cost.



Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION

ERASMUS GOLG

Erasmus Golg consists of 1 Erasmus Golg Stand.



Point Value 150



ERASMUS GOLG

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Erasmus Golg	10[T]	3[5]+	5/-3	Combi-melta	25	2	-2	[HQ3], Special

Erasmus Golg has the following Special Abilities:

1. **Erasmus Gold** MUST be the army leader if Perturabo is not present on the battlefield.
2. **Iron Warrior formations** within command radius (25cms) receive a +2 bonus to morale rolls.
3. **Iron Warrior Terminator formations** within command radius (25cms) gain a +1 bonus to hit in close combat.



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

SPECIAL FORMATION

KYR VHALEN

Kyr Vhalen consists of 1 Kyr Vhalen Stand.



Point Value 200



KYR VHALEN

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kyr Vhalen	10[T]	3[5]+	5/-2	Volkite Charger [VK]	25	3	0	[DR2], [HQ3], [IWD], [MB], Special

- Loyal** – If play takes place during the Heresy any loyalist force facing the Iron Warriors may purchase Kyr Vhalen as a Special Card. He also **MUST** be the army leader of any Iron Warriors force present on the battlefield.
- One Iron Warrior formation** within command radius (25cms) may re-roll all failed to-hit rolls (ranged and close combat) **ONCE** per game (second roll stands).
- One Iron Warrior formation** within command radius (25cms) can be selected by the player to receive a +1 bonus to-hit in close combat for the entire game. Only one such bonus can be granted on a formation per game.
- Shatter Assault** – Once per game a Iron Warrior formation within command radius (25cms) that is under attack by an opposing formation (ranged or close combat) can **SUPPRESS** the opposing attacking formation (no roll(s) necessary).
- One Iron Warrior fortification** gains a bonus +2DR.



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

SPECIAL FORMATION

NARIK DREYGUR

Narik Dreygur consists of 1 Narik Dreygur Stand.



Point Value 150



NARIK DREYGUR

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Narik Dreygur	10	4[6]+	4/-3	Bolter	25	2	0	[HQ2], Special

Narik Dreygur has the following Special Ability:

- I. **Formations of Robotic [RC] elements** under his command (either part of or attached to his company) gain the Recon [R] and Furious Assault [FA] abilities.



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

DOMINATOR TERMINATOR HONOR GUARD

The Dominator Terminator Honor Guard consists of 1 Dominator Terminator Decurion Stand and 4 Dominator Terminator Stands



Point Value 350



DOMINATOR TERMINATOR HONOR GUARD

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons [B] Combi-weapon	- 25	- 4	- -1	[HQ!], [IWD], Special
Dominator	10[T]	3[5]+	3/-3	CC Weapons [B] Combi-weapon	- 25	- 4	- -1	[IWD], Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

DOMINATOR TERMINATOR GRAND HONOR GUARD

The Dominator Terminator Grand Honor Guard consists of 1 Dominator Terminator Decurion Stand and 8 Dominator Terminator Stands



Point Value 600



DOMINATOR TERMINATOR GRAND HONOR GUARD

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

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

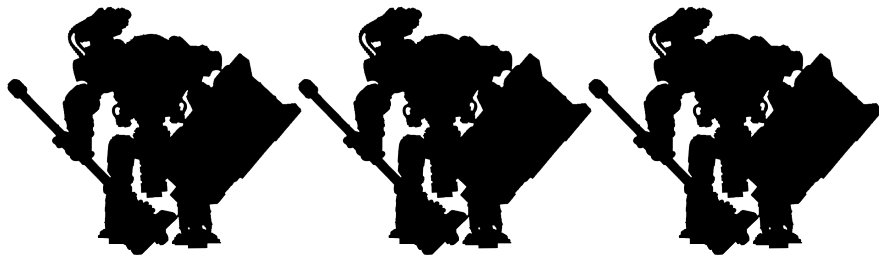
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons [B] Combi-weapon	- 25	- 4	- -1	[HQ!], [IWD], Special
Dominator	10[T]	3[5]+	3/-3	CC Weapons [B] Combi-weapon	- 25	- 4	- -1	[IWD], Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

IRON CIRCLE DOMITAR-FERRUM AUTOMATA MANIPLE

The Iron Circle Domitar-Ferrum Maniple consists 3 Iron Circle Domitar-Ferrum Stands



Point Value 150



IRON CIRCLE DOMITAR-FERRUM AUTOMATA MANIPLE

Break Point 2: Iron Circle Domitar-Ferrum are broken if it has lost 2 stands.

Morale Value -: Iron Circle Domitar-Ferrum automatically pass any morale test they are required to make.

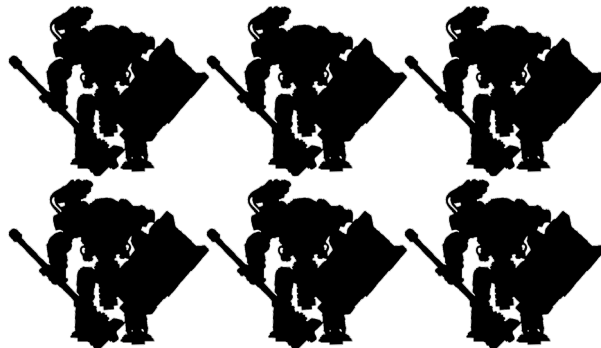
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Iron Circle	15	4+	2/-2	Bolt Cannon	20/35	2	-1	[RC], [RA]

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

IRON CIRCLE DOMITAR-FERRUM AUTOMATA GRAND MANIPLE

The Iron Circle Domitar-Ferrum Grand Maniple consists of 6 Iron Circle Domitar-Ferrum Stands



Point Value 300



IRON CIRCLE DOMITAR-FERRUM AUTOMATA GRAND MANIPLE

Break Point 4: Iron Circle Domitar-Ferrum are broken if it has lost 4 stands.

Morale Value -: Iron Circle Domitar-Ferrum automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Iron Circle	15	4+	2/-2	Bolt Cannon	20/35	2	-1	[RC], [RA]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

IRON HAVOC SUPPORT DETACHMENT TYPE 1

The Iron Havoc Support Detachment Type 1 consists of 1 Havoc Decurion Stand and 5 Iron Havoc Support Type 1 Stands



Point Value 350



IRON HAVOC SUPPORT DETACHMENT TYPE 1

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

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

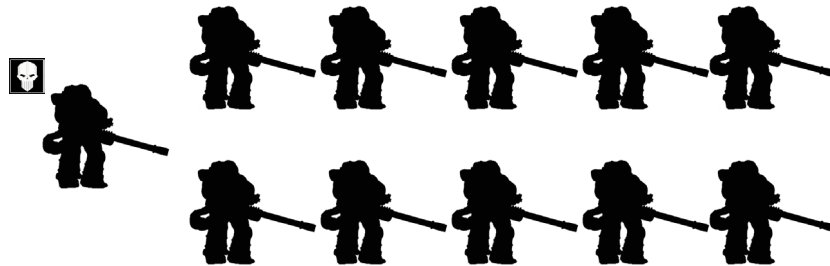
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Heavy Bolters	25/35	6	0	[HQ!], Special
Iron Havoc Type I	10	4+	1/0	Heavy Bolters	25/35	6	0	Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

IRON HAVOC SUPPORT GRAND DETACHMENT TYPE 1

The Iron Havoc Support Grand Detachment Type 1 consists of 1 Havoc Decurion Stand and 10 Iron Havoc Support Type 1 Stands



Point Value 600



IRON HAVOC SUPPORT GRAND DETACHMENT TYPE 1

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Heavy Bolters	25/35	6	0	[HQ!], Special
Iron Havoc Type I	10	4+	1/0	Heavy Bolters	25/35	6	0	Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

IRON HAVOC SUPPORT DETACHMENT TYPE 2

The Iron Havoc Support Detachment Type 2 consists of 1 Havoc Decurion Stand and 5 Iron Havoc Support Type 2 Stands



Point Value 350



IRON HAVOC SUPPORT DETACHMENT TYPE 2

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

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

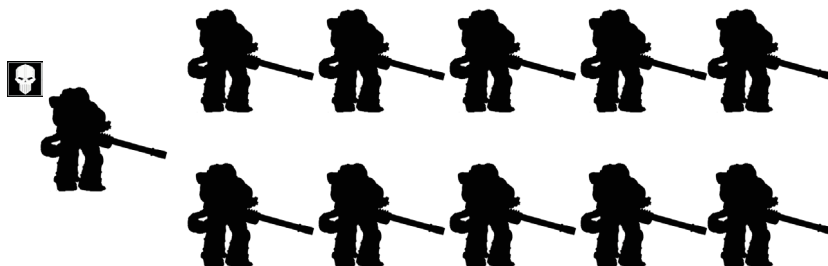
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Lascannons [TL2]	25/50	2	-2	[HQ!]
Iron Havoc Type II	10	4+	1/0	Lascannons [TL2]	25/50	2	-2	

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

IRON HAVOC SUPPORT GRAND DETACHMENT TYPE 2

The Iron Havoc Support Grand Detachment Type 2 consists of 1 Havoc Decurion Stand and 10 Iron Havoc Support Type 2 Stands



Point Value 600



IRON HAVOC SUPPORT GRAND DETACHMENT TYPE 2

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Lascannons [TL2]	25/50	2	-2	[HQ!]
Iron Havoc Type II	10	4+	1/0	Lascannons [TL2]	25/50	2	-2	

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

IRON HAVOC SUPPORT DETACHMENT TYPE 3

The Iron Havoc Support Detachment Type 3 consists of 1 Havoc Decurion Stand and 5 Iron Havoc Support Type 3 Stands



Point Value 300



IRON HAVOC SUPPORT DETACHMENT TYPE 3

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

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

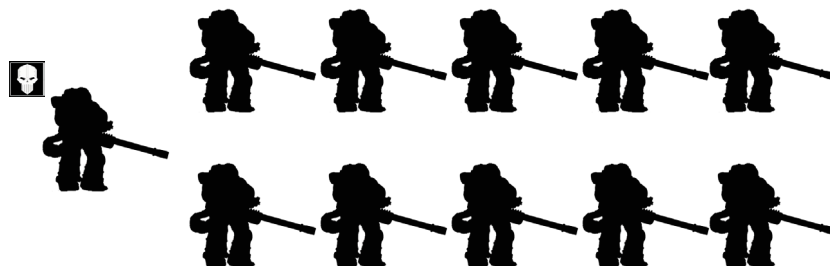
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Missile Launcher Frag [B] Krak Flakk [AA]	25/50	- 3 3 3	- 0 -2 -1	[HQ!]
Iron Havoc Type III	10	4+	1/0	Missile Launcher Frag [B] Krak Flakk [AA]	25/50	- 3 3 3	- 0 -2 -1	

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

IRON HAVOC SUPPORT GRAND DETACHMENT TYPE 3

The Iron Havoc Support Grand Detachment Type 3 consists of 1 Havoc Decurion Stand and 10 Iron Havoc Support Type 3 Stands



Point Value 550



IRON HAVOC SUPPORT GRAND DETACHMENT TYPE 3

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

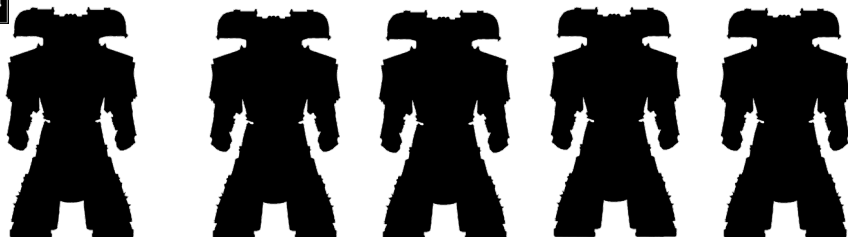
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Missile Launcher Frag [B] Krak Flakk [AA]	25/50	- 3 3 3	- 0 -2 -1	[HQ!]
Iron Havoc Type III	10	4+	1/0	Missile Launcher Frag [B] Krak Flakk [AA]	25/50	- 3 3 3	- 0 -2 -1	

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

TYRANT SIEGE TERMINATOR DETACHMENT

The Tyrant Siege Terminator Detachment consists of 1 Tyrant Siege Terminator Decurion Stand and 4 Tyrant Siege Terminator Stands



Point Value 450



TYRANT SIEGE TERMINATOR DETACHMENT

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

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

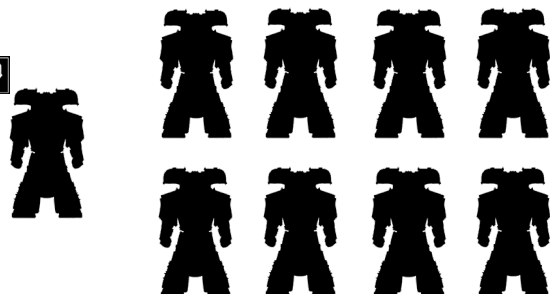
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	CC Weapons [B]	-	-	-	[HQ1], [N]
				Cyclone Missile Launcher [B]	25/50	2	-2	
				Combi-bolters	25	2	0	
Tyrant	10[T]	3[5]+	2/-3	CC Weapons [B]	-	-	-	[N]
				Cyclone Missile Launcher [B]	25/50	2	-2	
				Combi-bolters	25	2	0	

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

TYRANT SIEGE TERMINATOR GRAND DETACHMENT

The Tyrant Siege Terminator Grand Detachment consists of 1 Tyrant Siege Terminator Decurion Stand and 8 Tyrant Siege Terminator Stands



Point Value 800



TYRANT SIEGE TERMINATOR GRAND DETACHMENT

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

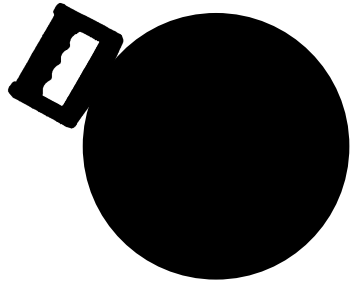
Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	CC Weapons [B]	-	-	-	[HQ1], [N]
				Cyclone Missile Launcher [B]	25/50	2	-2	
				Combi-bolters	25	2	0	
Tyrant	10[T]	3[5]+	2/-3	CC Weapons [B]	-	-	-	[N]
				Cyclone Missile Launcher [B]	25/50	2	-2	
				Combi-bolters	25	2	0	

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

UPGRADE BREACHER CHARGE



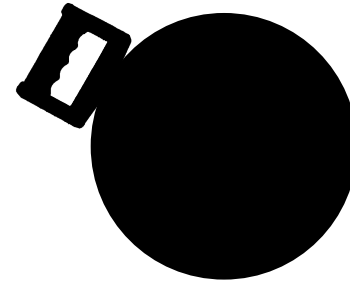
One Infantry Formation Gains a -3 TSM versus buildings in base-to-base contact and causes 2DR of damage on a failed save (ONE USE).



Point Value 50
+1 VP



GRAND UPGRADE BREACHER CHARGE



One Infantry Grand Formation Gains a -3 TSM versus buildings in base-to-base contact and causes 2DR of damage on a failed save (ONE USE).



Point Value 100
+1 VP



TORMENTOR SHADOWSWORD

The Tormentor Swadowsword consists of 1 Shadowsword Tank. May ONLY be attached to the Perturabo Special Formation



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tormentor	15	2+	4/-3	Volcano Cannon [HM,D2,B] Lascannons Bolters [AP]	60/120 25/50 25	1 2 6	-4 -2 0	[DR3], [RA], [TR3], Special



Point Value 200
+2 VP



NIGHT LORDS LEGION



NIGHT LORDS LEGION TRAITS

FACTION VALUE 400

The following traits are available to the Night Lords Legion.

1. **We own the Night** – The game ALWAYS begins in NIGHTTIME CONDITIONS.
2. **See in the Dark** – All Night Lord elements gain the Night Vision [N] ability.
3. **Part of the Shadows** – Night Lord elements gain the Reinforced Armor [RA] and Stealth [SH] abilities during NIGHTTIME CONDITIONS.
4. **Cover of Darkness** – Night Lord infantry elements gain a bonus +1 to-hit in close combat and 5cms bonus movement on total movement during NIGHTTIME CONDITIONS.
5. **Death from Above** – Drop Pods and Dreadclaws count as a transport card slot (not special card slot).
6. **Night Lords infantry elements** gain a +1 bonus to hit in close combat (cumulative, rule of two's apply).
7. **Super Heavy vehicle formation cards** count as SPECIAL CARDS for the Night Lords.
8. **The Night Lords player** gains a bonus 5cms to the total movement on formations with the FALLBACK CONDITION.

SPECIAL FORMATION

KONRAD CURZE
PRIMARCH OF THE NIGHT LORDS

Konrad Curze Primarch of the Night Lords consists of one Konrad Curze stand.



Point Value 300



KONRAD CURZE
PRIMARCH OF THE NIGHT LORDS

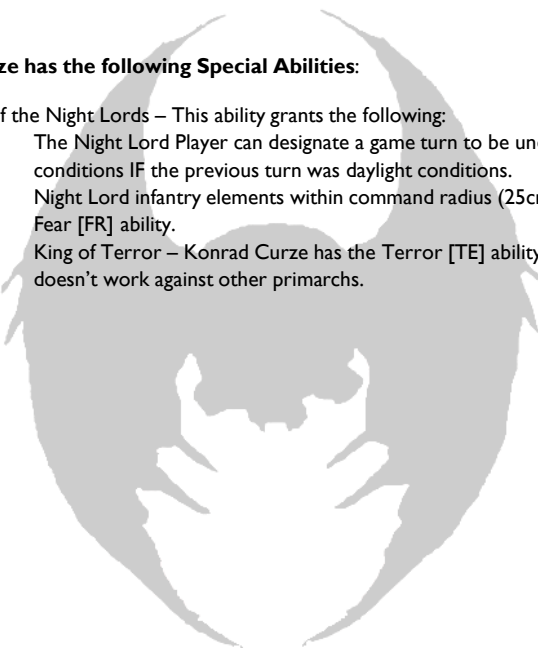
Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Konrad Curze	20[J]	3[4]+	7/-4	Widowmaker [A]	15	3	0	[DR2], [N], [TER], [HH], Special

Konrad Curze has the following Special Abilities:

- I. Sire of the Night Lords – This ability grants the following:
 - a. The Night Lord Player can designate a game turn to be under nighttime conditions IF the previous turn was daylight conditions.
 - b. Night Lord infantry elements within command radius (25cms) gain the Fear [FR] ability.
 - c. King of Terror – Konrad Curze has the Terror [TE] ability. This ability doesn't work against other primarchs.



Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION

KHERON OPHION

Kheron Ophion consists of 1 Kheron Ophion Stand.



Point Value 150



KHERON OPHION

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kheron Ophion	10	5[6]+	5/-2	Volkite Serpenta [VK]	10	2	0	[HQ3], [IWD], [ID], [MB], Special

Kheron Ophion has the following Special Abilities:

- Aberrant Bravery** – Night Lord elements within command radius (25cms) gain the Stubborn [SU] ability.
- The Night Lord player** may re-roll the die to determine if the game continues beyond turn 6 in a game that neither player has reached the victory conditions.

Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

SPECIAL FORMATION

FLAYMASTER MAWDRYM
LLANSAHAI

Flaymaster Mawdrym Llansahai consists of 1 Flaymaster Mawdrym
Llansahai Stand.



Point Value 100



FLAYMASTER MAWDRYM
LLANSAHAI

Break Point +1: The Detachment adds 1 to the break point of the
formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+
and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mawdrym Llansahai	10	5[7]+	3/-3	Archeopistol	10	2	-1	[HQ!], [Apo], [FR], [IWD], [ID], [LW]



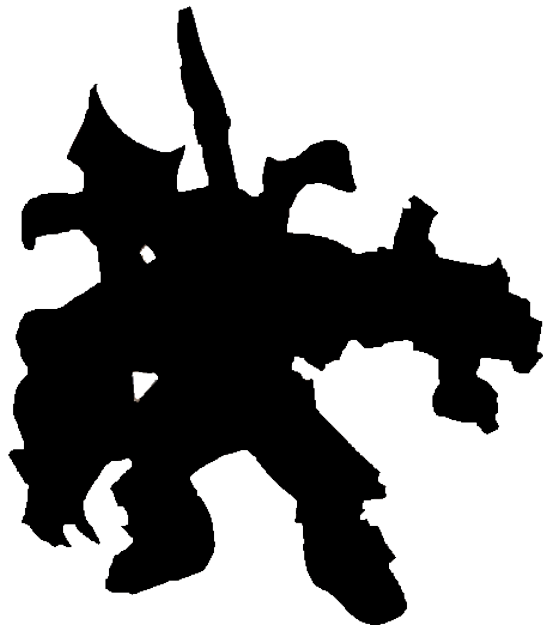
Victory Points +1

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

SPECIAL FORMATION

NAKRID THOLE

Nakrid Thole consists of 1 Nakrid Thole Stand.



Point Value 100



NAKRID THOLE

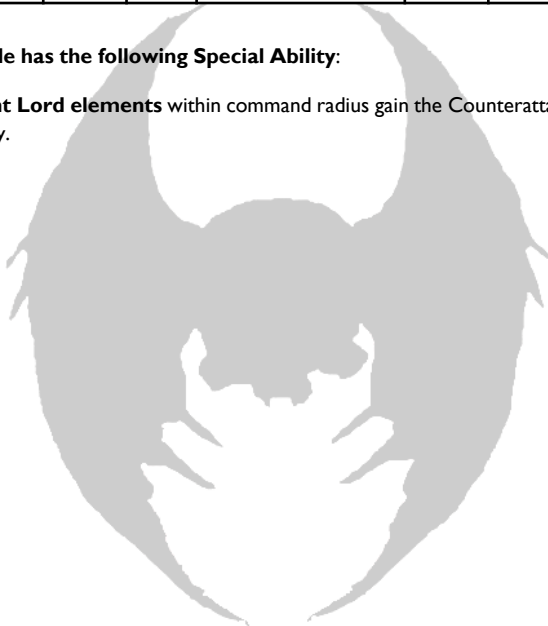
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nakrid Thole	10	4[6]+	4/-3	Volkite Serpenta [VK]	25	2	-1	[HQ2], [FR], [SH], Special

Nakrid Thole has the following Special Ability:

- I. **Night Lord** elements within command radius gain the Counterattack [CA] ability.



Victory Points +1

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

SPECIAL FORMATION

SEVATAR

Sevatar consists of 1 Sevatar Stand.



Point Value 150



SEVATAR

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sevatar	10[T]	5[6]+	5/-4	CC Weapons	-	-	-	[HQ3], [P1], [TER]

Sevatar has the following Special Abilities:

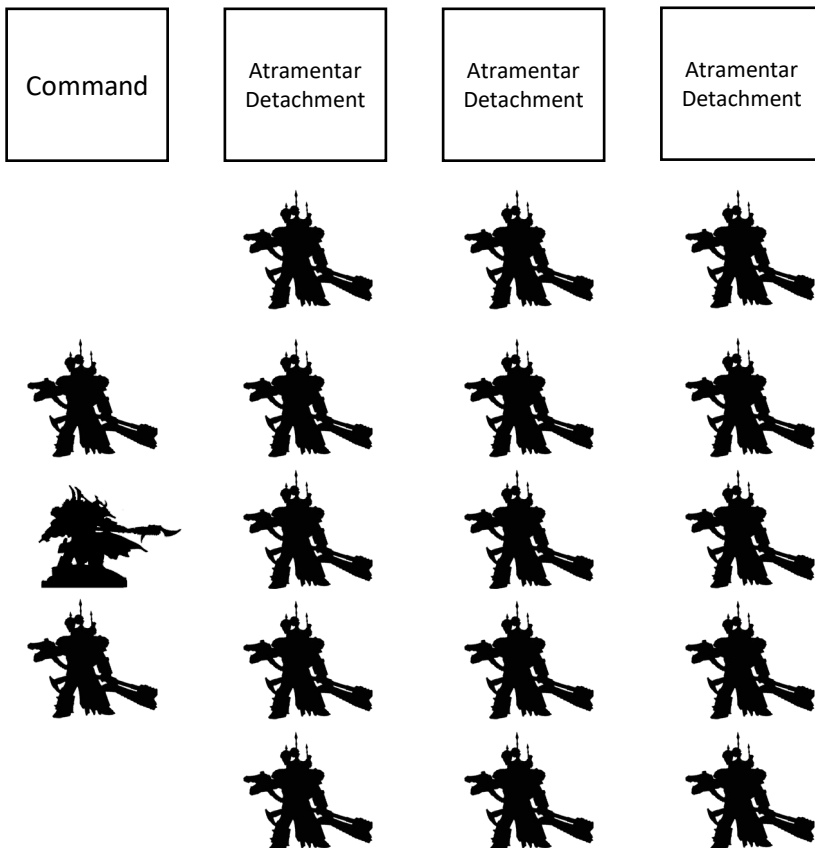
1. **The command formation** he forms a part of does not scatter when deploying via the Deepstrike [T] ability.
2. **Sevatar is a Psyker** [P1] that can only use the Divination Discipline.
3. **Sevatar** MUST be the army leader if the Primarch is not present.
4. **Sevatar** may add up to 3 support cards of Atramentar Terminators as an Honor Guard.

Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

ATRAMENTAR FIRST COMPANY

The Atramentar First Company consists of one command detachment of 1 Sevatar and 2 Atramentar Terminator stands, 3 Detachments of 1 Atramentar Terminator Decurion and 4 Atramentar Terminators.



Point Value 1850



ATRAMENTAR FIRST COMPANY

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sevatar	10[T]	5[6]+	5/-4	CC Weapons	-	-	-	[HQ3], [PI], [FR]
Decurion	10[T]	3[5]+	4/-3	CC Weapons Volkite Charger [VK] Plasma Blaster [A]	- 25 20	- 3 2	- 0 -1	[HQ1], [TER]
Atramentar	10[T]	3[5]+	3/-3	CC Weapons Volkite Charger [VK] Plasma Blaster [A]	- 25 20	- 3 2	- 0 -1	[TER]

Sevatar has the following Special Abilities:

1. **The command formation** he forms a part of does not scatter when deploying via the Deepstrike [T] ability.
2. **Sevatar is a Psyker** [PI] that can only use the Divination Discipline.
3. **Sevatar MUST** be the army leader if the Primarch is not present.
4. **Sevatar** may add up to 3 support cards of Atramentar Terminators as an Honor Guard.

Atramentar Terminators have the following Special Ability:

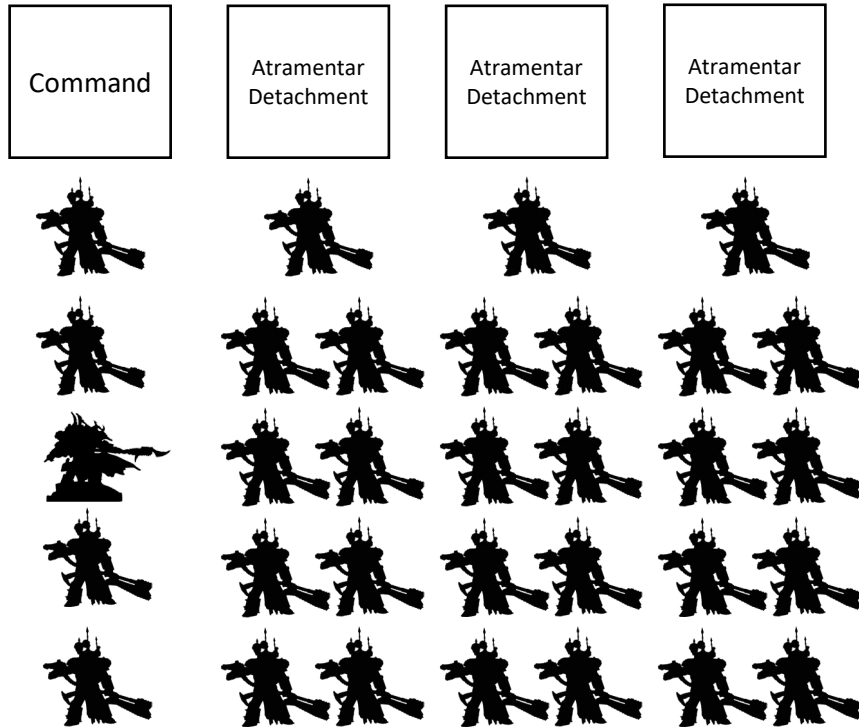
1. **Atramentar Terminators** may only be fielded IF Sevatar is the Army Leader.

Victory Points +19

Your opponent gains +10 VP when the attached Company is broken.

ATRAMENTAR FIRST GRAND COMPANY

The Atramentar First Grand Company consists of one command detachment of 1 Sevatar and 4 Atramentar Terminator stands, 3 Detachments of 1 Atramentar Terminator Decurion and 8 Atramentar Terminators.



Point Value 3200



ATRAMENTAR FIRST GRAND COMPANY

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sevatar	10[T]	5[6]+	5/-4	CC Weapons	-	-	-	[HQ3], [PI], [FR]
Decurion	10[T]	3[5]+	4/-3	CC Weapons Volkite Charger [VK] Plasma Blaster [A]	- 25 20	- 3 2	- 0 -1	[HQ1], [TER]
Atramentar	10[T]	3[5]+	3/-3	CC Weapons Volkite Charger [VK] Plasma Blaster [A]	- 25 20	- 3 2	- 0 -1	[TER]

Sevatar has the following Special Abilities:

1. **The command formation** he forms a part of does not scatter when deploying via the Deepstrike [T] ability.
2. **Sevatar is a Psyker** [PI] that can only use the Divination Discipline.
3. **Sevatar MUST** be the army leader if the Primarch is not present.
4. **Sevatar** may add up to 3 support cards of Atramentar Terminators as an Honor Guard.

Atramentar Terminators have the following Special Ability:

1. **Atramentar Terminators** may only be fielded IF Sevatar is the Army Leader.

Victory Points +32

Your opponent gains +16 VP when the attached Company is broken.

ATRAMENTAR TERMINATOR DETACHMENT

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



Point Value 500



ATRAMENTAR TERMINATOR DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons	-	-	-	[HQ!], [TER]
				Volkite Charger [VK]	25	3	0	
				Plasma Blaster [A]	20	2	-1	
Atramentar	10[T]	3[5]+	3/-3	CC Weapons	-	-	-	[TER]
				Volkite Charger [VK]	25	3	0	
				Plasma Blaster [A]	20	2	-1	

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

ATRAMENTAR TERMINATOR GFRAND DETACHMENT

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



Point Value 900



ATRAMENTAR TERMINATOR GRAND DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons	-	-	-	[HQ!], [TER]
				Volkite Charger [VK]	25	3	0	
				Plasma Blaster [A]	20	2	-1	
Atramentar	10[T]	3[5]+	3/-3	CC Weapons	-	-	-	[TER]
				Volkite Charger [VK]	25	3	0	
				Plasma Blaster [A]	20	2	-1	

Victory Points 9

Your opponent gains 5 VP when this Detachment is broken

CONTEKAR TERMINATOR DETACHMENT

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



Point Value 500



CONTEKAR TERMINATOR DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons [B]	-	-	-	[HQ!], [FR]
				Volkite Cavor [VK]	10	4	-1	
				Heavy Flamers [FW]	10	2	0	
Conketar	10[T]	3[5]+	3/-3	CC Weapons [B]	-	-	-	[FR]
				Volkite Cavor [VK]	10	4	-1	
				Heavy Flamers [FW]	10	2	0	

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

CONTEKAR TERMINATOR GRAND DETACHMENT

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



Point Value 900



CONTEKAR TERMINATOR GRAND DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons [B]	-	-	-	[HQ!], [FR]
				Volkite Cavor [VK]	10	4	-1	
				Heavy Flamers [FW]	10	2	0	
Conketar	10[T]	3[5]+	3/-3	CC Weapons [B]	-	-	-	[FR]
				Volkite Cavor [VK]	10	4	-1	
				Heavy Flamers [FW]	10	2	0	

Victory Points 9

Your opponent gains 5 VP when this Detachment is broken

NIGHT RAPTORS DETACHMENT

The Night Raptor Detachment consists of 1 Night Raptor Decurion Stand
5 Night Raptor Stands



Point Value 200



NIGHT RAPTORS DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	4/-2	CC Weapons	-	-	-	[HQ!], [FA]
Night Raptors	20[J]	5+	3/-2	CC Weapons	-	-	-	[FA]

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

NIGHT RAPTORS GRAND DETACHMENT

The Night Raptor Grand Detachment consists of 1 Night Raptor Decurion
Stand 10 Night Raptor Stands



Point Value 350



NIGHT RAPTORS GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	4/-2	CC Weapons	-	-	-	[HQ!], [FA]
Night Raptors	20[J]	5+	3/-2	CC Weapons	-	-	-	[FA]

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

TERROR SQUAD DETACHMENT

The Terror Squad Detachment consists of 1 Terror Squad Decurion Stand
5 Terror Squad Stands



Point Value 300



TERROR SQUAD DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-1	Volkite Charger [VK]	25	3	0	[HQ!], [FR], [IF], [MB]
Terror Squads	10	5+	2/-1	Volkite Charger [VK]	25	3	0	[FR], [IF], [MB]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

TERROR SQUAD GRAND DETACHMENT

The Terror Squad Grand Detachment consists of 1 Terror Squad Decurion
Stand 10 Terror Squad Stands



Point Value 550



TERROR SQUAD GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

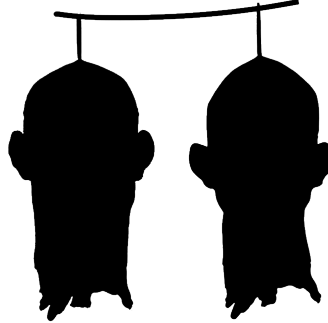
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-1	Volkite Charger [VK]	25	3	0	[HQ!], [FR], [IF], [MB]
Terror Squads	10	5+	2/-1	Volkite Charger [VK]	25	3	0	[FR], [IF], [MB]

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

UPGRADE TROPHIES OF JUDGEMENT

One Company Command section gains Fear [FR].



Point Value 50
+1 VP



RAVEN GUARD LEGION



RAVEN GUARD LEGION TRAITS

FACTION VALUE 450

The following traits are available to the Raven Guard Legion.

1. **Raven Guard infantry** gain the Infiltrate [IF] and Night Vision [N] and the Stealth [SH] ability. The Stealth [SH] ability applies only in nighttime conditions. They also gain a bonus +5cms movement to total Charge moves.
2. **Predatory Strike** – The Player gains a +1 bonus on all Initiative rolls.
3. **Furious Charge** – Raven Guard Terminator, infantry equipped with jump packs and cavalry elements gain a bonus +1 to-hit in close combat.
4. **For Whom the Bells Tolls** – Opposing player command elements receive a -1 penalty to all leader Replacement rolls.
5. **Precise Deployment** – Raven Guard elements with the Deep Strike [T] ability scatter only 1d10 (not the standard 2d10).
6. **Raven Guard Drop Pod** army cards cost 50 points less for standard formations and 100 points less for grand formations.
7. **Fury from Above** – When Drop Pod formations form part of the Raven Guard army the play gain ONE free formation of Deathstorm Drop Pods.
8. **Raven Guard Reconnaissance** infantry elements gain the use of MKVI armor (AV 5+ instead of 7+).
9. **Raven Guard heavy tank** formations count as SPECIAL CARDS.
10. **Raven Guard fortification** cards count as SPECIAL CARDS.
11. **The Raven Guard player** may NOT have more points of vehicles than infantry in the army.

SPECIAL FORMATION

CORAX
PRIMARCH OF THE RAVEN GUARD

Corax Primarch of the Raven Guard consists of one Corax Stand.



Point Value 300



CORAX
PRIMARCH OF THE RAVEN GUARD

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Corvus Corax	25[J]	3[S]+	7/-4	Hand Cannons	20	4	-2	[DR2], [FA], [SH], [IF], [R], [HH], Primarch, Special

Corvus Corax has the following Special Abilities:

- Sire of the Raven Guard** – Raven Guard elements within command radius (25cms) gain the following:
 - A +5cms bonus to total movement on any orders that permit movement.
 - Infantry elements gain the Counterattack [CA] ability.
- Corvus Corax ignores** penalties and restrictions of opposing elements with the Stealth [SH] ability and Nighttime game conditions.
- Opposing elements** with the Deepstrike [T] ability CANNOT deploy within 25cms of Corvus Corax.

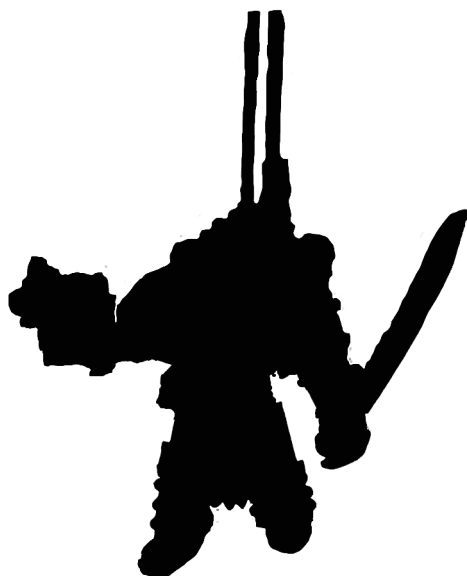
Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION

STRIKE CAPTAIN ALVEREX MAUN

Strike Captain Alverex Maun consists of 1 Strike Captain Alverex Maun Stand.



Point Value 100



STRIKE CAPTAIN ALVEREX MAUN

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Alvarex Maun	10	4+	4/-3	CC Weapons	-	-	-	[HQ2], [R], Special

Alravex Maun has the following Special Abilities:

1. **Raven Guard elements** with the Deepstrike [T] ability do not scatter within 25cms of Alvarex Maun.
2. **Raven Guard elements** that deploy via the Deepstrike [T] ability with 25cms of Alvarex Maun gain the Counterattack [CA] ability on the turn they deploy on. This may only apply to formations Alvarex is in command of (those of his company or attached to the company he leads).
3. **The Raven Guard player** gains a +2 bonus on reserve rolls for all formations that Alvarex Maun is in command of (his company and attached formations).

Victory Points +1

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

SPECIAL FORMATION

MORITAT PRIME KAEDES NEX

Moridat Prime Kaedes Nex consists of 1 Moridat Prime Kaedes Nex Stand.



Point Value 100



MORITAT PRIME KAEDES NEX

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kaedes Nex	10	5[7]+	2/-2	Hand Cannons [VK]	20	3	-1	[CA], [FA], [MB], [LW], [SH], [IF], Special

Kaedes Nex has the following Special Abilities:

1. **Kaedes Nex may** be deployed anywhere on the battlefield within 25cms of an opposing command formation. This deployment takes place **AFTER** deployment of all players formations has taken place.
2. **Kaedes Nex has** the Stealth [SH] ability until he decides to attack a chosen command formation.

Victory Points +1

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

DARK FURY DETACHMENT

The Dark Fury Strike Detachment consists of 1 Dark Fury Decurion Stand
5 Dark Fury Stands



Point Value 300



DARK FURY DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[]	5[7]+	4/-3	CC Weapons	-	-	-	[HQ!], [IF], [FA], Special
Dark Fury	20[]	5+	3/-3	CC Weapons	-	-	-	[IF], [FA], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

DARK FURY GRAND DETACHMENT

The Dark Fury Strike Grand Detachment consists of 1 Dark Fury Decurion
Stand 10 Dark Fury Stands



Point Value 500



DARK FURY GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[]	5[7]+	4/-3	CC Weapons	-	-	-	[HQ!], [IF], [FA], Special
Dark Fury	20[]	5+	3/-3	CC Weapons	-	-	-	[IF], [FA], Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

DELIVERER TERMINATOR DETACHMENT

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



Point Value 350



DELIVERER TERMINATOR DETACHMENT

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

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

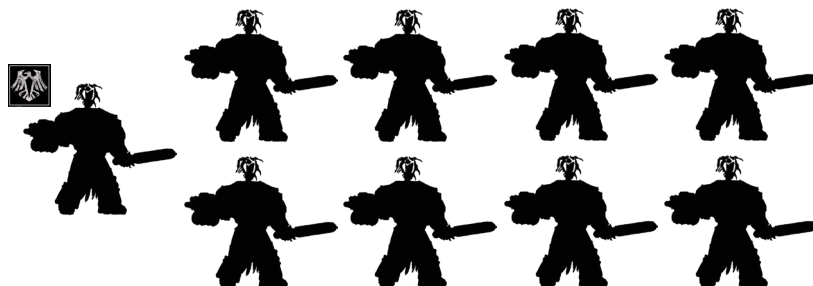
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-2	Combi-weapons	25	4	-1	[HQ!]
Deliverer	10[T]	3[5]+	3/-2	Combi-weapons	25	4	-1	

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

DELIVERER TERMINATOR GRAND DETACHMENT

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



Point Value 650



DELIVERER TERMINATOR GRAND DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-2	Combi-weapons	25	4	-1	[HQ!]
Deliverer	10[T]	3[5]+	3/-2	Combi-weapons	25	4	-1	

Victory Points 7

Your opponent gains 4 VP when this Detachment is broken

MOR DEYTHAN STRIKE DETACHMENT TYPE 1

The Mor Deythan Strike Detachment Type 1 consists of 1 Mor Deythan Shade Stand 5 Mor Deythan Type 1 Stands



Point Value 300



MOR DEYTHAN STRIKE DETACHMENT TYPE 1

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

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

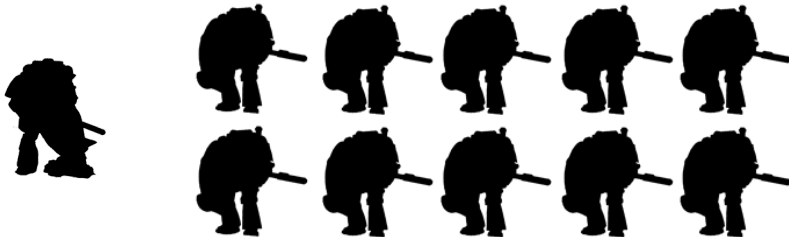
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shade	10	5[7]+	3/-1	Sniper Rifle	20/35	3	-1	[HQ], [R], [SH], [IF], [SN], Special
Mor Deythan Type 1	10	5+	2/-1	Sniper Rifle	20/35	3	-1	[R], [SH], [IF], [SN], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

MOR DEYTHAN STRIKE GRAND DETACHMENT TYPE 1

The Mor Deythan Strike Grand Detachment Type 1 consists of 1 Mor Deythan Shade Stand 10 Mor Deythan Type 1 Stands



Point Value 550



MOR DEYTHAN STRIKE GRAND DETACHMENT TYPE 1

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shade	10	5[7]+	3/-1	Sniper Rifle	20/35	3	-1	[HQ], [R], [SH], [IF], [SN], Special
Mor Deythan Type 1	10	5+	2/-1	Sniper Rifle	20/35	3	-1	[R], [SH], [IF], [SN], Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

MOR DEYTHAN STRIKE DETACHMENT TYPE 2

The Mor Deythan Strike Detachment Type 2 consists of 1 Mor Deythan Shade Stand 5 Mor Deythan Type 2 Stands



Point Value 300



MOR DEYTHAN STRIKE DETACHMENT TYPE 2

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

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

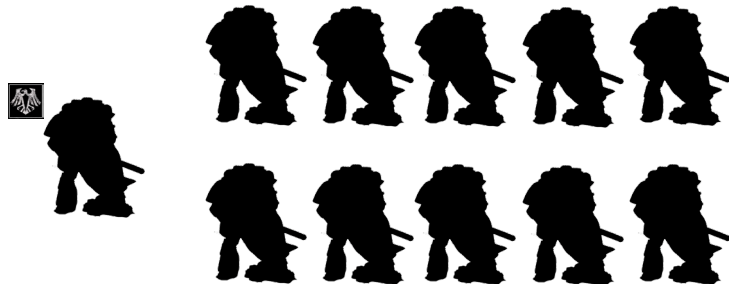
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shade	10	5[7]+	3/-1	Missile Launcher Combi-weapons	25/50 25	1 2	-2 -1	[HQ!], [R], [SH], [IF], Special
Mor Deythan Type II	10	5+	2/-1	Missile Launcher Combi-weapons	25/50 25	1 2	-2 -1	[R], [SH], [IF], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

MOR DEYTHAN STRIKE GRAND DETACHMENT TYPE 2

The Mor Deythan Strike Grand Detachment Type 2 consists of 1 Mor Deythan Shade Stand 10 Mor Deythan Type 2 Stands



Point Value 550



MOR DEYTHAN STRIKE GRAND DETACHMENT TYPE 2

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shade	10	5[7]+	3/-1	Missile Launcher Combi-weapons	25/50 25	1 2	-2 -1	[HQ!], [R], [SH], [IF], Special
Mor Deythan Type II	10	5+	2/-1	Missile Launcher Combi-weapons	25/50 25	1 2	-2 -1	[R], [SH], [IF], Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

TRANSPORT POOL

DARKWING PATTERN STORM EAGLE
GUNSHIPS

ONE POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
Two Legion Darkwing Pattern Storm Eagle Gunships



Point Value 200



DARKWING PATTERN STORM EAGLE
GUNSHIPS

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Darkwing	40[F]	4+	2/-2	Vengeance Launcher	25/50	-	-	[DR2],
				Eclipse Missile [B]		1	-1	[TR4],
				Lascannons [TL2]	25/50	4	-2	[SH],
				Bolters	25	4	0	Special

Darkwing has the following Special Ability:

- I. **The Eclipse Missile** can suppress as if it were artillery versus opposing infantry elements.



Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

DARKWING PATTERN STORM EAGLE
GUNSHIPS

ONE POWERED ARMOR INFANTRY OR TERMINATOR GRAND DETACHMENT
Three Legion Darkwing Pattern Storm Eagle Gunships



Point Value 300



DARKWING PATTERN STORM EAGLE
GUNSHIPS

Break Point +2: The Detachment adds 2 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Darkwing	40[F]	4+	2/-2	Vengeance Launcher	25/50	-	-	[DR2],
				Eclipse Missile [B]		1	-1	[TR4],
				Lascannons [TL2]	25/50	4	-2	[SH],
				Bolters	25	4	0	Special

Darkwing has the following Special Ability:

- I. **The Eclipse Missile** can suppress as if it were artillery versus opposing infantry elements.



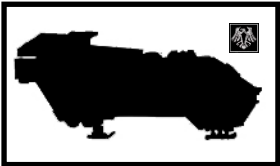
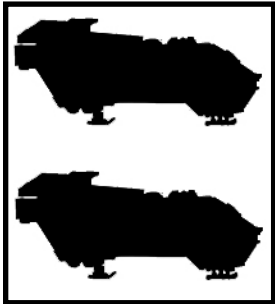
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

DARKWING PATTERN STORM EAGLE
GUNSHIPS

ONE POWERED ARMOR INFANTRY COMPANY
Seven Darkwing Pattern Legion Storm Eagle Gunships



Point Value 650



DARKWING PATTERN STORM EAGLE
GUNSHIPS

Break Point +5: The Detachment adds 5 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Darkwing	40[F]	4+	2/-2	Vengeance Launcher	25/50	-	-	[DR2],
				Eclipse Missile [B]		1	-1	[TR4],
				Lascannons [TL2]	25/50	4	-2	[SH],
				Bolters	25	4	0	Special

Darkwing has the following Special Ability:

- I. **The Eclipse Missile** can suppress as if it were artillery versus opposing infantry elements.



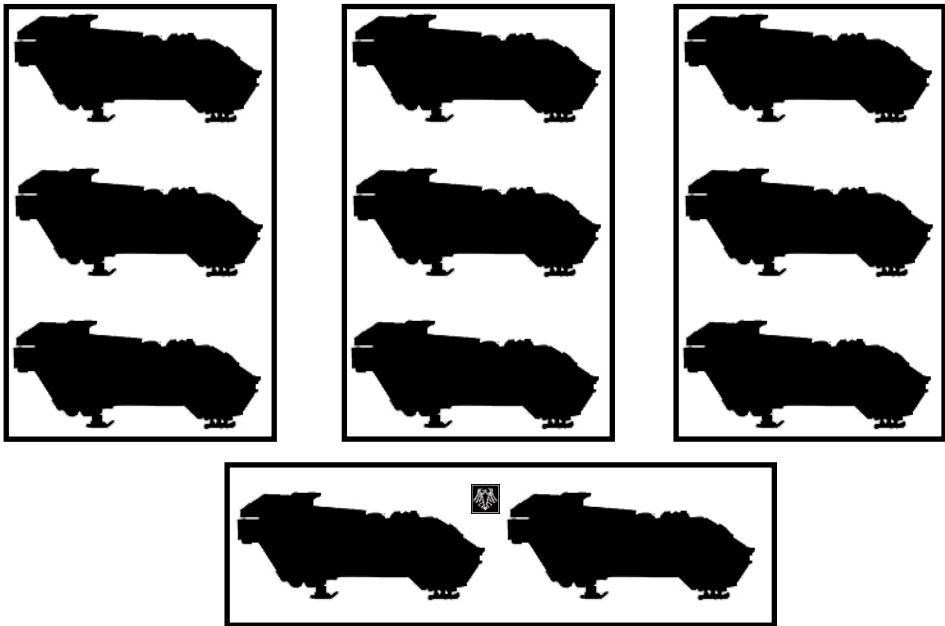
Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

DARKWING PATTERN STORM EAGLE
GUNSHIPS

ONE POWERED ARMOR INFANTRY GRAND COMPANY
Eleven Darkwing Pattern Legion Storm Eagle Gunships



Point Value 1000



DARKWING PATTERN STORM EAGLE
GUNSHIPS

Break Point +8: The Detachment adds 8 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Darkwing	40[F]	4+	2/-2	Vengeance Launcher	25/50	-	-	[DR2],
				Eclipse Missile [B]		1	-1	[TR4],
				Lascannons [TL2]	25/50	4	-2	[SH],
				Bolters	25	4	0	Special

Darkwing has the following Special Ability:

- I. **The Eclipse Missile** can suppress as if it were artillery versus opposing infantry elements.

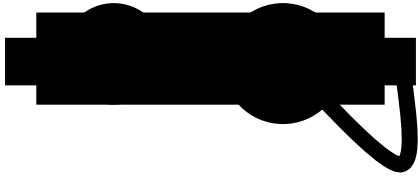


Victory Points +10

Your opponent gains +5 VP when attached formation is broken

COMPANY UPGRADE INFRAVISION

One Infantry Company gains night vision [N] ability.

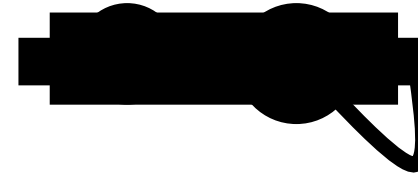


Point Value 50
+1 VP



GRAND COMPANY UPGRADE INFRAVISION

One Infantry Grand Company gains night vision [N] ability.



Point Value 100
+1 VP



SALAMANDERS LEGION



SALAMANDERS LEGION TRAITS

FACTION VALUE 400

The following traits are available to the Salamanders Legion.

1. **Salamanders' infantry** elements gain the Indomitable [ID] ability.
2. **Salamanders' infantry** and vehicle elements can re-roll all failed armor saves on rolls of natural 1's. The second result stands.
3. **Salamanders' infantry** elements receive a -5cm penalty to their total movement when on charge orders. This does NOT apply to infantry elements equipped with jumpacks [JJ].
4. **Salamanders' infantry** element ignores the Firestorm! Result from the Fire table regarding structures (they do not have to save while within a structure on Fire).
5. **Salamanders' infantry** elements gain the Agile [AG] ability.
6. **Salamanders' Vehicle** elements gain the Reinforced Armor [RA] ability versus attacks that have the Flamer Weapon [FW] or Volkite [VK] trait or are described as Melta or Plasma Weapons.
7. **Salamanders' elements** that contain weapons with the Flamer Weapon [FW] trait gain a -1 TSM bonus to that weapons TSM (a flamer weapon with a base TSM of -1 becomes -2TSM).
8. **The Salamander player** may NEVER select upgrades involving proscribed weapons (such as phosphex and radiation) nor the Moritat upgrade.
9. **The Salamanders' player** MUST have more points invested in infantry formations than vehicle formations.
10. **Fortification Cards** Count as SPECIAL CARDS.
11. **Destroyer Formation Army Cards** count as SPECIAL CARDS. May NOT use the Destroyer formation variant with Rad Missiles.

SPECIAL FORMATION

VULKAN
PRIMARCH OF THE SALAMANDERS

Vulkan Primarch of the Salamanders consists of one Vulkan Stand.



Point Value 250



VULKAN
PRIMARCH OF THE SALAMANDERS

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Vulkan	15	2[4]+	7/-4	Dawnbringer [B] Furnaces Heart [FW]	- 20	- 2	- -3	[DR2], Primarch, Special

Vulkan has the following Special Abilities:

- Sire of the Salamanders** – Salamander elements within command radius (25cms) receive the following:
 - A +1 bonus** to any morale checks.
 - Gains the Adamantium Will** [AW] ability.
 - Elements can re-roll** all failed to-hit rolls in close combat on natural 1's.
- Perpetual** – Vulkan can re-roll any failed "It will not die" [IWD] ability rolls. Second result stands.



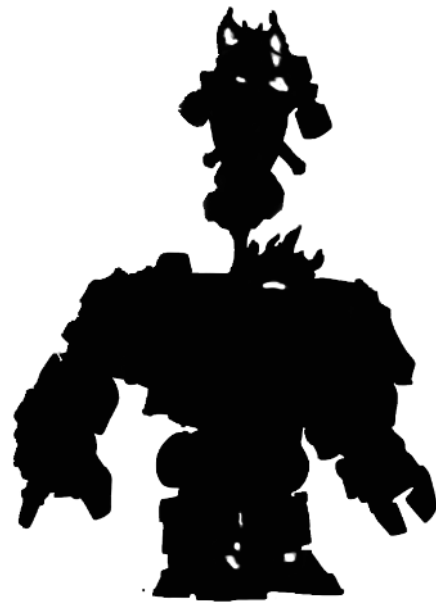
Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION

BRAY'ARTH ASHMANTLE

Bray'arth Ashmantle consists of 1 Bray'arth Ashmantle Dreadnought Stand.



Point Value 100



BRAY'ARTH ASHMANTLE

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Bray'arth Ashmantle [2]	15	3+	4/-3	Power Weapon [B] Dreadfire Flamers [FW]	- 10	- 4	- -1	[HQ2], [DR2], [IWD], [RA], Special

Bray'arth Ashmantle has the following Special Ability:

- I. **Bray'arth ignores** the Destroyer [D] weapon trait from incoming ranged fire.



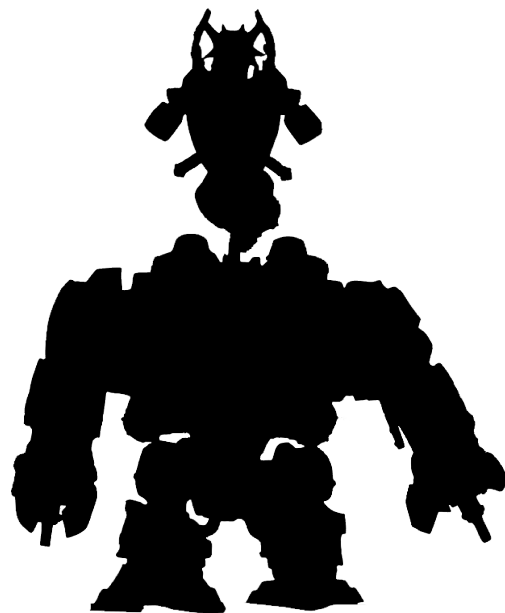
Victory Points +1

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

SPECIAL FORMATION

CASSIAN DRACCOS

Cassian Draco consists of 1 Cassian Dracos Dreadnought Stand.



Point Value 200



CASSIAN DRACCOS

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cassian Dracos [2]	15	2[4]+	5/-3	Power Weapon [B] Main Weapon Heavy Flamer [FW] Meltaguns Burning Wrath [FW,AP]	- 10 25 10	- 4 2 2	- 0 -2 0	[HQ3], [DR2], [IWD], [RA], Special

Cassian Dracos has the following Special Abilities:

- 1. **Cassian Dracos ignores** the Destroyer [D] weapon trait from incoming ranged fire.
- 2. **Cassian Dracos may choose** to fire his main weapon in either heavy flamer or meltagun mode (one or the other NOT both) when activated.



Victory Points +2

. Your opponent gains +2 VP when the attached Company is broken

SPECIAL FORMATION

LORD CHAPLAIN NOMUS RHY'TAN

Lord Chaplain Nomus Rhy'ta consists of 1 Lord Chaplain Nomus Rhy'ta Stand.



Point Value 100



LORD CHAPLAIN NOMUS RHY'TAN

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nomus Rhy'tan	10	4[6]+	3/-2	Power Weapon [B] Darkstar Falling Combi-flamer [FW]	- 25 10	- 1 1	- -1 0	[HQ2], [IWD], Special

Nomus Rhy'tan has the following Special Abilities:

1. **Nomus Rhy'tan may** attach ONE support card of Dreadnoughts directly to his command formation. This support card does NOT count to the standard allotment of support cards attached to the company.
2. **All Salamander elements** within command distance (25cms) gain a bonus +1 to close combat rolls and formations may re-roll failed morale checks (second result stands).



Victory Points +1

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

SPECIAL FORMATION

XIAPHAS JURR

Xiaphas Jurr consists of 1 Xiaphas Jurr Stand.



Point Value 100



XIAPHAS JURR

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Xiaphas Jurr	10	4[5]+	5/-3	CC Weapons	-	-	-	[HQ3], [PI], [SU], Special

Xiaphas Jurr has the following Special Abilities:

- 1. **Salamander elements** within command radius (25cms) may re-roll their morale checks for the purpose of removing suppression (second result stands).
- 2. **Xiaphas Jurr** is a psyker [PI] and only use powers from the Precognition and Prescience disciplines.



Victory Points +1

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

PYROCLAST DETACHMENT

A Pyroclast Detachment consists of 1 Pyroclast Decurion and 5 Pyroclast stands.



Point Value 250



PYROCLAST DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/-1	Heavy Flamers [FW,A]	10	4	0	[HQ!], [MB]
Pyroclasts	10	4[6]+	1/-1	Heavy Flamers [FW,A]	10	4	0	[MB]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

PYROCLAST GRAND DETACHMENT

The Pyroclast Grand Detachment consists of 1 Pyroclast Decurion and 10 Pyroclast stands.



Point Value 500



PYROCLAST GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/-1	Heavy Flamers [FW,A]	10	4	0	[HQ!], [MB]
Pyroclasts	10	4[6]+	1/-1	Heavy Flamers [FW,A]	10	4	0	[MB]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

FIREDRAKE TERMINATOR DETACHMENT TYPE 1

The Firedrake Terminator Type 1 Detachment consists of 1 Firedrake Terminator Decurion and 4 Firedrake Terminator Type 1 stands



Point Value 450



FIREDRAKE TERMINATOR DETACHMENT TYPE 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[4]+	3/-2	Power weapon [B]	-	-	-	[HQ!], [SW]
				Combi-weapon	25	3	0	
				Heavy Flamer [FW,A]	10	3	0	
Firedrake Type 1	10[T]	3[4]+	2/-2	Power weapon [B]	-	-	-	[SW]
				Combi-weapon	25	3	0	
				Heavy Flamer [FW,A]	10	3	0	

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

FIREDRAKE TERMINATOR GRAND DETACHMENT TYPE 1

The Firedrake Terminator Type 1 Detachment consists of 1 Firedrake Terminator Decurion and 8 Firedrake Terminator Type 1 stands



Point Value 750



FIREDRAKE TERMINATOR GRAND DETACHMENT TYPE 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[4]+	3/-2	Power weapon [B]	-	-	-	[HQ!], [SW]
				Combi-weapon	25	3	0	
				Heavy Flamer [FW,A]	10	3	0	
Firedrake Type 1	10[T]	3[4]+	2/-2	Power weapon [B]	-	-	-	[SW]
				Combi-weapon	25	3	0	
				Heavy Flamer [FW,A]	10	3	0	

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

FIREDRAKE TERMINATOR DETACHMENT TYPE 2

The Firedrake Terminator Type 2 Detachment consists of 1 Firedrake Terminator Decurion and 4 Firedrake Terminator Type 2 stands



Point Value 450



FIREDRAKE TERMINATOR DETACHMENT TYPE 2

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

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

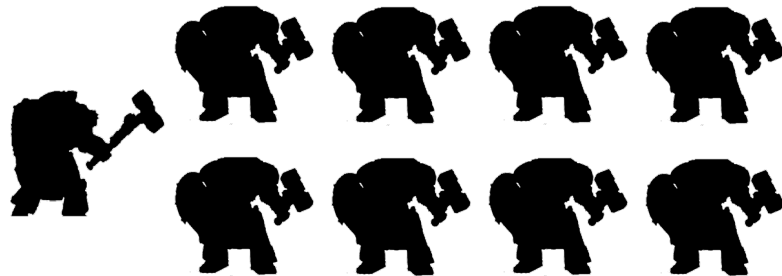
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[4]+	5/-3	Power weapon and Shield [B] Heavy Flamer [FW]	- 10	- 2	- 0	[HQ!], [SW]
Firedrake Type II	10[T]	3[4]+	4/-3	Power weapon and Shield [B] Heavy Flamer [FW]	- 10	- 2	- 0	[SW]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

FIREDRAKE TERMINATOR GRAND DETACHMENT TYPE 2

The Firedrake Terminator Type 2 Detachment consists of 1 Firedrake Terminator Decurion and 8 Firedrake Terminator Type 2 stands



Point Value 750



FIREDRAKE TERMINATOR GRAND DETACHMENT TYPE 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[4]+	5/-3	Power weapon and Shield [B] Heavy Flamer [FW]	- 10	- 2	- 0	[HQ!], [SW]
Firedrake Type II	10[T]	3[4]+	4/-3	Power weapon and Shield [B] Heavy Flamer [FW]	- 10	- 2	- 0	[SW]

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

UPGRADE MANTLE OF THE DRAKE

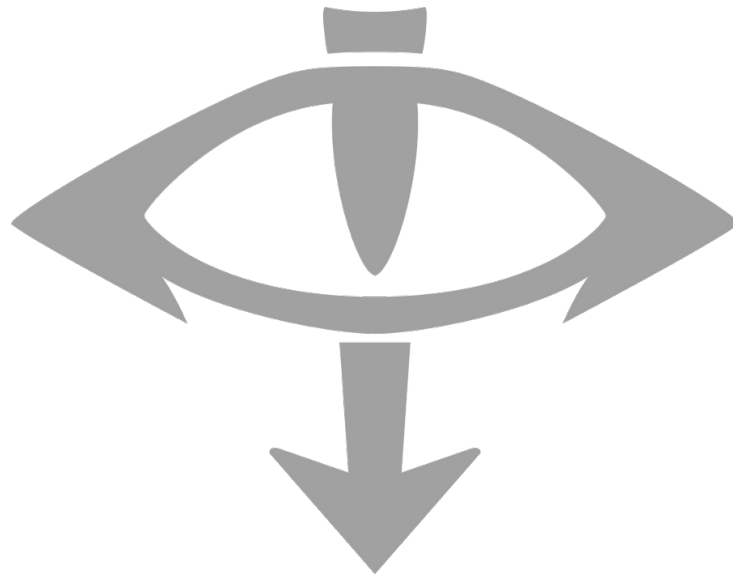
One Company Command formation gains “it will not die” [IWD] ability.



Point Value 50
+1 VP



SONS OF HORUS LEGION



SONS OF HORUS LEGION TRAITS

FACTION VALUE 400

The following traits are available to the Sons of Horus Legion.

1. **Fleet of Foot** – Sons of Horus infantry elements gain a bonus +5cms to total movement when on charge orders.
2. **Merciless Fighters** – Sons of Horus infantry elements gain a bonus +1 to hit on all close combat attack rolls.
3. **Brazen** – All Sons of Horus formations gain a +1 bonus to morale checks.
4. **Edge of the Spear** – All Sons of Horus formations gain a +1 bonus to all reserve movement rolls.
5. **Death Dealers** – Sons of Horus elements gain a +1 bonus to hit within their weapons short range.
6. **All Sons of Horus infantry company command sections** can add up to TWO upgrade cards if which one MUST be the Master of the Signal upgrade card.
7. **All Fortification Cards** count as Special Cards.

SPECIAL FORMATION

WARMASTER HORUS LUPERCAL
PRIMARCH OF THE SONS OF HORUS

Warmaster Horus Lupercal Primarch of the Sons of Horus consists of one
Horus Lupercal stand.



Point Value 300



WARMASTER HORUS LUPERCAL
PRIMARCH OF THE SONS OF HORUS

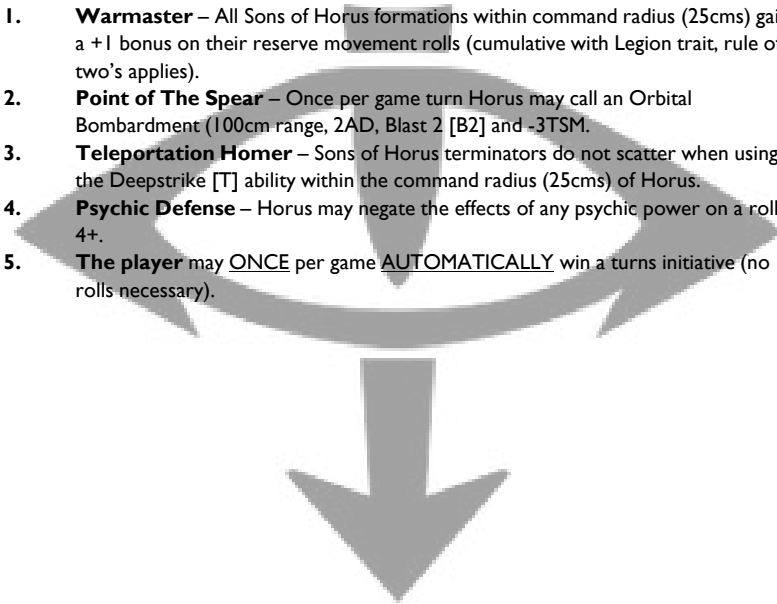
Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Horus Lupercal	15[T]	2[3]+	8/-4	The Talon [A]	25	3	-1	[DR2], Primarch, Special

Horus Lupercal has the following Special Abilities:

1. **Warmaster** – All Sons of Horus formations within command radius (25cms) gain a +1 bonus on their reserve movement rolls (cumulative with Legion trait, rule of two's applies).
2. **Point of The Spear** – Once per game turn Horus may call an Orbital Bombardment (100cm range, 2AD, Blast 2 [B2] and -3TSM).
3. **Teleportation Homer** – Sons of Horus terminators do not scatter when using the Deepstrike [T] ability within the command radius (25cms) of Horus.
4. **Psychic Defense** – Horus may negate the effects of any psychic power on a roll of 4+.
5. **The player** may ONCE per game AUTOMATICALLY win a turns initiative (no rolls necessary).



Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION

FIRST CAPTAIN
EZEKYLE ABADDON

Ezekyle Abaddon consists of 1 Ezekyle Abaddon Stand.



Point Value 150



FIRST CAPTAIN
EZEKYLE ABADDON

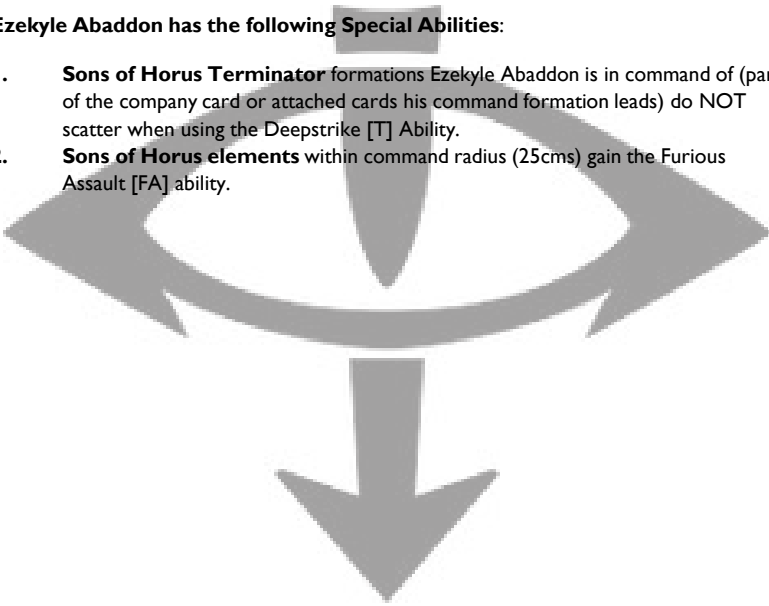
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ezekyle Abaddon	10[T]	3[4]+	5/-3	Combi-bolter	25	2	-1	[HQ3], [DR2], [ID], [FR], Special

Ezekyle Abaddon has the following **Special Abilities**:

1. **Sons of Horus Terminator** formations Ezekyle Abaddon is in command of (part of the company card or attached cards his command formation leads) do NOT scatter when using the Deepstrike [T] Ability.
2. **Sons of Horus elements** within command radius (25cms) gain the Furious Assault [FA] ability.



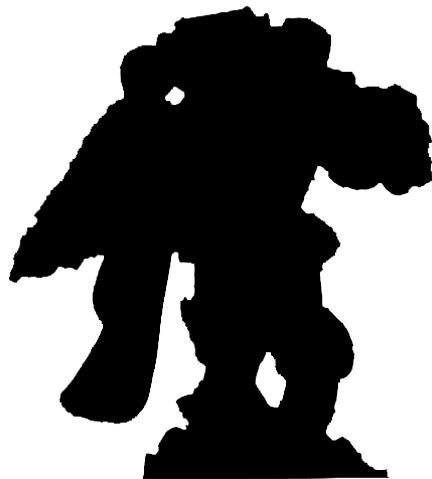
Victory Points +2

Your opponent gains +2 VP when the attached Company is broken

SPECIAL FORMATION

GARVIEL LOKEN

Garviel Loken consists of 1 Garviel Loken Stand.



Point Value 100



GARVIEL LOKEN

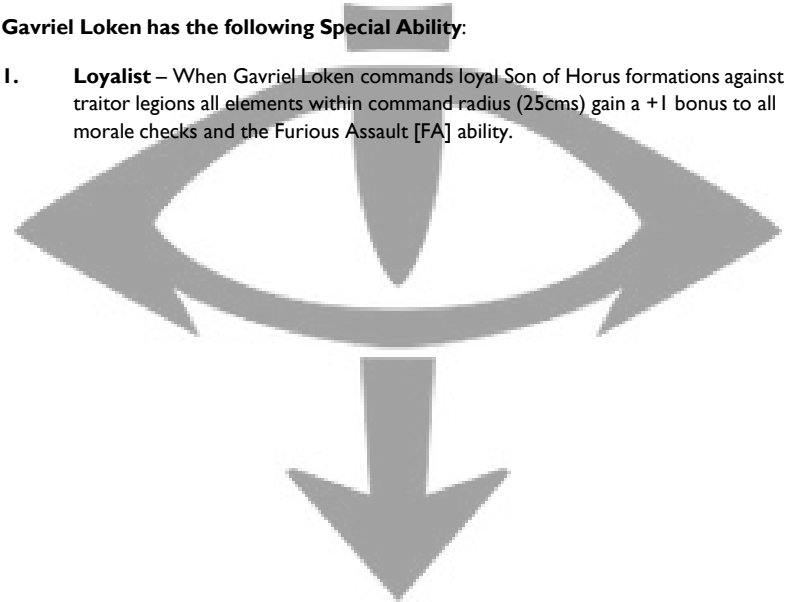
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gavriel Loken	10	5[6]+	6/-2	CC Weapons	-	-	-	[HQ3], [IWD], Special

Gavriel Loken has the following **Special Ability**:

- I. **Loyalist** – When Gavriel Loken commands loyal Son of Horus formations against traitor legions all elements within command radius (25cms) gain a +1 bonus to all morale checks and the Furious Assault [FA] ability.



Victory Points +1

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

SPECIAL FORMATION

MALOGHURST THE TWISTED

Maloghurst the Twisted consists of 1 Maloghurst the Twisted Stand.



Point Value 100



MALOGHURST THE TWISTED

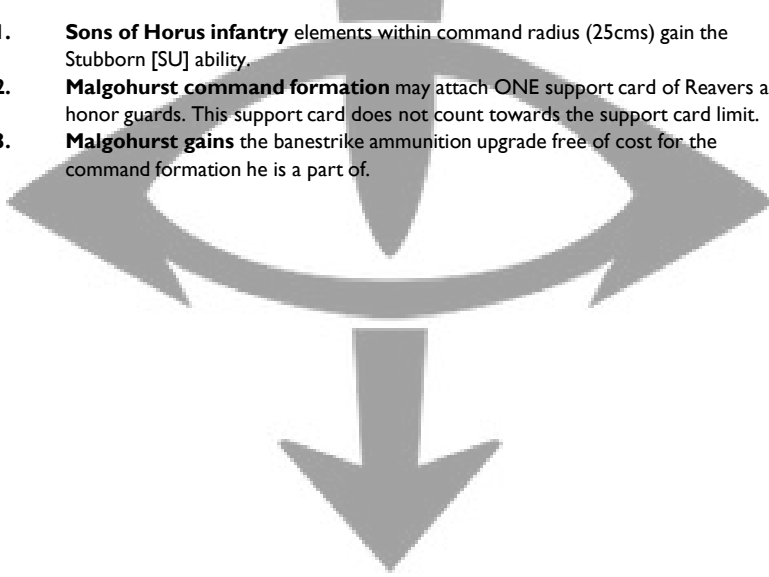
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Maloghurst	10	5[6]+	5/-2	Bolter	25	2	0	[HQ3], Special

Malgohurst has the following Special Abilities:

1. **Sons of Horus infantry** elements within command radius (25cms) gain the Stubborn [SU] ability.
2. **Malgohurst command formation** may attach ONE support card of Reavers as honor guards. This support card does not count towards the support card limit.
3. **Malgohurst gains** the banestrike ammunition upgrade free of cost for the command formation he is a part of.



Victory Points +1

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

SPECIAL FORMATION

TYBALT MARR

Tybalt Marr consists of 1 Tybalt Marr Stand.



Point Value 50

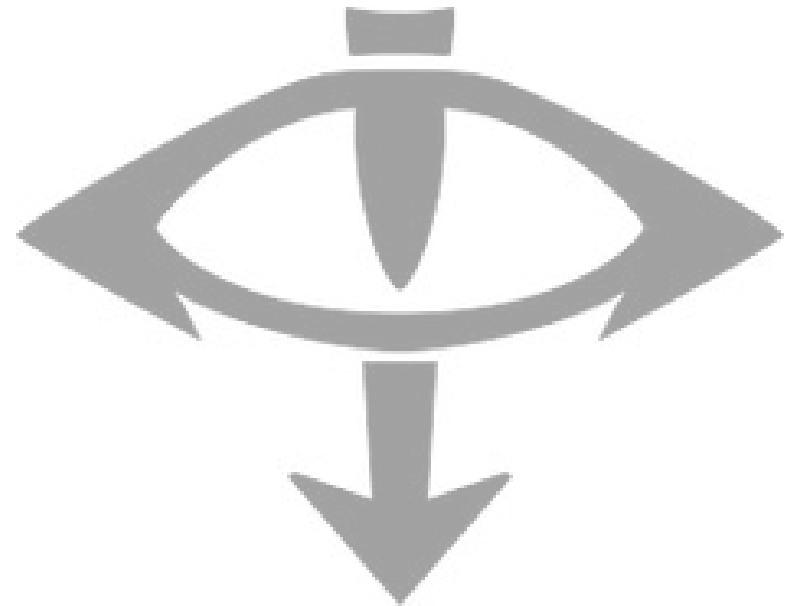


TYBALT MARR

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tybalt Marr	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3]



Victory Points +1

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

CHIEFTAIN DETACHMENT

The Chieftain Detachment consists of 1 Chieftain Decurion Stand 5 Chieftain Stands



Point Value 350



CHIEFTAIN DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4[6]+	4/-3	Bolter	25	2	0	[HQ!], Special
Chieftains	15	4[6]+	3/-3	Bolter	25	2	0	Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

CHIEFTAIN GRAND DETACHMENT

The Chieftain Grand Detachment consists of 1 Chieftain Decurion Stand 10 Chieftain Stands



Point Value 600



CHIEFTAIN GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4[6]+	4/-3	Bolter	25	2	0	[HQ!], Special
Chieftains	15	4[6]+	3/-3	Bolter	25	2	0	Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

JUSTAERIN TERMINATOR DETACHMENT

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



Point Value 450



JUSTAERIN TERMINATOR DETACHMENT

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

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

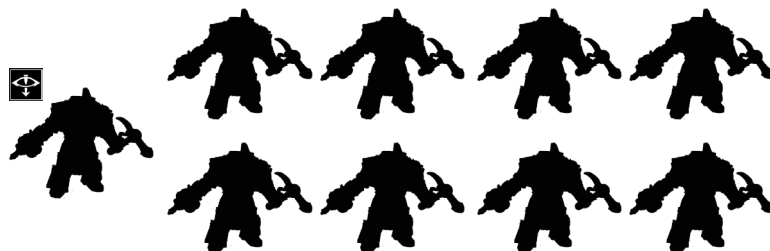
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Power Weapon [B] Combi-weapon Multi-melta	- 25 25	- 3 1	- -1 -3	[HQ!], [FA], [SW], [SU]
Justaerin	10[T]	3[5]+	3/-3	Power Weapon [B] Combi-weapon Multi-melta	- 25 25	- 3 1	- -1 -3	[FA], [SW], [SU]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

JUSTAERIN TERMINATOR GRAND DETACHMENT

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



Point Value 850



JUSTAERIN TERMINATOR GRAND DETACHMENT

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

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

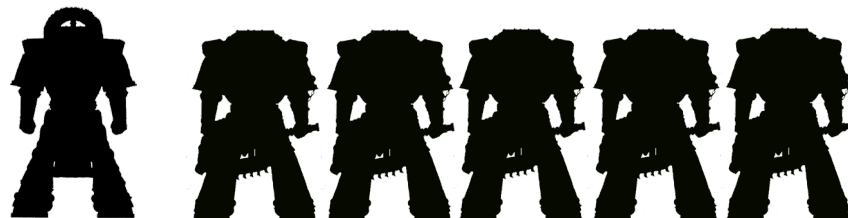
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Power Weapon [B] Combi-weapon Multi-melta	- 25 25	- 3 1	- -1 -3	[HQ!], [FA], [SW], [SU]
Justaerin	10[T]	3[5]+	3/-3	Power Weapon [B] Combi-weapon Multi-melta	- 25 25	- 3 1	- -1 -3	[FA], [SW], [SU]

Victory Points 9

Your opponent gains 5 VP when this Detachment is broken

REAYER DETACHMENT TYPE 1

The Reaver Detachment Type 1 consists of 1 Reaver Decurion Stand 5 Stands Type 1



Point Value 300



REAYER DETACHMENT TYPE 1

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

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

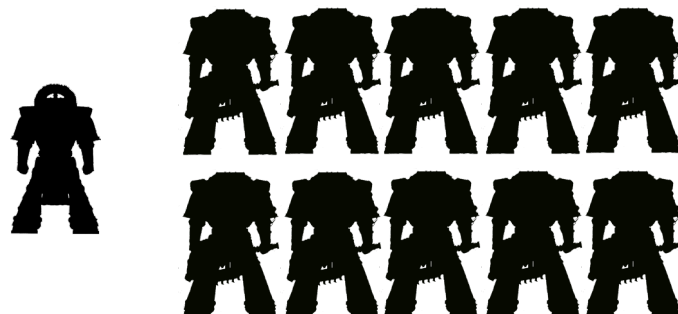
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-	Volkite Charger [VK]	25	3	0	[HQ!], Special
Reaver Type I	10	5+	2/-	Volkite Charger [VK]	25	3	0	Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

REAYER GRAND DETACHMENT TYPE 1

The Reaver Detachment Type 1 consists of 1 Reaver Decurion Stand 10 Stands Type 1



Point Value 500



REAYER GRAND DETACHMENT TYPE 1

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

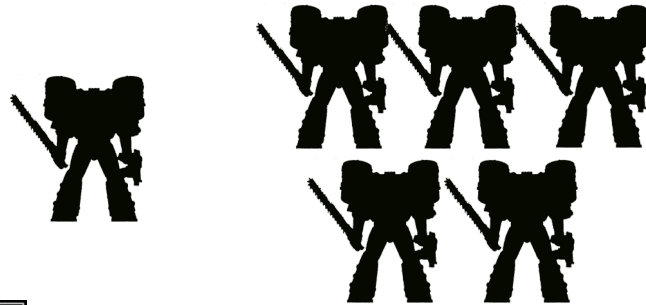
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-	Volkite Charger [VK]	25	3	0	[HQ!], Special
Reaver Type I	10	5+	2/-	Volkite Charger [VK]	25	3	0	Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

RAEVER DETACHMENT TYPE 2

The Reaver Detachment Type 2 consists of 1 Reaver Decurion Stand 5 Reaver Type 2 Stands



Point Value 300



RAEVER DETACHMENT TYPE 2

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

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

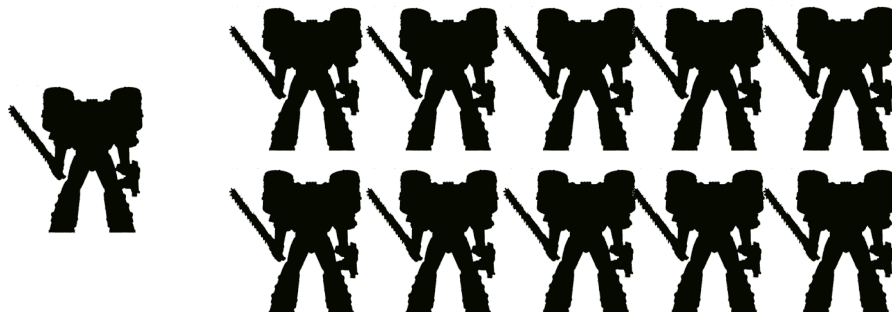
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	4/-3	Flamer [FW]	10	I	0	[HQ!], Special
Reaver Type II	20[J]	5+	3/-3	Flamer [FW]	10	I	0	Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

RAEVER GRAND DETACHMENT TYPE 2

The Reaver Grand Detachment Type 2 consists of 1 Reaver Decurion Stand 10 Reaver Type 2 Stands



Point Value 500



RAEVER GRAND DETACHMENT TYPE 2

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	4/-3	Flamer [FW]	10	I	0	[HQ!], Special
Reaver Type II	20[J]	5+	3/-3	Flamer [FW]	10	I	0	Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

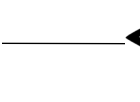
SONS OF HORUS FIRST COMPANY

The Sons of Horus First Company consists of a Command detachment of 2 Justaerin Terminator Stands and 1 Justaerin Terminator Centurion Stand , one detachment of 1 Justaerin Terminator Decurion Stand and 8 Justaerin Terminator Stands, and 1 Reaver Decurion with 10 Reaver Type 1 Stands.

Command



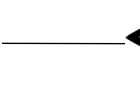




Justaerin Detachment



Reaver Attack Detachment





Point Value 1650



SONS OF HORUS FIRST COMPANY

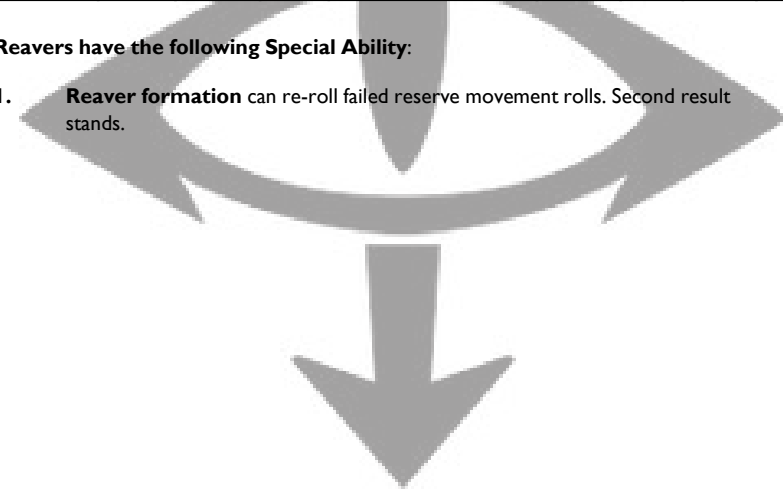
Break Point 15: The Detachment is broken if it has lost 15 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	2[4]+	5/-3	Power Weapon [B] Combi-weapon Multi-melta	- 25 25	- 3 1	- -1 -3	[HQ3], [FA], [SW], [SU]
Decurion	10[T]	3[5]+	4/-3	Power Weapon [B] Combi-weapon Multi-melta	- 25 25	- 3 1	- -1 -3	[HQ1], [FA], [SW], [SU]
Justaerin	10[T]	3[5]+	3/-3	Power Weapon [B] Combi-weapon Multi-melta	- 25 25	- 3 1	- -1 -3	[FA], [SW], [SU]
Decurion	10	5[7]+	3/-1	Volkite Charger [VK]	25	3	0	[HQ1], Special
Reaver Type I	10	5+	2/-1	Volkite Charger [VK]	25	3	0	Special

Reavers have the following Special Ability:

- I. **Reaver formation** can re-roll failed reserve movement rolls. Second result stands.



Victory Points 17

Your opponent gains 9 VPs when this Company is broken

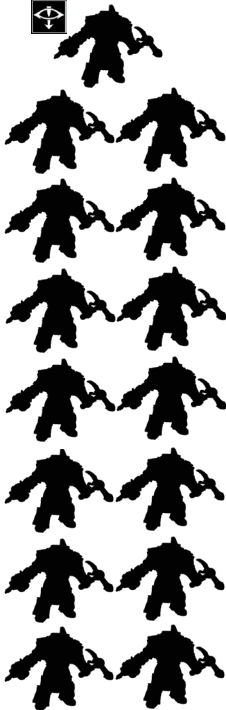
SONS OF HORUS FIRST GRAND COMPANY

The Sons of Horus First Grand Company consists of a Command detachment of 4 Justaerin Terminator Stands and 1 Justaerin Terminator Centurion Stand , one detachment of 1 Justaerin Terminator Decurion Stand and 14 Justaerin Terminator Stands, and 1 Reaver Decurion with 18 Reaver Type 1 Stands.

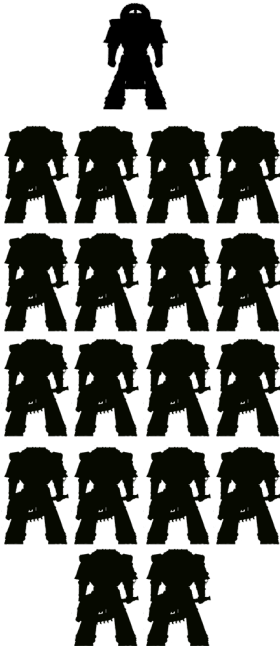
Command



Justaerin Detachment



Reaver Attack Detachment



Point Value 2550

SONS OF HORUS FIRST GRAND COMPANY

Break Point 27: The Detachment is broken if it has lost 27 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	2[4]+	5/-3	Power Weapon [B] Combi-weapon Multi-melta	- 25 25	- 3 1	- -1 -3	[HQ3], [FA], [SW], [SU]
Decurion	10[T]	3[5]+	4/-3	Power Weapon [B] Combi-weapon Multi-melta	- 25 25	- 3 1	- -1 -3	[HQ1], [FA], [SW], [SU]
Justaerin	10[T]	3[5]+	3/-3	Power Weapon [B] Combi-weapon Multi-melta	- 25 25	- 3 1	- -1 -3	[FA], [SW], [SU]
Decurion	10	5[7]+	3/-1	Volkite Charger [VK]	25	3	0	[HQ1], Special
Reaver Type I	10	5+	2/-1	Volkite Charger [VK]	25	3	0	Special

Reavers have the following Special Ability:

- Reaver formation** can re-roll failed reserve movement rolls. Second result stands.

Victory Points 26

Your opponent gains 13 VPs when this Company is broken

TRANSPORT POOL

ANVILLUS PATTERN
DREADCLAW DROP POD

ONE INFANTRY DETACHMENT

Three Anvillus Pattern Dreadclaw Drop Pods



Point Value 100



ANVILLUS PATTERN
DREADCLAW DROP POD

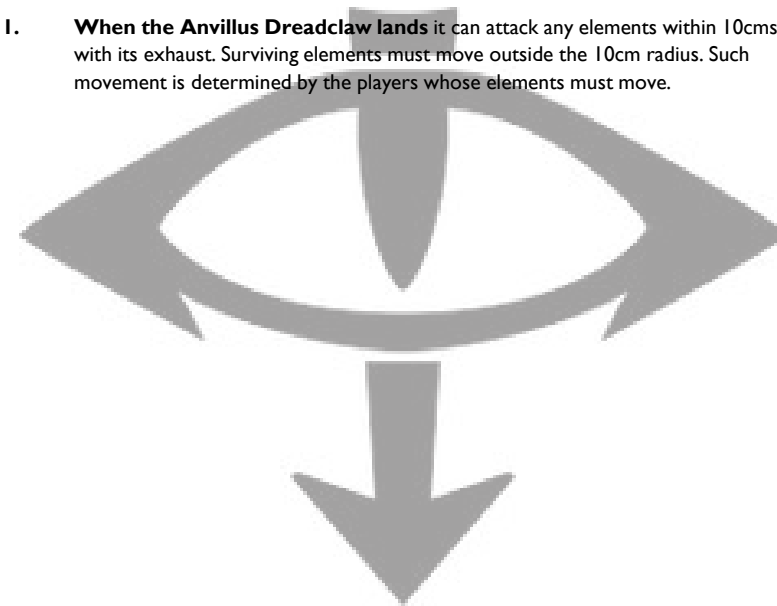
Break Point +2: The Detachment adds 2 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus Dreadclaw	40[T,K]	4+	I/-I	Exhaust	10	2	-I	[TR2], Special

The Sons of Horus Anvillus Dreadclaw has the following Special Ability:

- When the Anvillus Dreadclaw lands** it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.



Victory Points +1

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN
DREADCLAW DROP POD

ONE GRAND TERMINATOR DETACHMENT
Five Anvillus Pattern Dreadclaw Drop Pods



Point Value 200



ANVILLUS PATTERN
DREADCLAW DROP POD

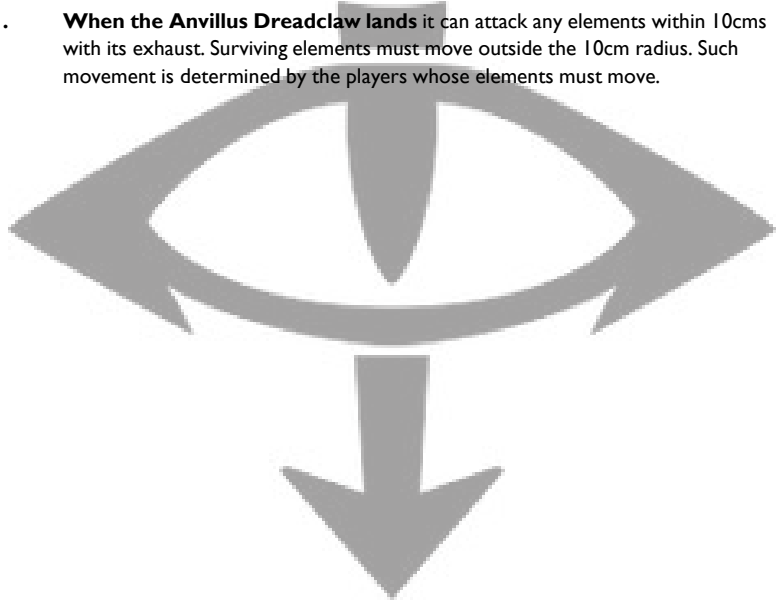
Break Point +4: The Detachment adds 4 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus Dreadclaw	40[T,K]	4+	I/-I	Exhaust	10	2	-I	[TR2], Special

The Sons of Horus Anvillus Dreadclaw has the following Special Ability:

- When the Anvillus Dreadclaw lands** it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.



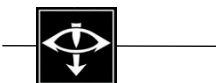
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

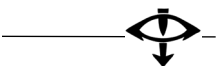
TRANSPORT POOL

ANVILLUS PATTERN
DREADCLAW DROP POD

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT
Six Anvillus Pattern Dreadclaw Drop Pods



Point Value 250



ANVILLUS PATTERN
DREADCLAW DROP POD

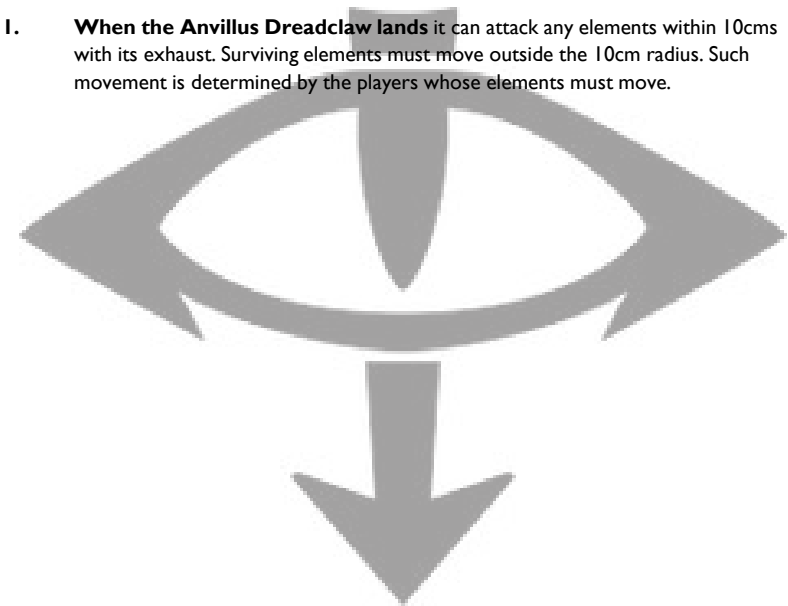
Break Point +4: The Detachment adds 4 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus Dreadclaw	40[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special

The Sons of Horus Anvillus Dreadclaw has the following Special Ability:

- When the Anvillus Dreadclaw lands** it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.



Victory Points +3

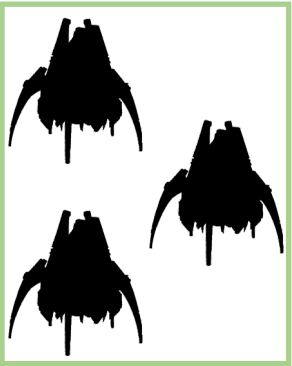
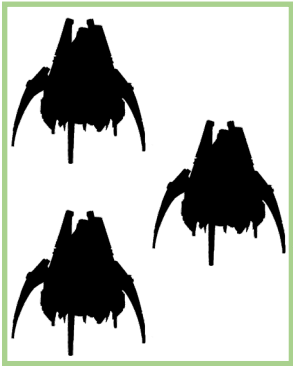
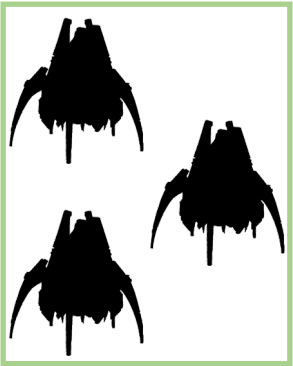
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN
DREADCLAW DROP POD

ONE INFANTRY COMPANY

Eleven Anvillus Pattern Dreadclaw Drop Pods



Point Value 400



ANVILLUS PATTERN
DREADCLAW DROP POD

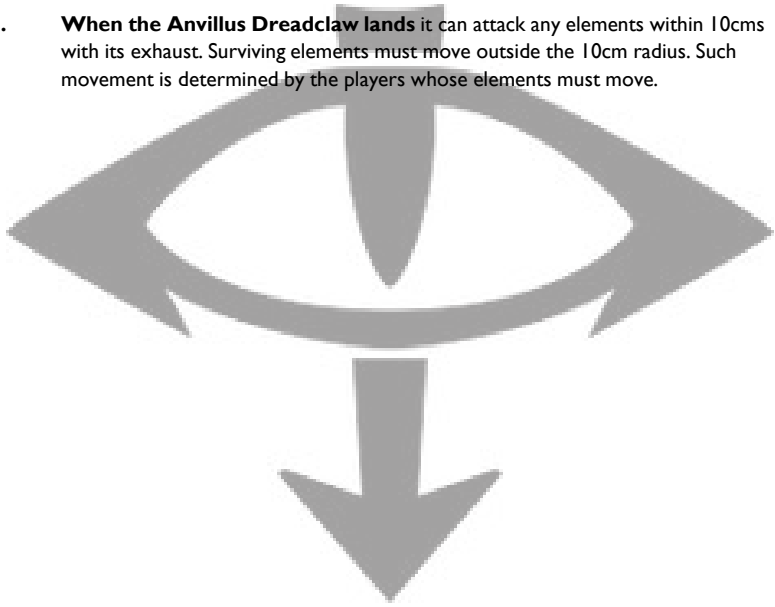
Break Point +8: The Detachment adds 8 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus Dreadclaw	40[T,K]	4+	I/-I	Exhaust	10	2	-I	[TR2], Special

The Sons of Horus Anvillus Dreadclaw has the following Special Ability:

- When the Anvillus Dreadclaw lands** it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.



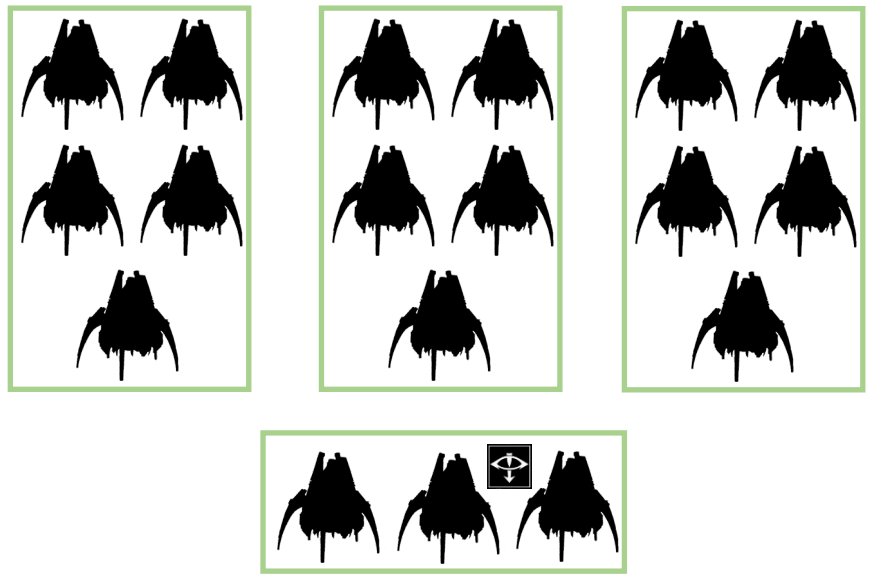
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE GRAND TERMINATOR COMPANY
Eighteen Anvillus Pattern Dreadclaw Drop Pods





Point Value 700



ANVILLUS PATTERN DREADCLAW DROP POD

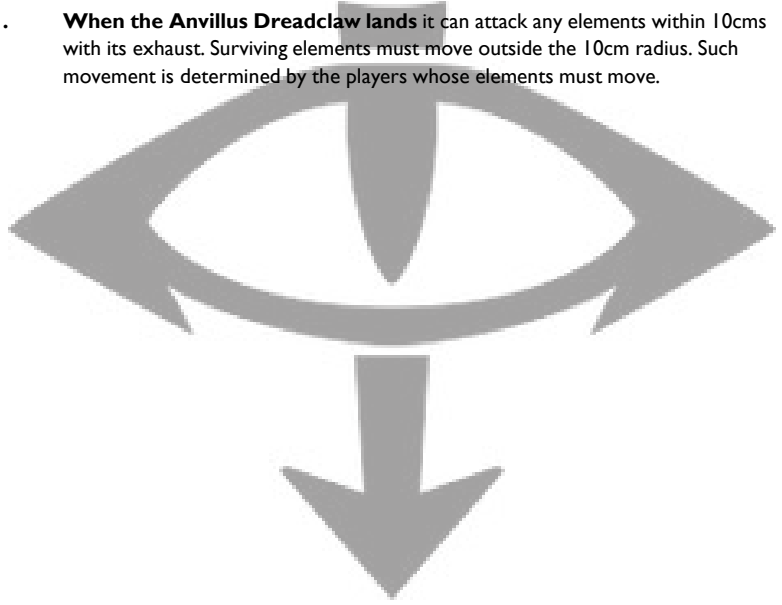
Break Point +13: The Detachment adds 13 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus Dreadclaw	40[T,K]	4+	I/-I	Exhaust	10	2	-I	[TR2], Special

The Sons of Horus Anvillus Dreadclaw has the following Special Ability:

- I. **When the Anvillus Dreadclaw lands** it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.



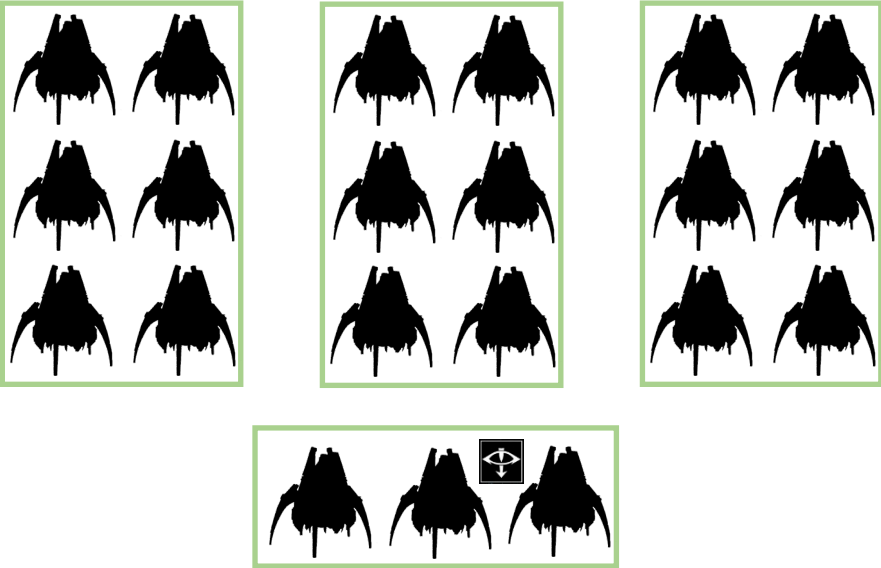
Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Twenty-One Anvillus Pattern Dreadclaw Drop Pods



Point Value 800



ANVILLUS PATTERN DREADCLAW DROP POD

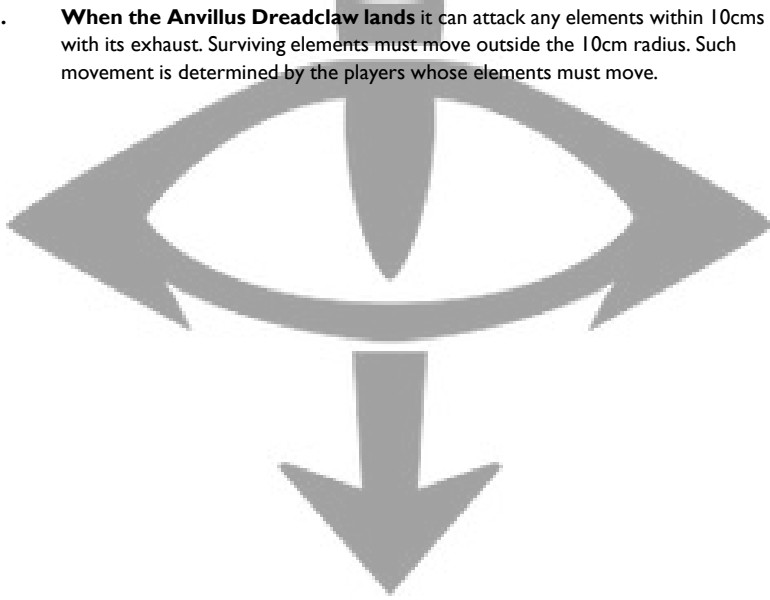
Break Point +15: The Detachment adds 15 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus Dreadclaw	40[T,K]	4+	I/-I	Exhaust	10	2	-I	[TR2], Special

The Sons of Horus Anvillus Dreadclaw has the following Special Ability:

- When the Anvillus Dreadclaw lands** it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.



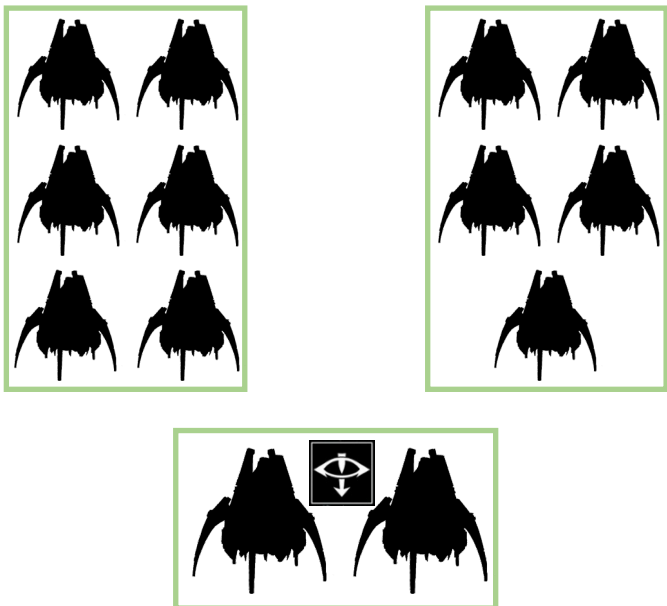
Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN
DREADCLAW DROP POD

ONE SONS OF HORUS FIRST COMPANY
Thirteen Anvillus Pattern Dreadclaw Drop Pods



Point Value 500



ANVILLUS PATTERN
DREADCLAW DROP POD

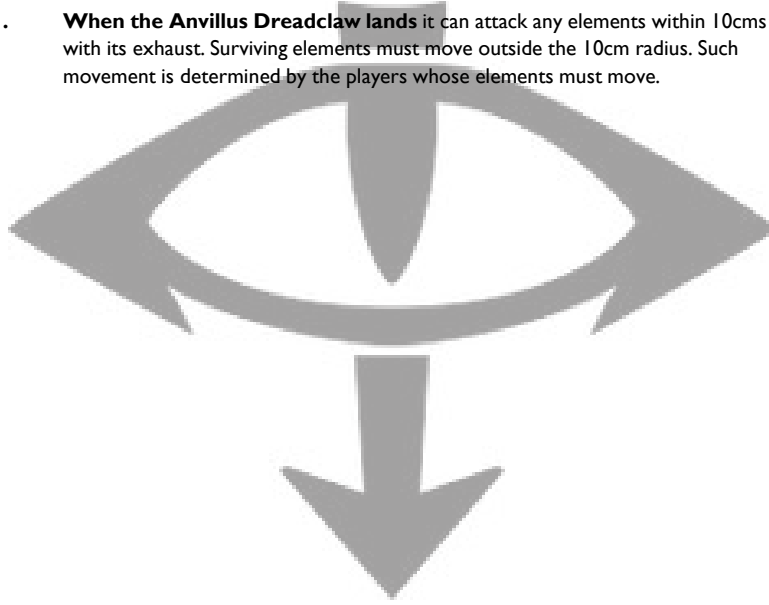
Break Point +9: The Detachment adds 9 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus Dreadclaw	40[T,K]	4+	I/-I	Exhaust	10	2	-I	[TR2], Special

The Sons of Horus Anvillus Dreadclaw has the following Special Ability:

- When the Anvillus Dreadclaw lands** it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.



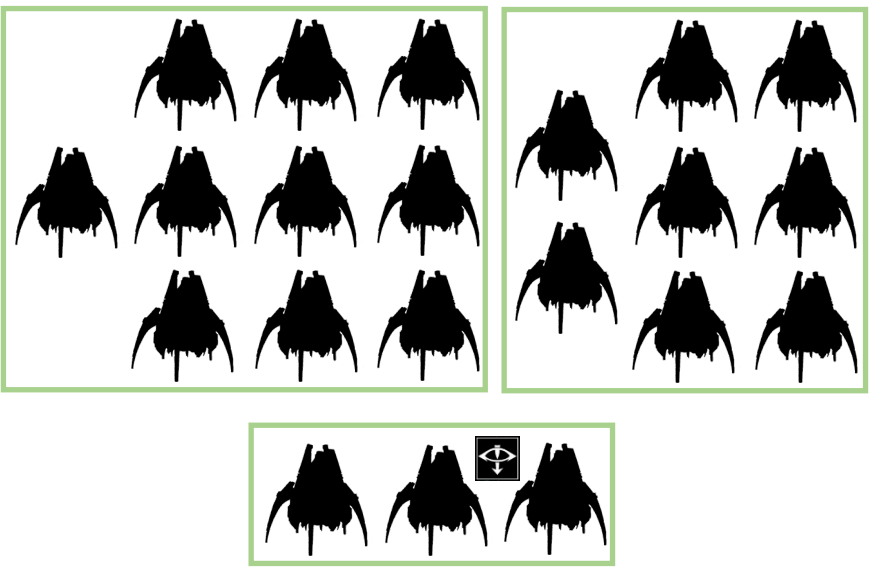
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN
DREADCLAW DROP POD

ONE SONS OF HORUS FIRST GRAND COMPANY
Twenty-One Anvillus Pattern Dreadclaw Drop Pods



Point Value 800



ANVILLUS PATTERN
DREADCLAW DROP POD

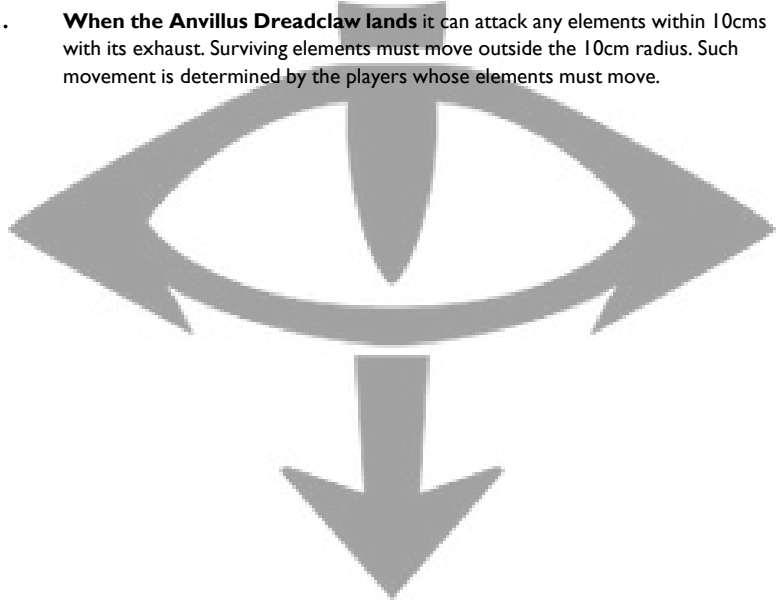
Break Point +15: The Detachment adds 15 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus Dreadclaw	40[T,K]	4+	I/-I	Exhaust	10	2	-I	[TR2], Special

The Sons of Horus Anvillus Dreadclaw has the following Special Ability:

- I. **When the Anvillus Dreadclaw lands** it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.



Victory Points +8

Your opponent gains +4 VP when attached formation is broken

COMPANY UPGRADE BANESTRIKE ROUNDS

Infantry company formation(s) gain -1 to TSM versus infantry elements.



Point Value 50
+1 VP



GRAND COMPANY UPGRADE BANESTRIKE ROUNDS

Infantry company formation(s) gain -1 to TSM versus infantry elements.



Point Value 100
+1 VP



UPGRADE JUSTEARIN TERMINATOR BODYGUARDS

Replaces standard companies' bodyguards: 2 Justaerin terminators.



Point Value 200
+2 VP



GRAND UPGRADE JUSTEARIN TERMINATOR BODYGUARDS

Replaces Grand companies' bodyguards: 4 Justaerin terminators.



Point Value 350
+4 VP



SPACE WOLVES LEGION



SPACE WOLVES LEGION TRAITS

FACTION VALUE 400

The following traits are available to the Space Wolves Legion.

1. **Shock Combat Doctrine** – The Space Wolves force must contain more points in grey Slayer army cards than any other infantry formation army cards in the constructed force.
2. **Bestial Savagery** – Space Wolves infantry elements gain the Sweeping Advance [SW] ability.
3. **Fury of the Pack** – Space Wolves infantry elements MUST be given Charge Orders and engage in close combat if opposing elements are within 10cms of their own elements.
4. **Hunter Grace** – Space Wolves infantry elements gain the Agile [AG] ability.
5. **Overwhelming Assault** – Space Wolves infantry elements gain the Furious Assault [FA] ability and a +1 bonus to-hit in close combat.
6. **Shield of the Wolf King** – Space Wolves infantry elements gain the Stubborn [SU] ability.
7. **Hunters Pace** – Space Wolves infantry elements in Power Armor (Does not apply to terminators or powered armored elements with jump packs) gain a bonus +5cms to total movement when on Charge Orders.
8. **Preternatural Senses** – Space Wolves infantry elements gain the Night Vision [N] ability.
9. **Circle Prey** – Space Wolves formations gain a +1 bonus to all reserve movement rolls.
10. **Space Wolves player** may NOT purchase generic element or formations for the apothecary, techmarines or librarians. They may only select their Legion Unique Priest of Fenris elements that fill these roles (Speaker of the Dead, Caster of Runes and Priest of Iron).

SPECIAL FORMATION

LEMAN RUSS
PRIMARCH OF THE SPACE WOLVES

Leman Russ, Primarch of the Space Wolves consists of one Leman Russ stand.



Point Value 250



LEMAN RUSS
PRIMARCH OF THE SPACE WOLVES

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ	25[T]	3[4]+	7/-4	CC Weapons [B] Stormspitter	- 20	- 4	- -1	[DR2], [N], [CA], Special

Leman Russ has the following **Special Ability**:

- I. **The Alpha Wolf** – All Space Wolves elements gain +1 to morale checks if they have line of sight to Leman Russ (no distance limit).



Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION

GEIGOR FELL-HAND

Geigor Fell-Hand consists of 1 Geigor Fell-Hand Stand.



Point Value 50



GEIGOR FELL-HAND

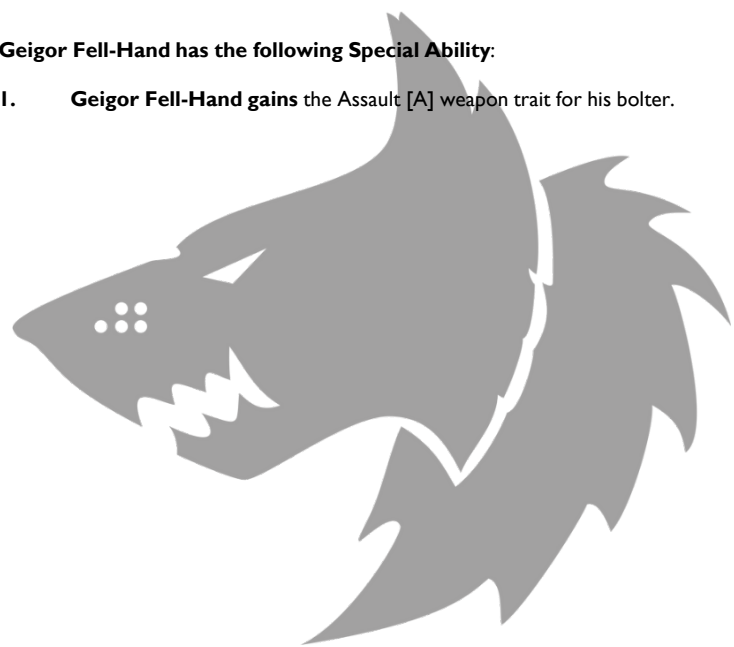
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Geigor	15	5[7]+	4/-3	CC Weapons [B] Bolter [A]	- 25	- 2	- 0	[HQ2], Special

Geigor Fell-Hand has the following Special Ability:

- I. **Geigor Fell-Hand gains** the Assault [A] weapon trait for his bolter.



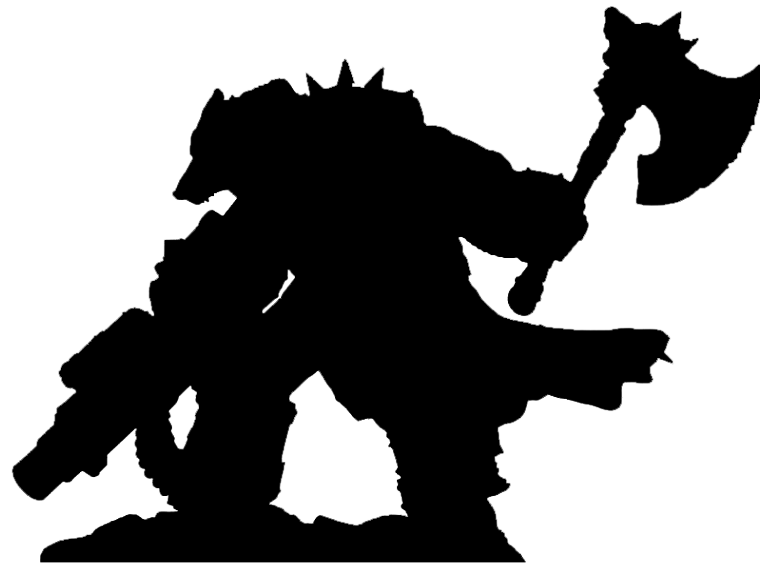
Victory Points +1

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

SPECIAL FORMATION

HVARI RED-BLADE

Hvari Red-Blade consists of 1 Hvari Red-Blade Stand.



Point Value 100



HVARI RED-BLADE

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hvarl	15	3[5]+	4/-3	CC Weapons [B] Artifact Heavy Bolter	- 20/35	- 3	- 0	[HQ2], [DR2], [FR], Special

Hvarl Red-Blade has the following Special Ability:

- I. **Space Wolves infantry elements** within command radius (25cms) gain the Recon [R] ability.



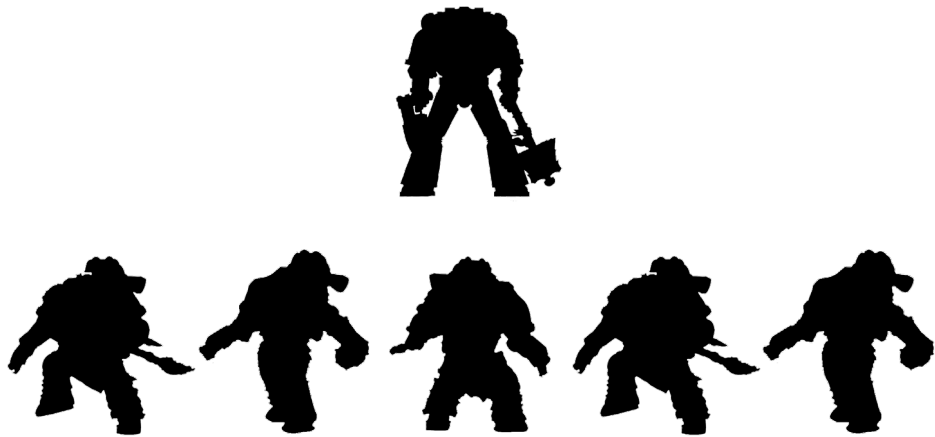
Victory Points +1

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

SPECIAL FORMATION

DEATHSWORN PACK

The Deathsworn Pack consists of 1 Speaker of the Dead and 5 Deathsworn Stands.



Point Value 250



DEATHSWORN PACK

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

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

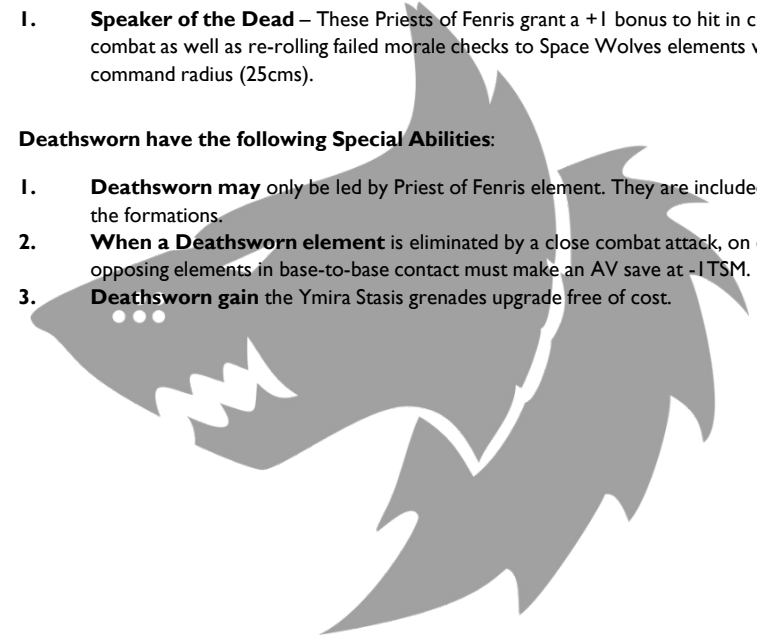
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Speaker of the Dead	15	4[6]+	3/-3	Volkite Charger [VK]	25	2	0	[HQ1], [Apo], Special
Deathsworn	10	4+	3/-2	CC Weapons	-	-	-	[ID], [HR], [MB], Special

Priests of Fenris have the following Special Abilities:

1. **Speaker of the Dead** – These Priests of Fenris grant a +1 bonus to hit in close combat as well as re-rolling failed morale checks to Space Wolves elements within command radius (25cms).

Deathsworn have the following Special Abilities:

1. **Deathsworn may** only be led by Priest of Fenris element. They are included in the formations.
2. **When a Deathsworn element** is eliminated by a close combat attack, on of the opposing elements in base-to-base contact must make an AV save at -1 TSM.
3. **Deathsworn gain** the Ymira Stasis grenades upgrade free of cost.



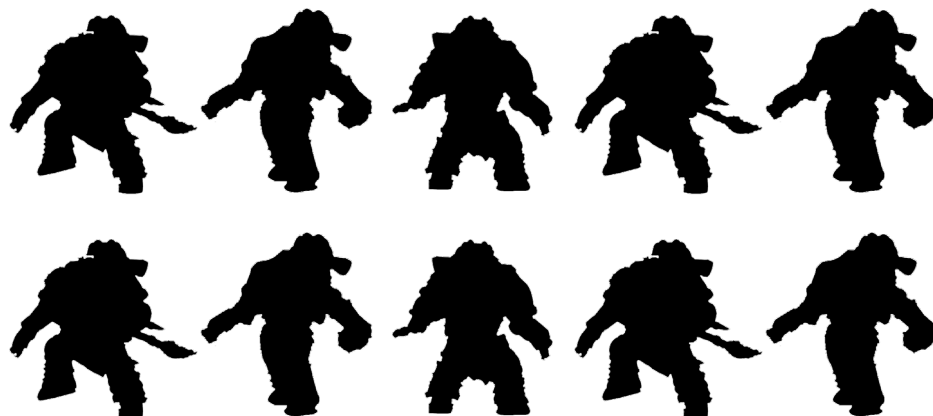
Victory Points 3

Your opponent gains 2 VP when the Detachment is broken.

SPECIAL FORMATION

DEATHSWORN GRAND PACK

The Deathsworn Pack consists of 1 Speaker of the Dead and 10 Deathsworn Stands.



Point Value 450



DEATHSWORN GRAND PACK

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

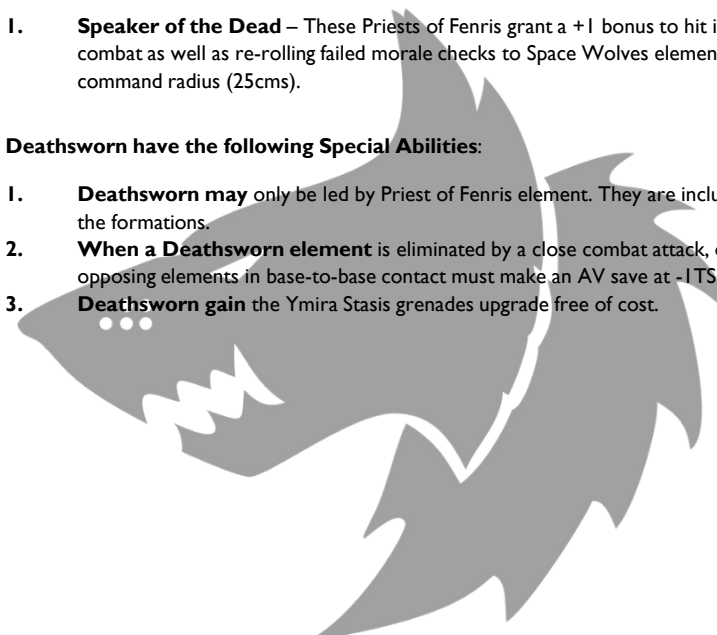
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Speaker of the Dead	15	4[6]+	3/-3	Volkite Charger [VK]	25	2	0	[HQ1], [Apo], Special
Deathsworn	10	4+	3/-2	CC Weapons	-	-	-	[ID], [HR], [MB], Special

Priests of Fenris have the following Special Abilities:

1. **Speaker of the Dead** – These Priests of Fenris grant a +1 bonus to hit in close combat as well as re-rolling failed morale checks to Space Wolves elements within command radius (25cms).

Deathsworn have the following Special Abilities:

1. **Deathsworn may** only be led by Priest of Fenris element. They are included in the formations.
2. **When a Deathsworn element** is eliminated by a close combat attack, on of the opposing elements in base-to-base contact must make an AV save at -1 TSM.
3. **Deathsworn gain** the Ymira Stasis grenades upgrade free of cost.



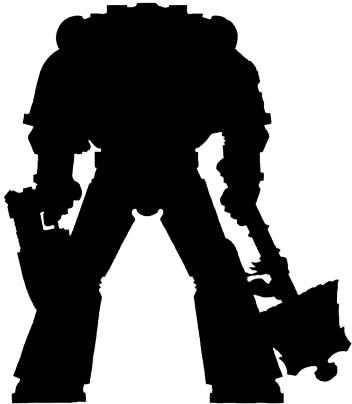
Victory Points 5

Your opponent gains 3 VP when the Detachment is broken.

SPECIAL FORMATION

SPEAKER OF THE DEAD

Speaker of the Dead consists of 1 Speaker of the Dead Stand.



Point Value 100



SPEAKER OF THE DEAD

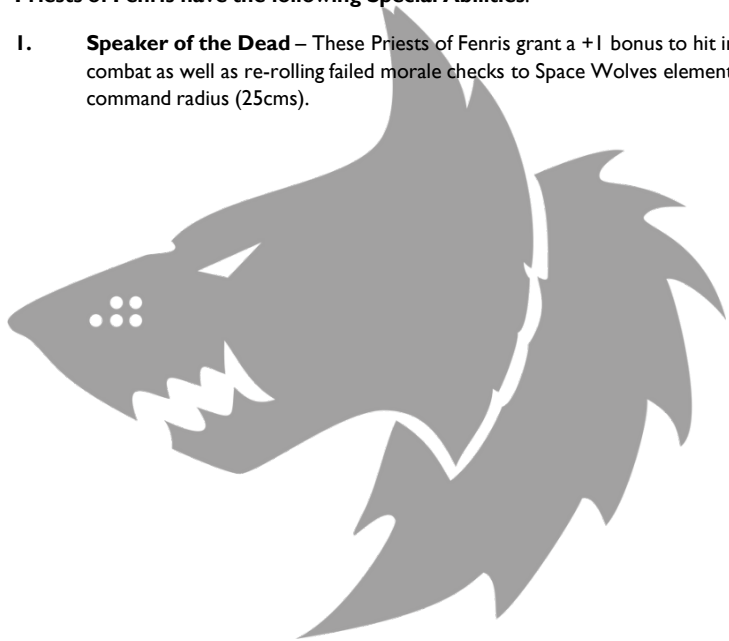
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Speaker of the Dead	15	4[6]+	3/-3	Volkite Charger [VK]	25	2	0	[HQ], [Apo], Special

Priests of Fenris have the following Special Abilities:

- Speaker of the Dead** – These Priests of Fenris grant a +1 bonus to hit in close combat as well as re-rolling failed morale checks to Space Wolves elements within command radius (25cms).



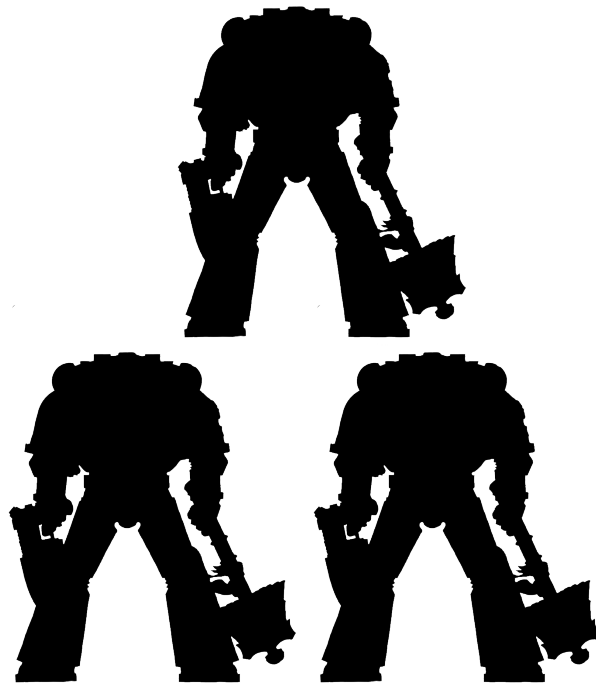
Victory Points +1

Your opponent gains +1 VP when the attached formation is broken.

SPECIAL FORMATION

SPEAKERS OF THE DEAD

Speaker of the Dead consists of 3 Speaker of the Dead Stands.



Point Value 250



SPEAKERS OF THE DEAD

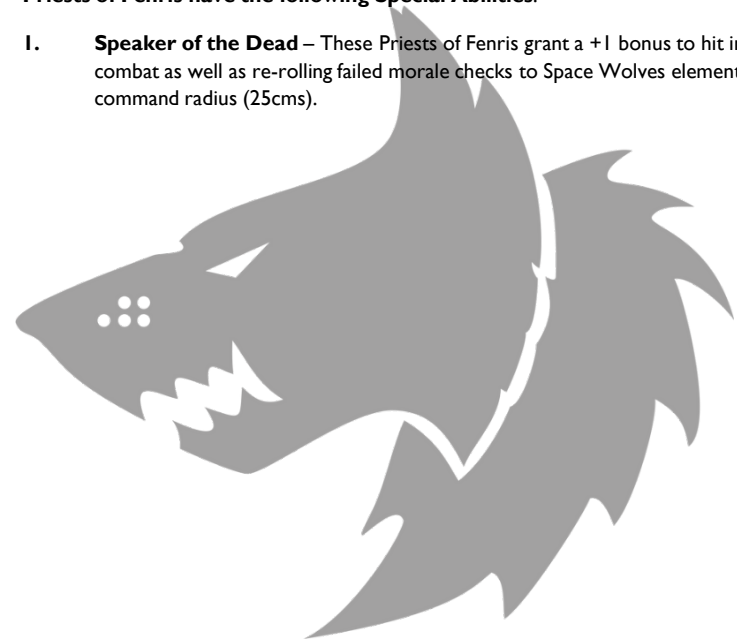
Break Point +2: The Detachment adds 2 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Speaker of the Dead	15	4[6]+	3/-3	Volkite Charger [VK]	25	2	0	[HQ], [Apo], Special

Priests of Fenris have the following Special Abilities:

- Speaker of the Dead** – These Priests of Fenris grant a +1 bonus to hit in close combat as well as re-rolling failed morale checks to Space Wolves elements within command radius (25cms).



Victory Points +3

Your opponent gains +1 VP when the attached formation is broken.

SPECIAL FORMATION

CASTER OF RUNES

Caster of Runes consists of 1 Caster of Runes Stand.



Point Value 100



CASTER OF RUNES

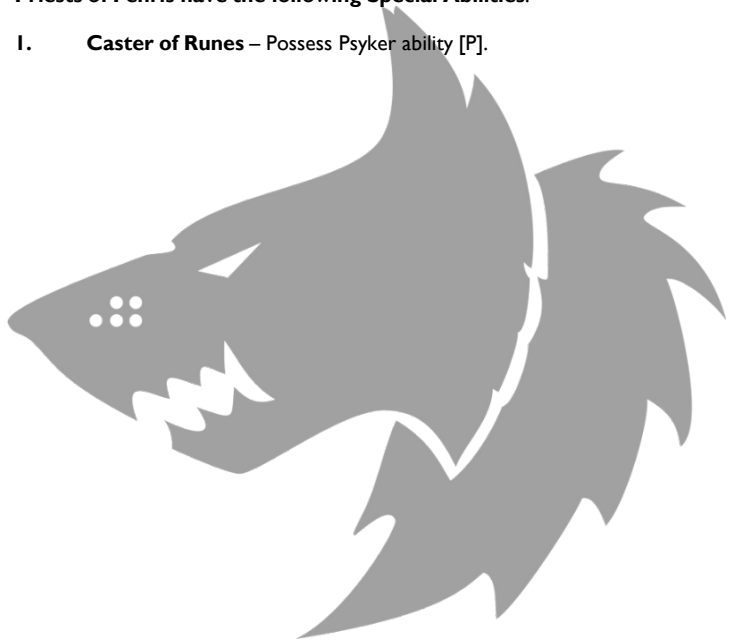
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caster of Runes	15	4[6]+	3/-3	Volkite Charger [VK]	25	2	0	[PI], [MB] Special

Priests of Fenris have the following Special Abilities:

- Caster of Runes** – Possess Psyker ability [P].



Victory Points +1

Your opponent gains +1 VP when the attached formation is broken.

SPECIAL FORMATION

CASTERS OF RUNES

Caster of Runes consists of 1 Caster of Runes Stands.



Point Value 250



CASTERS OF RUNES

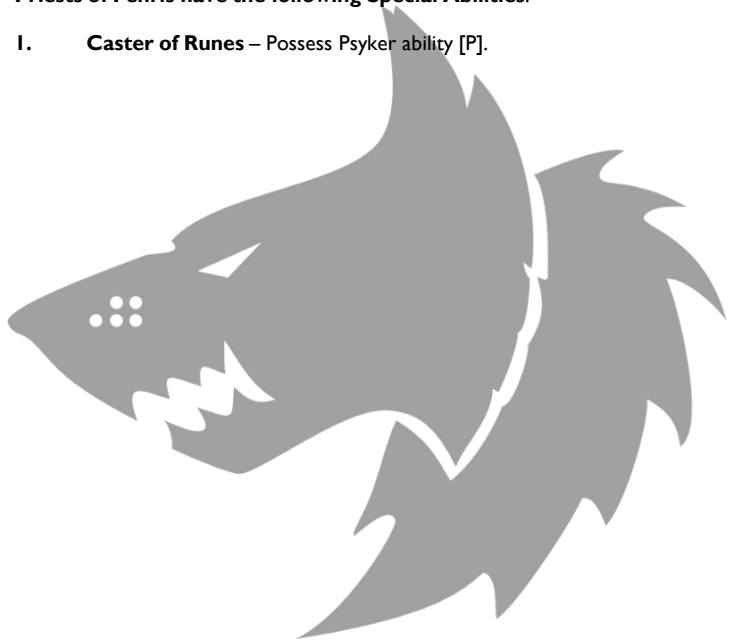
Break Point +2: The Detachment adds 2 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caster of Runes	15	4[6]+	3/-3	Volkite Charger [VK]	25	2	0	[PI], [MB] Special

Priests of Fenris have the following Special Abilities:

- 1. **Caster of Runes** – Possess Psyker ability [P].



Victory Points +3

Your opponent gains +1 VP when the attached formation is broken.

SPECIAL FORMATION

IRON PRIEST

Iron Priest consists of 1 Iron Priest Stand.



Point Value 100



IRON PRIEST

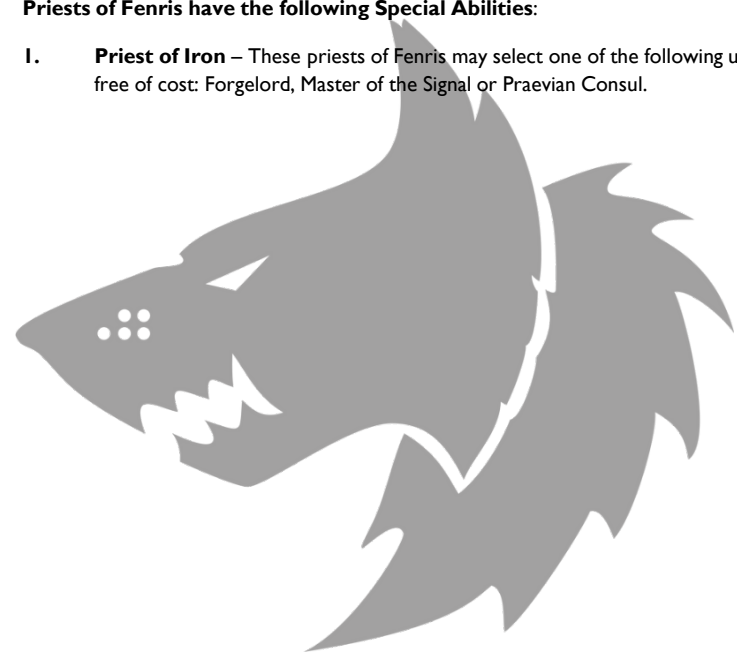
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Priest of Iron	10	4[6]+	3/-3	CC Weapons [B] Volkite Charger [VK]	- 25	- 2	- 0	[MK], [MB] Special

Priests of Fenris have the following Special Abilities:

- I. **Priest of Iron** – These priests of Fenris may select one of the following upgrade free of cost: Forgelord, Master of the Signal or Praevian Consul.



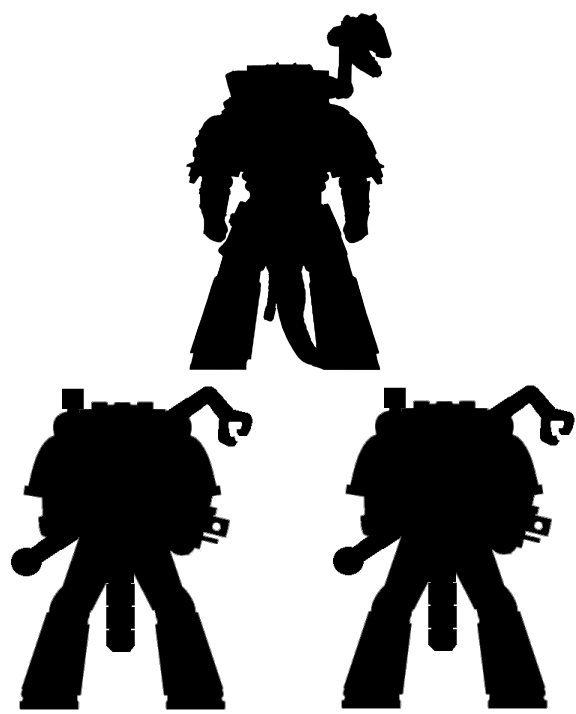
Victory Points +1

Your opponent gains +1 VP when the attached formation is broken.

SPECIAL FORMATION

IRON PRIEST CONCLAVE

The Iron Priest Conclave consists of 3 Iron Priest Stands.



Point Value 250



IRON PRIEST CONCLAVE

Break Point +2: The Detachment adds 2 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Priest of Iron	10	4[6]+	3/-3	CC Weapons [B] Volkite Charger [VK]	- 25	- 2	- 0	[MK], [MB] Special

Priests of Fenris have the following Special Abilities:

- 1. **Priest of Iron** – These priests of Fenris may select one of the following upgrade free of cost: Forgelord, Master of the Signal or Praevian Consul.



Victory Points +3

Your opponent gains +1 VP when the attached formation is broken.

FENRISAN WOLF PACK

The Fenrisian Wolf Pack consists of 1 Alpha Wolf and 4 Fenrisian Wolves Stands



Point Value 100



FENRISAN WOLF PACK

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Alpha Wolf	20	9[10]+	3/-2	CC Ability	-	-	-	[HQ!], Special
Fenrisian Wolf	20	9+	2/-2	CC Ability	-	-	-	Special

Victory Points 1

Your opponent gains 1 VP when this Detachment is broken

FENRISAN WOLF GRAND PACK

The Fenrisian Wolf Grand Pack consists of 1 Alpha Wolf and 9 Fenrisian Wolves Stands



Point Value 200



FENRISAN WOLF GRAND PACK

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Alpha Wolf	20	9[10] +	3/-2	CC Ability	-	-	-	[HQ!], Special
Fenrisian Wolf	20	9+	2/-2	CC Ability	-	-	-	Special

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

FENRISAN CYBERWOLF PACK

The Fenrisian Cyberwolf Pack consists of 1 Alpha Wolf and 4 Fenrisian Wolves Stands



Point Value 150



FENRISAN CYBERWOLF PACK

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Alpha Wolf	20	7[8]+	4/-2	CC Ability	-	-	-	[HQ!], Special
Cyberwolves	20	7[8]+	3/-2	CC Ability	-	-	-	Special

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

FENRISAN CYBERWOLF GRAND PACK

The Fenrisian Cyberwolf Grand Pack consists of 1 Alpha Wolf and 9 Fenrisian Wolves Stands



Point Value 300



FENRISAN CYBERWOLF GRAND PACK

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

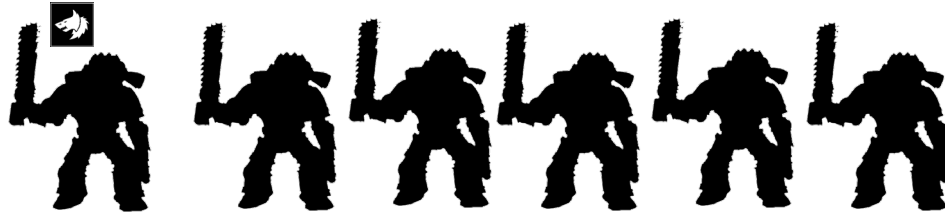
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Alpha Wolf	20	7[8]+	4/-2	CC Ability	-	-	-	[HQ!], Special
Cyberwolves	20	7[8]+	3/-2	CC Ability	-	-	-	Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

GREY SLAYERS DETACHMENT TYPE 1

The Grey Slayers Detachment Type 1 consists of 1 Grey Slayers Decurion and 5 Grey Slayers Type 1 Stands.



Point Value 200



GREY SLAYERS DETACHMENT TYPE 1

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

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

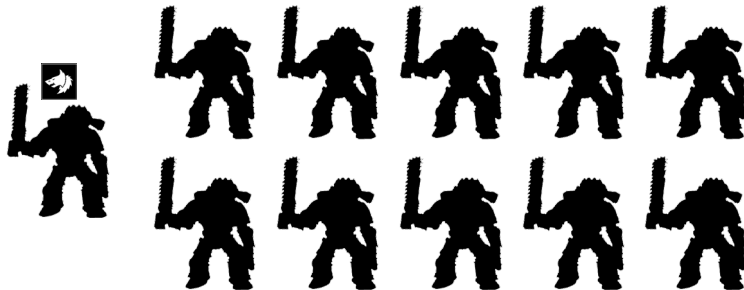
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-1	Bolters [A]	25	2	0	[HQ], [ID], Special
Grey Slayer Type 1	10	5+	2/-1	Bolters [A]	25	2	0	[ID], Special

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

GREY SLAYERS GRAND DETACHMENT TYPE 1

The Grey Slayers Grand Detachment Type 1 consists of 1 Grey Slayers Decurion and 10 Grey Slayers Type 1 Stands.



Point Value 400



GREY SLAYERS GRAND DETACHMENT TYPE 1

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

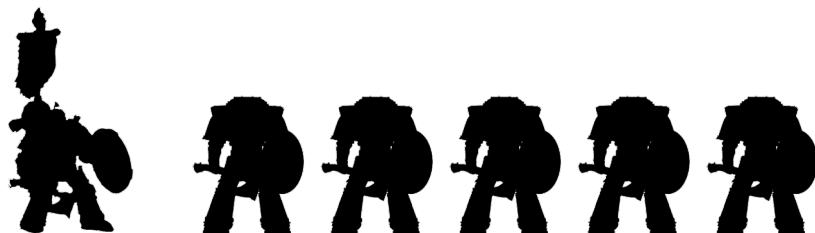
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-1	Bolters [A]	25	2	0	[HQ], [ID], Special
Grey Slayer Type 1	10	5+	2/-1	Bolters [A]	25	2	0	[ID], Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

GREY SLAYERS DETACHMENT TYPE 2

The Grey Slayers Detachment Type 2 consists of 1 Grey Slayers Decurion and 5 Grey Slayers Type 2 Stands.



Point Value 250



GREY SLAYERS DETACHMENT TYPE 2

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

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

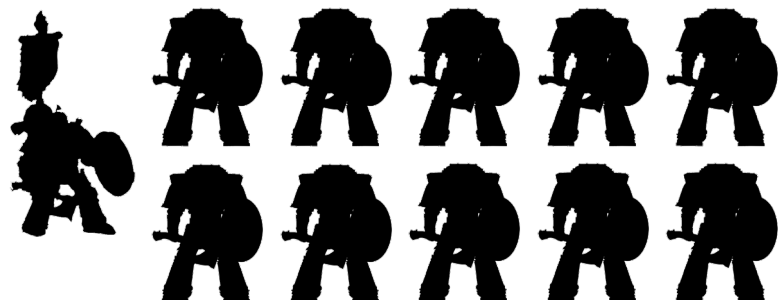
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[HQ!], [ID], Special
Grey Slayer Type II	10	5[7]+	2/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[ID], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

GREY SLAYERS GRAND DETACHMENT TYPE 2

The Grey Slayers Grand Detachment Type 2 consists of 1 Grey Slayers Decurion and 10 Grey Slayers Type 2 Stands.



Point Value 450



GREY SLAYERS GRAND DETACHMENT TYPE 2

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

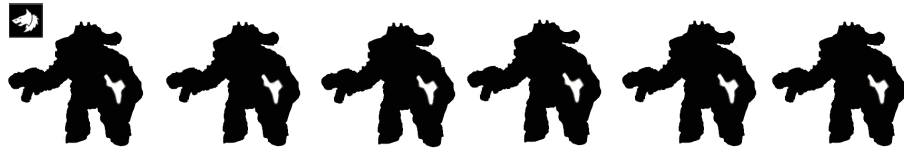
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[HQ!], [ID], Special
Grey Slayer Type II	10	5[7]+	2/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[ID], Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

JORLUND HUNTERS DETACHMENT

The Jorlund Hunters Detachment consists of 1 Jorlund Hunter Decurion and 5 Jorlund Hunters Stands.



Point Value 250



JORLUND HUNTERS DETACHMENT

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

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

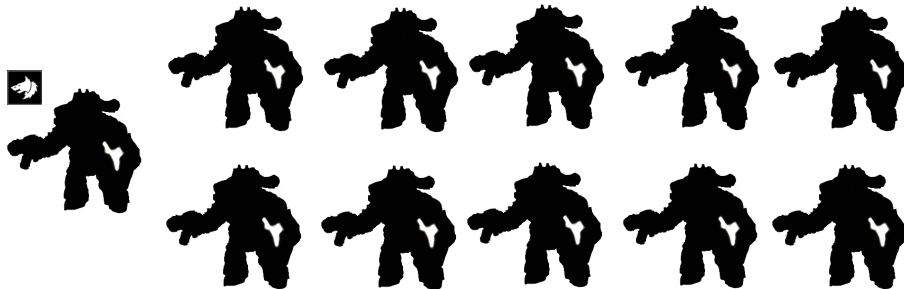
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-1	Flamers [FW]	10	4	0	[HQ!], [R], [IF]
Jorlund Hunters	10	5+	2/-1	Flamers [FW]	10	4	0	[R], [IF]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

JORLUND HUNTERS GRAND DETACHMENT

The Jorlund Hunters Detachment consists of 1 Jorlund Hunter Decurion and 10 Jorlund Hunters Stands.



Point Value 500



JORLUND HUNTERS GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-1	Flamers [FW]	10	4	0	[HQ!], [R], [IF]
Jorlund Hunters	10	5+	2/-1	Flamers [FW]	10	4	0	[R], [IF]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

VARAGYR WOLF GUARD TERMINATOR DETACHMENT TYPE 1

The Varagyr Wolf Guard Detachment Type 1 consists of 1 Varagyr Wolf Guard Decurion Stand and 4 Varagyr Wolf Guard Type 1 Stands.



Point Value 500



VARAGYR WOLF GUARD TERMINATOR DETACHMENT TYPE 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-2	Autocannons	20/35	6	-1	[HQ!], [HR], [FR], Special
Varagyr Type 1	10[T]	3[5]+	2/-2	Autocannons	20/35	6	-1	[HR], [FR], Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

VARAGYR WOLF GUARD TERMINATOR GRAND DETACHMENT TYPE 1

The Varagyr Wolf Guard Grand Detachment Type 1 consists of 1 Varagyr Wolf Guard Decurion Stand and 8 Varagyr Wolf Guard Type 1 Stands.



Point Value 900



VARAGYR WOLF GUARD TERMINATOR GRAND DETACHMENT TYPE 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-2	Autocannons	20/35	6	-1	[HQ!], [HR], [FR], Special
Varagyr Type 1	10[T]	3[5]+	2/-2	Autocannons	20/35	6	-1	[HR], [FR], Special

Victory Points 9

Your opponent gains 5 VP when this Detachment is broken

VARAGYR WOLF GUARD TERMINATOR DETACHMENT TYPE 2

The Varagyr Wolf Guard Detachment Type 2 consists of 1 Varagyr Wolf Guard Decurion Stand and 4 Varagyr Wolf Guard Type 2 Stands.



Point Value 450



VARAGYR WOLF GUARD TERMINATOR DETACHMENT TYPE 2

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

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

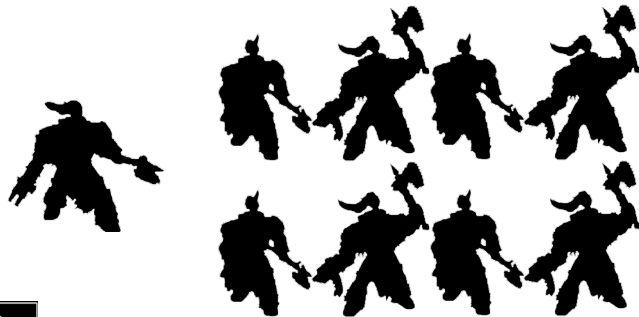
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Power Weapons [B] Storm Bolter	- 25	- 3	- 0	[HQ!], [HR], [FR], Special
Varagyr Type II	10[T]	3[5]+	3/-3	Power Weapons [B] Storm Bolter	- 25	- 3	- 0	[HR], [FR], Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

VARAGYR WOLF GUARD TERMINATOR GRAND DETACHMENT TYPE 2

The Varagyr Wolf Guard Grand Detachment Type 2 consists of 1 Varagyr Wolf Guard Decurion Stand and 8 Varagyr Wolf Guard Type 2 Stands.



Point Value 750



VARAGYR WOLF GUARD TERMINATOR GRAND DETACHMENT TYPE 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Power Weapons [B] Storm Bolter	- 25	- 3	- 0	[HQ!], [HR], [FR], Special
Varagyr Type II	10[T]	3[5]+	3/-3	Power Weapons [B] Storm Bolter	- 25	- 3	- 0	[HR], [FR], Special

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

GREY SLAYERS COMPANY

TYPE 1

The Grey Slayers Company Type 1 consists of 1 Centurion and 2 Grey Slayer Type 1 stands and 3 detachments of 1 Grey Slayers Decurion and 5 Grey Slayers Type 1 Stands.

Command



Grey Slayer Detachment



Grey Slayer Detachment



Grey Slayer Detachment





Point Value 800



GREY SLAYERS COMPANY

TYPE 1

Break Point 15: The Detachment is broken if it has lost 15 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	4/-	Bolters [A]	25	2	0	[HQ2], [ID], Special
Decurion	10	5[7]+	3/-	Bolters [A]	25	2	0	[HQ1], [ID], Special
Grey Slayer Type 1	10	5+	2/-	Bolters [A]	25	2	0	[ID], Special

Grey Slayers have the following Special Ability:

- 1. Grey Slayers armed with bolters gain the Assault [A] weapon trait.



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

GREY SLAYERS

GRAND COMPANY TYPE 1

The Grey Slayers Company Type 1 consists of 1 Centurion and 4 Grey Slayer Type 1 stands and 3 detachments of 1 Grey Slayers Decurion and 10 Grey Slayers Type 1 Stands.

Command



Grey Slayer Detachment



Grey Slayer Detachment



Grey Slayer Detachment





Point Value 1150



GREY SLAYERS

GRAND COMPANY TYPE 1

Break Point 27: The Detachment is broken if it has lost 27 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	4/-	Bolters [A]	25	2	0	[HQ2], [ID], Special
Decurion	10	5[7]+	3/-	Bolters [A]	25	2	0	[HQ1], [ID], Special
Grey Slayer Type 1	10	5+	2/-	Bolters [A]	25	2	0	[ID], Special

Grey Slayers have the following Special Ability:

- 1. Grey Slayers armed with bolters gain the Assault [A] weapon trait.



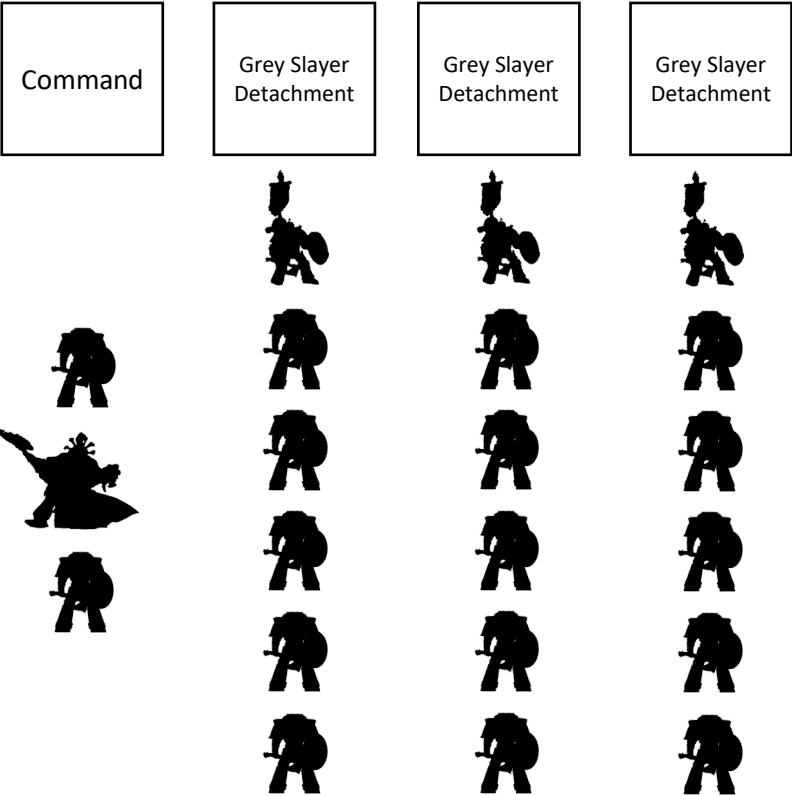
Victory Points 12

Your opponent gains 6 VPs when this Company is broken

GREY SLAYERS COMPANY

TYPE 2

The Grey Slayers Company Type 2 consists of 1 Centurion and 2 Grey Slayer Type 2 stands and 3 detachments of 1 Grey Slayers Decurion and 5 Grey Slayers Type 2 Stands.



Point Value 850



GREY SLAYERS COMPANY

TYPE 2

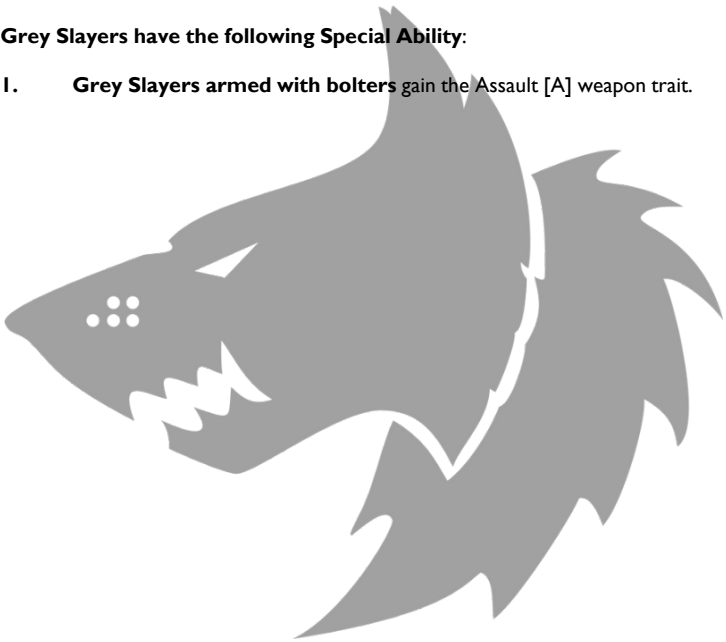
Break Point 15: The Detachment is broken if it has lost 15 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	4/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[HQ2], [ID], Special
Decurion	10	5[7]+	3/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[HQ1], [ID], Special
Grey Slayer Type II	10	5[7]+	2/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[ID], Special

Grey Slayers have the following Special Ability:

- I. **Grey Slayers armed with bolters** gain the Assault [A] weapon trait.



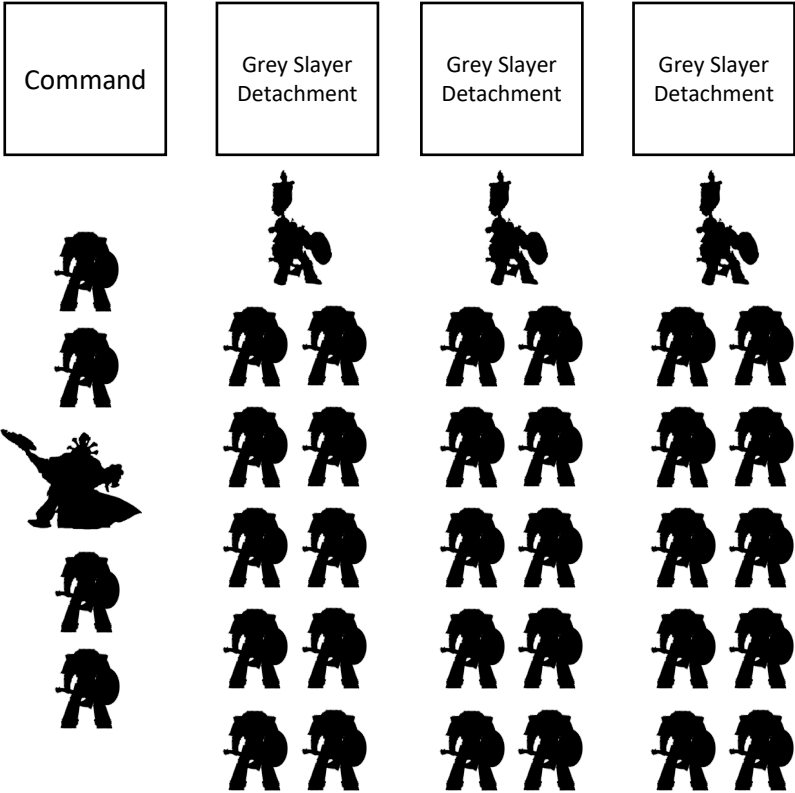
Victory Points 9

Your opponent gains 5 VPs when this Company is broken

GREY SLAYERS

GRAND COMPANY TYPE 2

The Grey Slayers Company Type 2 consists of 1 Centurion and 4 Grey Slayer Type 2 stands and 3 detachments of 1 Grey Slayers Decurion and 10 Grey Slayers Type 2 Stands.



Point Value 1250



GREY SLAYERS

GRAND COMPANY TYPE 2

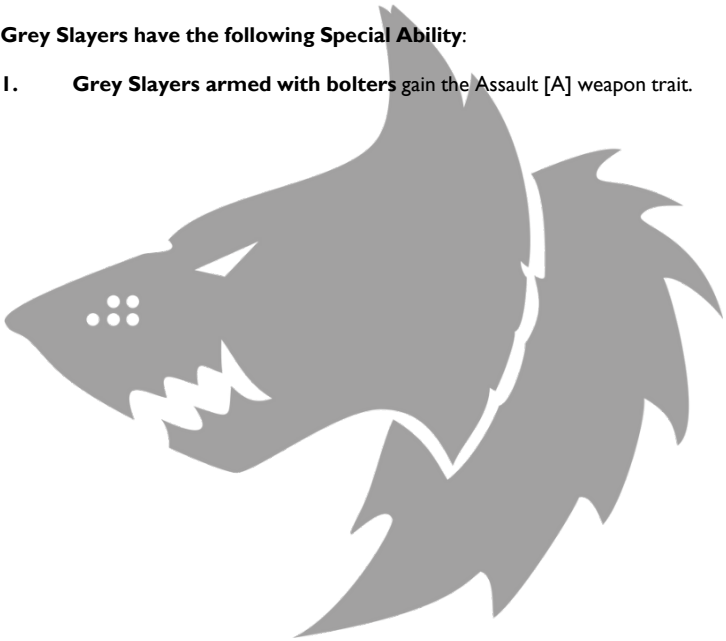
Break Point 27: The Detachment is broken if it has lost 27 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	4/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[HQ2], [ID], Special
Decurion	10	5[7]+	3/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[HQ1], [ID], Special
Grey Slayer Type II	10	5[7]+	2/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[ID], Special

Grey Slayers have the following Special Ability:

- I. Grey Slayers armed with bolters gain the Assault [A] weapon trait.



Victory Points 13

Your opponent gains 7 VPs when this Company is broken

COMPANY UPGRADE THE GET OF THE WYRM

ONLY ONE PER ARMY



One infantry Company gains +1 CAF to hit bonus and the Fear [FR] ability.



Point Value 100
+1 VP



GRAND COMPANY UPGRADE THE GET OF THE WYRM

ONLY ONE PER ARMY



One infantry Grand Company gains +1 CAF to hit bonus and the Fear [FR] ability.



Point Value 200
+2 VP



UPGRADE FENRISIAN CYBERWOLVES

One Company Command section gains 2 Fenrisian Cyberwolves elements



Point Value 50
+1 VP



GRAND UPGRADE FENRISIAN CYBERWOLVES

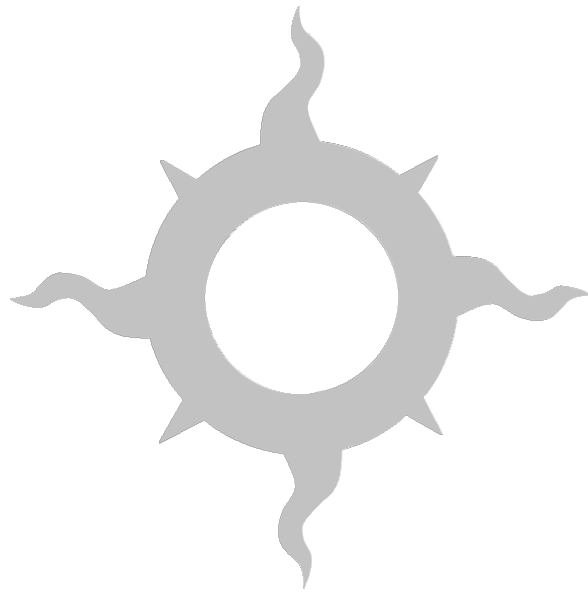
One Grand Company Command section gains 4 Fenrisian Cyberwolves elements



Point Value 100
+1 VP



THOUSAND SONS LEGION



THOUSAND SONS LEGION TRAITS

FACTION VALUE 400

The following traits are available to the Thousand Sons Legion.

1. **Prosperine Lore** – All Thousand Sons commander elements possess psychic powers to a level equal to their command level ([HQ1] = [P1]; [HQ2] = [P2]; [HQ3] = [P3]) and may use any psychic discipline.
2. **Psychic Mastery** – All Thousand Sons elements with Psyker [P] Ability gains a bonus +1 to their power activation rolls.
3. **Psychic Discipline** – All Thousand Sons elements with Psyker [P] Ability only rolls on the Perils from the Warp table on a failed activation of a psychic power when the die roll result is LESS THAN the level of the power used (Normally, it is EQUAL to or less than the level of the power used).
 - a. Example: If a level 3 power is used and the roll fails, rolls of 1 or 2 (not 3) would force a Perils of the Warp check. If a level 2 power is used and the roll fails, a roll of 1 would force a Peril of the Warp check. This means that failing to activate a level 1 psychic power NEVER forces a Perils of the Warp check since you cannot roll less than a 1 on a D10.
4. **Foresight** – The Thousand Sons player gains a +1 bonus to all initiative rolls.
5. **Aetheric Resistance** – All Thousand Sons infantry elements gain the Adamantium Will [AW] ability.
6. **Thousand Sons infantry elements** that have claimed an objective (an objective that is not in dispute), AUTOMATICALLY pass any morale checks taken.
7. **Thousand Sons terminator infantry elements** gain the Reinforced Armor [RA], Fear [FR] abilities and a +1 bonus to-hit in close combat on the turn when they deploy via Deepstrike [T].
8. **The Thousand Sons player** MUST spend more total points on Company Cards than all other card types.
9. **The Thousand Sons player** may NOT spend more points on vehicle army cards than infantry ones (the point total of infantry must exceed that of vehicles).
10. **The Thousand Sons player** may select Robotic formations as part of their army (See Mechanicus Book).
11. **Fortification Cards** count as SPECIAL CARDS.

SPECIAL FORMATION

MAGNUS THE RED PRIMARCH OF THE THOUSAND SONS

Magnus the Red Primarch of the Thousand Sons consists of one Magnus the Red stand.



Point Value 350



MAGNUS THE RED PRIMARCH OF THE THOUSAND SONS

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magnus the Red	15[T]	3[4]+	7/-4	Psyfire Serpentina [PY,IC]	20	2	-3	[DR2], Primarch, Special

Magnus the Red has the following Special Abilities:

1. **Sire of the Legion** – All Thousand Sons elements within command radius (25cms) gain the Indomitable [ID] ability and impose a -1 penalty to hit to all opposing incoming ranged fire.
2. **Supreme Divination** – When Magnus is present all Thousand Sons formation gain a +1 bonus to reserve movement rolls.
3. **Arch-Sorcerer** – Magnus the Red may use TWO psychic powers per turn (instead of the standard one power). No rolls for activation are needed. Powers always activate thus there is no danger of Perils of the Warp.
4. **Eye of the Crimson King** – Magnus the Red does NOT need line of sight to target or direct the use of his psychic powers.
5. **Phantasmal Aura** – All opposing incoming ranged attack receive a -1 penalty to hit against Magnus the Red.

Victory Points 4

Your opponent gains 4 VP when this model is destroyed.

SPECIAL FORMATION



AHZEK AHRIMAN

Ahzek Ahriman consists of one Ahzek Ahriman Stand.



Point Value 200



AHZEK AHRIMAN

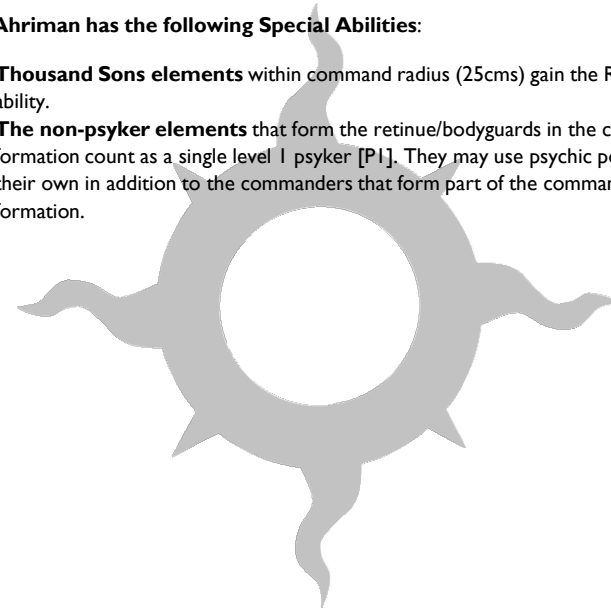
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ahzek Ahriman	10	4[6]+	5/-2	CC Weapon [PY]	-	-	-	[HQ3], [P3], [AW], Special

Ahzek Ahriman has the following Special Abilities:

1. **Thousand Sons elements** within command radius (25cms) gain the Recon [R] ability.
2. **The non-psyker elements** that form the retinue/bodyguards in the command formation count as a single level 1 psyker [PI]. They may use psychic powers of their own in addition to the commanders that form part of the command formation.



Victory Points +2

Your opponent gains +2 VP when the Company attached is broken.

SPECIAL FORMATION



Magistus Amon consists of 1 Magistus Amon Stand.



Point Value 250



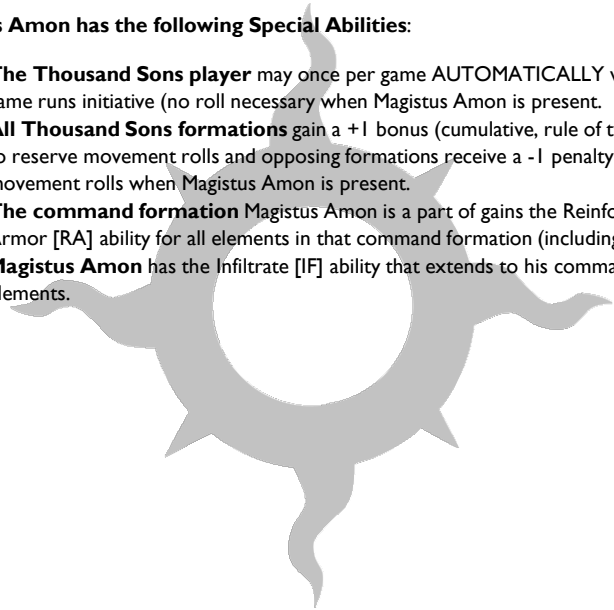
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Magistus Amon	10	3[5]+	5/-2	Archeotech Pistol [IC]	20	2	-1	[DR2], [P3], [IF], Special

Magistus Amon has the following Special Abilities:

1. **The Thousand Sons player** may once per game AUTOMATICALLY win that game runs initiative (no roll necessary when Magistus Amon is present).
2. **All Thousand Sons formations** gain a +1 bonus (cumulative, rule of two's apply) to reserve movement rolls and opposing formations receive a -1 penalty to reserve movement rolls when Magistus Amon is present.
3. **The command formation** Magistus Amon is a part of gains the Reinforced Armor [RA] ability for all elements in that command formation (including himself).
4. **Magistus Amon** has the Infiltrate [IF] ability that extends to his command section elements.

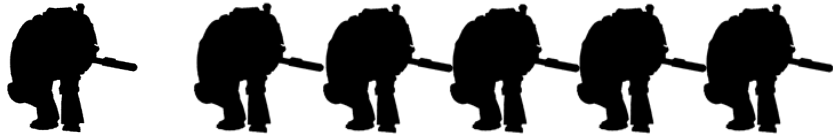


Victory Points +3

Your opponent gains +3 VP when the Company attached is broken.

AMMITARA OCCULT CABAL

The Ammitara Occult Cabal consists of 1 Fate Stand and 5 Ammitara Occult Stands



Point Value 350



AMMITARA OCCULT CABAL

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

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

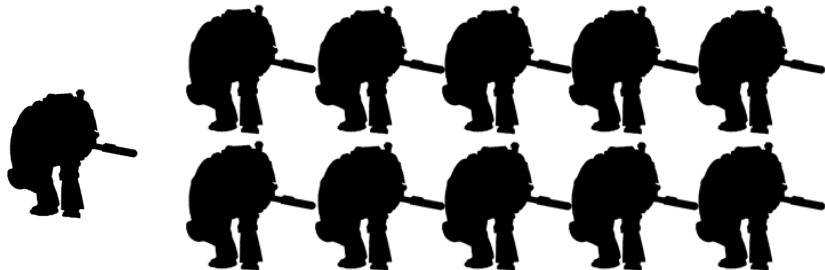
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fate	10	7[9]+	2/-1	Sniper Rifle [IC]	35	2	-1	[HQ1], [SN], [SH], [R], [AG], [IF], [P1], Special
Ammitara Occult	10	7+	1/-1	Sniper Rifle [IC]	35	2	-1	[SN], [SH], [R], [AG], [IF], [P1], Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

AMMITARA OCCULT GRAND CABAL

The Ammitara Occult Grand Cabal consists of 1 Fate Stand and 10 Ammitara Occult Stands



Point Value 650



AMMITARA OCCULT GRAND CABAL

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

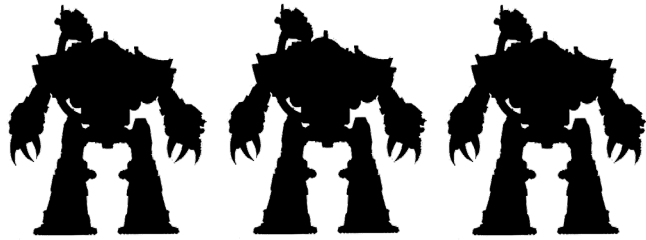
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fate	10	7[9]+	2/-1	Sniper Rifle [IC]	35	2	-1	[HQ1], [SN], [SH], [R], [AG], [IF], [P1], Special
Ammitara Occult	10	7+	1/-1	Sniper Rifle [IC]	35	2	-1	[SN], [SH], [R], [AG], [IF], [P1], Special

Victory Points 7

Your opponent gains 4 VP when this Detachment is broken

CASTELLA-ACHEA BATTLE AUTOMATA MANIPLE

The Castellax-Achea Battle Automata Maniple consists of 3 Castellax-Achea Battle Automata Stands



Point Value 200



CASTELLA-ACHEA BATTLE AUTOMATA MANIPLE

Break Point 2: Castella-Achea are broken if it has lost 2 stands.

Morale Value -: Castella-Achea automatically pass any morale test they are required to make.

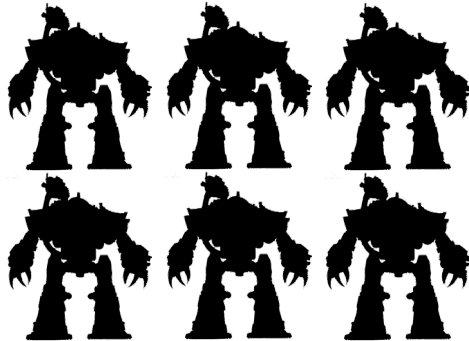
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax-Achea	15	5[7]+	3/-3	Aether Cannon [B,VK] Bolters [AP]	35 25	1 2	-2 0	[RC], [IWD], Special

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

CASTELLA-ACHEA BATTLE AUTOMATA GRAND MANIPLE

The Castellax-Achea Battle Automata Grand Maniple consists of 6 Castellax-Achea Battle Automata Stands



Point Value 450



CASTELLA-ACHEA BATTLE AUTOMATA GRAND MANIPLE

Break Point 4: Castella-Achea are broken if it has lost 4 stands.

Morale Value -: Castella-Achea automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Castellax-Achea	15	5[7]+	3/-3	Aether Cannon [B,VK] Bolters [AP]	35 25	1 2	-2 0	[RC], [IWD], Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

KHENETAI OCCULT BLADE CABAL

The Khenetai Occult Blade Cabal consists of 1 Khenetai Occult Blade Decurion Stand and 5 Khenetai Occult Blade Stands



Point Value 350



KHENETAI OCCULT BLADE CABAL

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

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

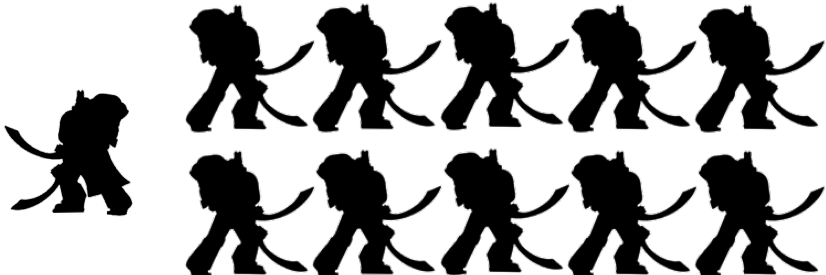
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	4/-3	CC Weapons Flamer [FW]	- 10	- 1	- 0	[HQ], [FA], [PI], Special
Khenetai Occult	10	5+	3/-3	CC Weapons Flamer [FW]	- 10	- 1	- 0	[FA], [PI], Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

KHENETAI OCCULT BLADE GRAND CABAL

The Khenetai Occult Blade Grand Cabal consists of 1 Khenetai Occult Blade Decurion Stand and 10 Khenetai Occult Blade Stands



Point Value 600



KHENETAI OCCULT BLADE GRAND CABAL

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	4/-3	CC Weapons Flamer [FW]	- 10	- 1	- 0	[HQ], [FA], [PI], Special
Khenetai Occult	10	5+	3/-3	CC Weapons Flamer [FW]	- 10	- 1	- 0	[FA], [PI], Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

OSIRION DREADNOUGHT CABAL

The Osirion Dreadnought Cabal consists of 1 Osirion Dreadnought Decurion and 2 Osirion Dreadnought Stands



Point Value 250



OSIRION DREADNOUGHT CABAL

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

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

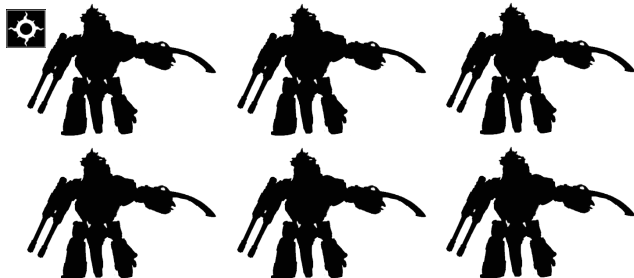
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	4/-2	CC Weapon [B,PY] Multi-melta [IC] Bolters [AP]	- 25 25	- 1 2	- -3 0	[HQ!], [AW], [P1]
Osirion	15	3+	3/-2	CC Weapon [B,PY] Multi-melta [IC] Bolters [AP]	- 25 25	- 1 2	- -3 0	[AW], [P1]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

OSIRION GRAND DREADNOUGHT CABAL

The Osirion Dreadnought Cabal consists of 1 Osirion Dreadnought Decurion and 5 Osirion Dreadnought Stands



Point Value 500



OSIRION GRAND DREADNOUGHT CABAL

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

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

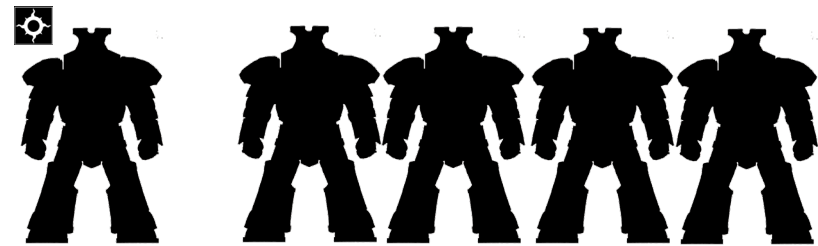
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	4/-2	CC Weapon [B,PY] Multi-melta [IC] Bolters [AP]	- 25 25	- 1 2	- -3 0	[HQ!], [AW], [P1]
Osirion	15	3+	3/-2	CC Weapon [B,PY] Multi-melta [IC] Bolters [AP]	- 25 25	- 1 2	- -3 0	[AW], [P1]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

SEKHMET TERMINATOR CABAL

The Sekhmet Terminator Cabal consists of 1 Sekhmet Terminator
Decurion Stand 4 Sekhmet Terminator Stands



 Point Value 500 

SEKHMET TERMINATOR CABAL

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

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

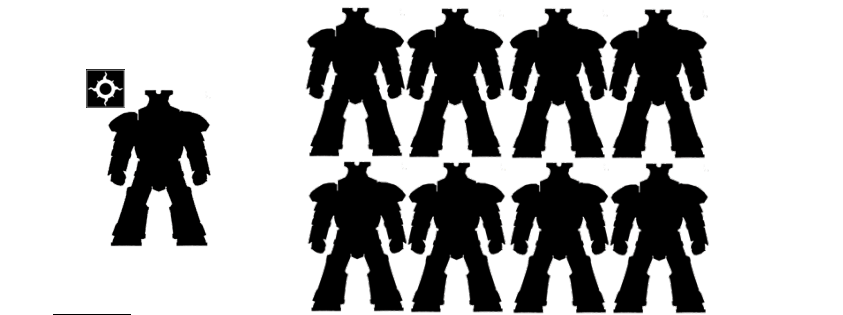
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Power Weapon [B] Combi-weapons	- 25	- 3	- -1	[HQ1], [SU], [P2]
Sekhmet	10[T]	3[5]+	2/-3	Power Weapon [B] Combi-weapons	- 25	- 3	- -1	[SU], [P2]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

SEKHMET TERMINATOR GRAND CABAL

The Sekhmet Terminator Grand Cabal consists of 1 Sekhmet Terminator
Decurion Stand 8 Sekhmet Terminator Stands



 Point Value 900 

SEKHMET TERMINATOR GRAND CABAL

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Power Weapon [B] Combi-weapons	- 25	- 3	- -1	[HQ1], [SU], [P2]
Sekhmet	10[T]	3[5]+	2/-3	Power Weapon [B] Combi-weapons	- 25	- 3	- -1	[SU], [P2]

Victory Points 9

Your opponent gains 5 VP when this Detachment is broken



Infantry company formation(s) gain -1 to TSM versus infantry elements.



Point Value 50
+1 VP



Infantry company formation(s) gain -1 to TSM versus infantry elements.



Point Value 100
+1 VP



ULTRAMARINES LEGION



ULTRAMARINES LEGION TRAITS

FACTION VALUE 400

The following traits are available to the Ultramarines Legion.

1. **Interlocking Fire** – All Ultramarine elements may re-roll ranged fire attacks on a result of 1's. Second result stands.
2. **Certainty and Resolve** – Ultramarine infantry elements gain a +1 bonus of all morale checks.
3. **Ultramarine infantry and walker** elements gain a bonus +5cms to total movement on charge orders.
4. **Ultramarine infantry elements** gain the Counterattack [CA] ability.
5. **The Ultramarine player** infantry company command formations can add TWO upgrade cards of which one MUST be the EITHER the Master of the Signal OR the Damocles Command Rhino Upgrade card.
6. **The Ultramarine player** may NOT spend more points on Vehicle army cards than Infantry army cards (Infantry army card must be more total points than vehicular cards).
7. **The cost of Transport Cards containing Rhinos** is reduced by 50 points in the case of standard formations and 100 points for grand formations.
8. **Ultramarine Infantry Company Cards** cost 50 points less for standard company cards and 100 points less for Grand Company cards.
9. **Rigid Chain of Command** – Due to the inflexible nature of the command structure the Ultramarines receive the following:
 - a. **A -1 penalty** on all leader replacement rolls.
 - b. **A -1 penalty** on all reserve movement rolls.

SPECIAL FORMATION

ROBOUTE GUILLIMAN PRIMARCH OF THE ULTRAMARINES

Roboute Guilliman, Primarch of the Ultramarines consists of one Roboute Guilliman Stand.



Point Value 300



ROBOUTE GUILLIMAN PRIMARCH OF THE ULTRAMARINES

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Roboute Guilliman	15	2[4]+	7/-4	Arbitrator [A]	20	4	-1	[DR2], Primarch, Special

Roboute Guilliman has the following Special Abilities:

1. **Sire of the Ultramarines** – All ultramarine formations present on the tabletop receive a +1 bonus to all morale checks.
2. **Preternatural Strategy** – All Ultramarine infantry elements gain a bonus +1 to hit in close combat and the Sweeping Advance [SA] ability when within command radius (25cms).
3. **Focused Wrath** – All Ultramarine vehicle and walker elements gain the Retribution [RT] weapon trait.



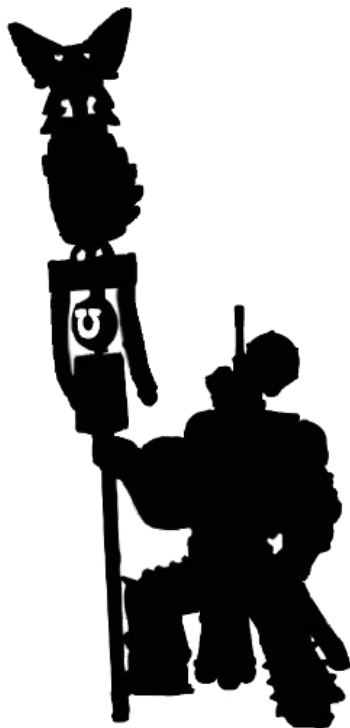
Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION

CAPTAIN REMUS VENTANUS

Captain Remus Ventanus consists of 1 Captain Remus Ventanus Stand.



Point Value 50



CAPTAIN REMUS VENTANUS

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Remus Ventanus	10	5[7]+	5/-2	CC Weapons	-	-	-	[HQ2], [AW], [MB], Special

Remus Ventanus has the following Special Abilities:

1. **Ultramarine formations** within command radius (25cms) that are within the control distance of an objective gain a +2 bonus to morale checks (rule or twos apply).
2. **Opposing formations** that deploy via reserve movement within 50cms of the command formation containing Remus Ventanus receive a -1 penalty to reserve movement rolls.
3. **ONE formation** under the command of Remus Ventanus may deploy via reserve movement as if a roll of "10" was made (no roll necessary). This means that formation can deploy through any table edge.



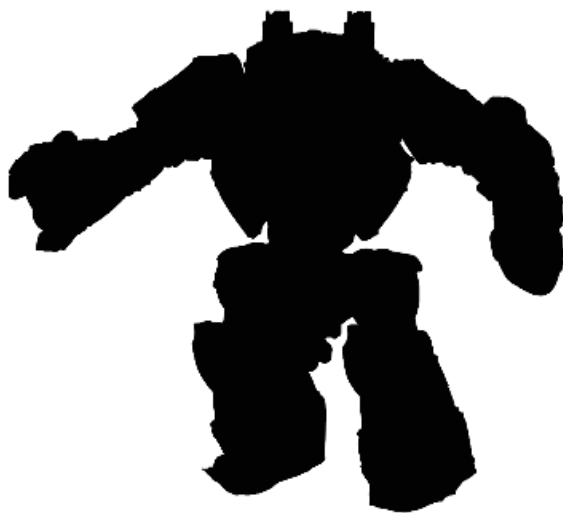
Victory Points +1

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

SPECIAL FORMATION

HONOURED TELEMCHRUS

Honoured Telemchrus consists of 1 Honoured Telemchrus Stand.



Point Value 100



HONOURED TELEMCHRUS

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Telemchrus	20	3[5]+	4/-3	Assault Cannon Bolters [AP]	25 25	3 4	-1 0	[DR2], Special

Telemchrus has the following Special Abilities:

1. **Telemchrus may** be added to any dreadnought formation (and must remain with that formation).
2. **All Ultramarine formations** within 25cms of the Telemchrus element gains a +1 bonus to-hit in close combat.



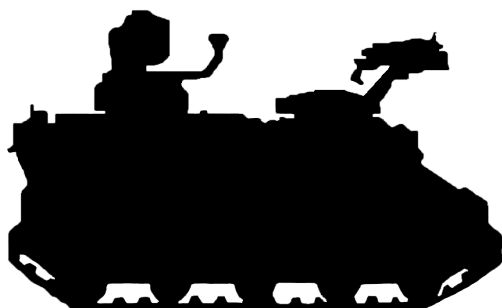
Victory Points +1

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

SPECIAL CARD

ULTRAMARINES DAMOCLES COMMAND RHINO

The Legion Damocles Command Rhino consists of 1 Damocles Command Rhino.



The Legion Damocles Command Rhino replaces One Rhino of the Company command formation.



Point Value 100



ULTRAMARINES DAMOCLES COMMAND RHINO

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Damocles	25	5+	2/-1	Hunter Killer Missile Bolters [AP]	25/50 25	2 1	-1 -2	[R], [TRI], Special

Damocles Command Rhino has the following Special Abilities:

1. **Formations under the command** of a command formation with a Damocles Command Rhino gain a +1 bonus to all reserve movement rolls.
2. **Formations deploying** via Deep Strike [T] do NOT scatter if deployment within 25cms of a Damocles Command Rhino.
3. **Once per game** a Damocles Command Rhino may summon an ORBITAL STRIKE (Range of 100cms; 3AD; -2TSM; possesses the Artillery [AY] trait). Does NOT need recon for spotting targets not in line of sight (line of sight is from orbit).
4. **All Ultramarine command sections** MUST purchase the upgrade card for the Damocles Command (or select the Master of the Signal upgrade card).
5. **The Damocles** has a ONE SHOT per game Hunter Killer Missile (see stats below).

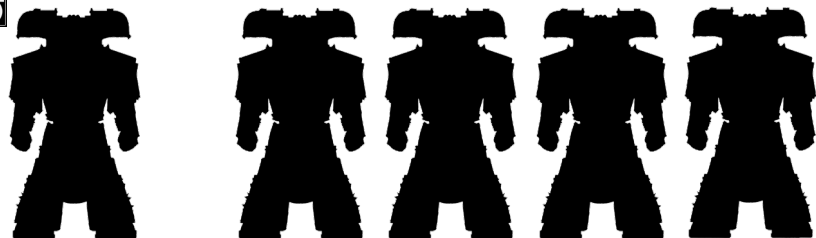


Victory Points +1

Your opponent gains +1 VP when this formation is broken

FULMENTARUS TERMINATOR DETACHMENT TYPE 1

The Fulmentarus Terminator Detachment Type 1 consists of 1 Fulmentarus Terminator Decurion and 4 Fulmentarus Terminator Type 1 Stands



Point Value 450



FULMENTARUS TERMINATOR DETACHMENT TYPE 1

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

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

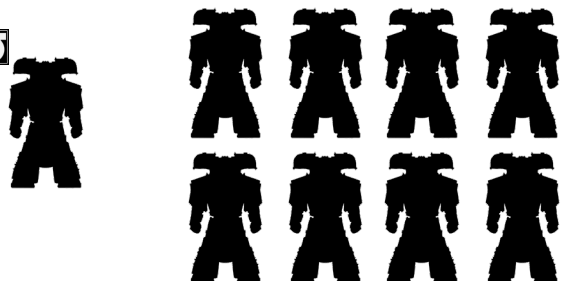
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-2	Cyclone Missile Launcher [IC] Krak Missile Frag Missile [B] Combi-bolter	25/50 25	- 2 2 3	- -2 0 0	[HQ1], [N]
Fulmentarus Type 1	10[T]	3[5]+	2/-2	Cyclone Missile Launcher [IC] Krak Missile Frag Missile [B] Combi-bolter	25/50 25	- 2 2 3	- -2 0 0	[N]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

FULMENTARUS TERMINATOR GRAND DETACHMENT TYPE 1

The Fulmentarus Terminator Grand Detachment Type 1 consists of 1 Fulmentarus Terminator Decurion and 8 Fulmentarus Terminator Type 1 Stands



Point Value 750



FULMENTARUS TERMINATOR GRAND DETACHMENT TYPE 1

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

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

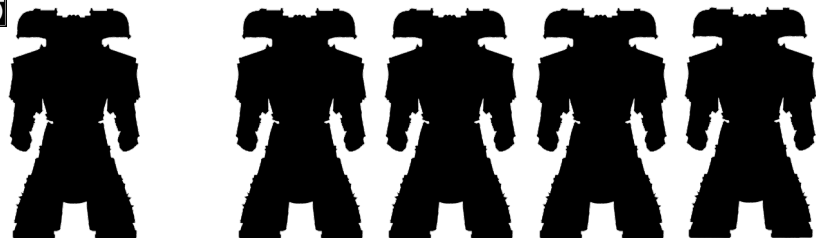
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-2	Cyclone Missile Launcher [IC] Krak Missile Frag Missile [B] Combi-bolter	25/50 25	- 2 2 3	- -2 0 0	[HQ1], [N]
Fulmentarus Type 1	10[T]	3[5]+	2/-2	Cyclone Missile Launcher [IC] Krak Missile Frag Missile [B] Combi-bolter	25/50 25	- 2 2 3	- -2 0 0	[N]

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

FULMENTARUS TERMINATOR DETACHMENT TYPE 2

The Fulmentarus Terminator Detachment Type 2 consists of 1 Fulmentarus Terminator Decurion and 4 Fulmentarus Terminator Type 2 Stands



Point Value 450



FULMENTARUS TERMINATOR DETACHMENT TYPE 2

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

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

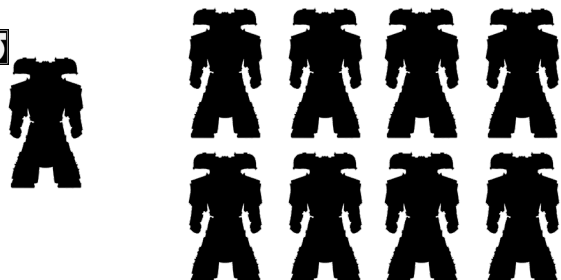
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-2	Autocannons [IC]	20/35	6	-1	[HQ I], [N]
Fulmentarus Type II	10[T]	3[5]+	2/-2	Autocannons [IC]	20/35	6	-1	[N]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

FULMENTARUS TERMINATOR GRAND DETACHMENT TYPE 2

The Fulmentarus Terminator Grand Detachment Type 2 consists of 1 Fulmentarus Terminator Decurion and 8 Fulmentarus Terminator Type 2 Stands



Point Value 800



FULMENTARUS TERMINATOR GRAND DETACHMENT TYPE 2

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

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

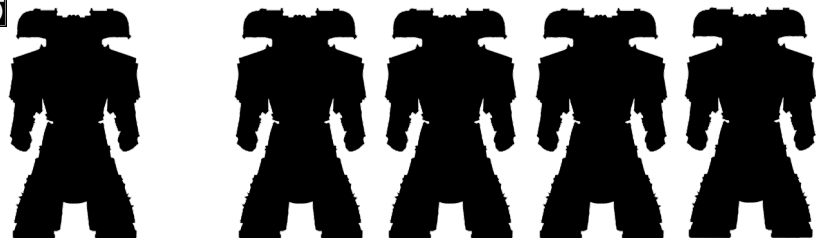
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-2	Autocannons [IC]	20/35	6	-1	[HQ I], [N]
Fulmentarus Type II	10[T]	3[5]+	2/-2	Autocannons [IC]	20/35	6	-1	[N]

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

FULMENTARUS TERMINATOR DETACHMENT TYPE 3

The Fulmentarus Terminator Detachment Type 3 consists of 1 Fulmentarus Terminator Decurion and 4 Fulmentarus Terminator Type 3 Stands



Point Value 350



FULMENTARUS TERMINATOR DETACHMENT TYPE 3

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

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

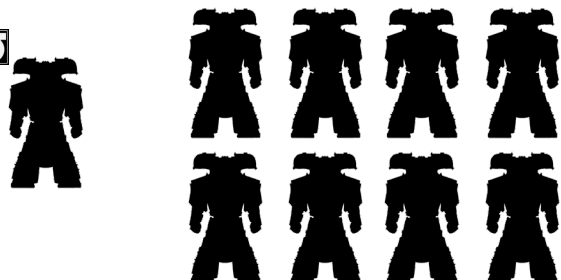
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-2	Power Weapons [B] Combi-meltas [IC]	- 25	- 3	- -2	[HQ I], [N]
Fulmentarus Type III	10[T]	3[5]+	2/-2	Power Weapons [B] Combi-meltas [IC]	- 25	- 3	- -2	[N]

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

FULMENTARUS TERMINATOR GRAND DETACHMENT TYPE 3

The Fulmentarus Terminator Grand Detachment Type 3 consists of 1 Fulmentarus Terminator Decurion and 8 Fulmentarus Terminator Type 3 Stands



Point Value 650



FULMENTARUS TERMINATOR GRAND DETACHMENT TYPE 3

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-2	Power Weapons [B] Combi-meltas [IC]	- 25	- 3	- -2	[HQ I], [N]
Fulmentarus Type III	10[T]	3[5]+	2/-2	Power Weapons [B] Combi-meltas [IC]	- 25	- 3	- -2	[N]

Victory Points 7

Your opponent gains 4 VP when this Detachment is broken

INVICTARUS SUZERAIN DETACHMENT

The Invictus Suzerain Detachment consists of 1 Invictus Suzerain Decurion Stand and 5 Invictus Suzerain Stands



Point Value 300



INVICTARUS SUZERAIN DETACHMENT

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

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

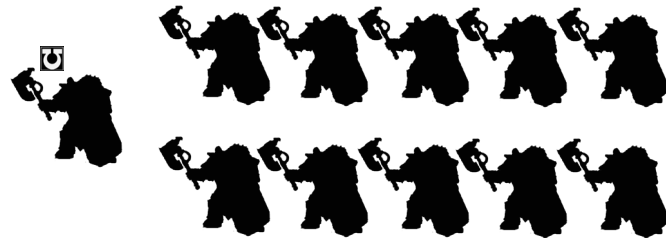
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	3/-2	CC weapons and shield Plasma Pistols	- 15	- 1	- -1	[HQ1], [SU]
Invictarus	10	4[6]+	2/-2	CC weapons and shield Plasma Pistols	- 15	- 1	- -1	[SU]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

INVICTARUS SUZERAIN GRAND DETACHMENT

The Invictus Suzerain Grand Detachment consists of 1 Invictus Suzerain Decurion Stand and 10 Invictus Suzerain Stands



Point Value 500



INVICTARUS SUZERAIN GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

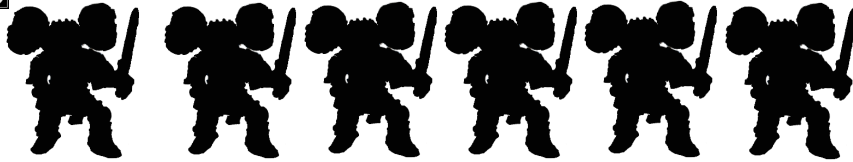
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	3/-2	CC weapons and shield Plasma Pistols	- 15	- 1	- -1	[HQ1], [SU]
Invictarus	10	4[6]+	2/-2	CC weapons and shield Plasma Pistols	- 15	- 1	- -1	[SU]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

LOCUTARUS STORM DETACHMENT

The Locutarus Storm Detachment consists of 1 Locutarus Storm Decurion Stand and 5 Locutarus Storm Stands



Point Value 250



LOCUTARUS STORM DETACHMENT

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

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

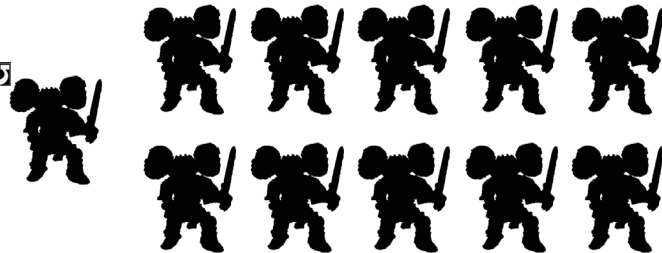
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[T,J]	4[6]+	3/-2	Flamer [A,FW]	10	I	0	[HQ I], Special
Locutarus	20[T,J]	4+	2/-2	Flamer [A,FW]	10	I	0	Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

LOCUTARUS STORM GRAND DETACHMENT

The Locutarus Storm Grand Detachment consists of 1 Locutarus Storm Decurion Stand and 10 Locutarus Storm Stands.



Point Value 450



LOCUTARUS STORM GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[T,J]	4[6]+	3/-2	Flamer [A,FW]	10	I	0	[HQ I], Special
Locutarus	20[T,J]	4+	2/-2	Flamer [A,FW]	10	I	0	Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

NEMESIS DESTROYERS DETACHMENT

The Nemesis Destroyers Detachment consists of 1 Nemesis Destroyer Decurion Stand and 5 Nemesis Destroyer Stands



Point Value 300



NEMESIS DESTROYERS DETACHMENT

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

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

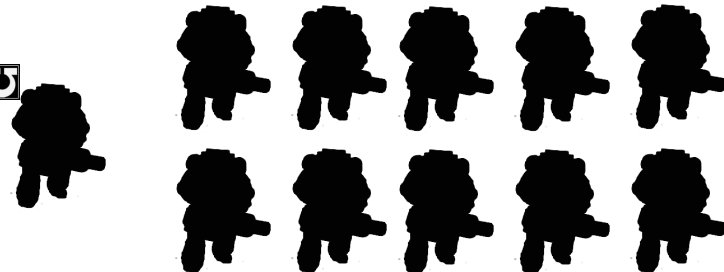
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	3/-1	Missile Launcher Rad Missile [RAD] Bolters [A]	25/50 25	1 2	0 0	[HQ!], [SU], [MB], Special
Nemesis Destroyers	10	4+	2/-1	Missile Launcher Rad Missile [RAD] Bolters [A]	25/50 25	1 2	0 0	[SU], [MB], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

NEMESIS DESTROYERS GRAND DETACHMENT

The Nemesis Destroyers Grand Detachment consists of 1 Nemesis Destroyer Decurion Stand and 10 Nemesis Destroyer Stands



Point Value 550



NEMESIS DESTROYERS GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

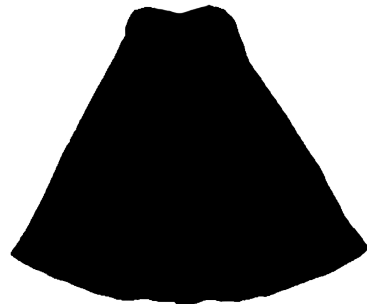
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	3/-1	Missile Launcher Rad Missile [RAD] Bolters [A]	25/50 25	1 2	0 0	[HQ!], [SU], [MB], Special
Nemesis Destroyers	10	4+	2/-1	Missile Launcher Rad Missile [RAD] Bolters [A]	25/50 25	1 2	0 0	[SU], [MB], Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

UPGRADE
MANTLE OF ULTRAMAR

ONLY ONE PER ARMY



The Praetor (army commander)
gains +1 DR point.



Point Value 50
+1 VP



UPGRADE
LEGANTINE AXE



One Infantry Formation/Detachment
gains +1 CAF bonus to hit.



Point Value 50
+1 VP



GRAND UPGRADE
LEGANTINE AXE



One Infantry Grand Formation/Detachment
gains +1 CAF bonus to hit.



Point Value 100
+1 VP



WHITE SCARS LEGION



WHITE SCARS LEGION TRAITS

FACTION VALUE 400

The following traits are available to the White Scars Legion.

1. **White Scar infantry elements** gain the Hit and Run [HR] ability.
2. **White Scar infantry and cavalry elements** gain the Agile [AG] ability.
3. **White Scar cavalry elements** gain a bonus +5cms to their total movement when on Charge Orders and the Hit and Run [HR] ability.
4. **White Scar cavalry elements** gain the Reinforced Armor [RA] ability and can re-roll all 1s on close combat to-hit rolls (second result stands).
5. **The White Scar player** gains a +2 bonus to all initiative rolls.
6. **The White Scar player** gains a +1 bonus to all reserve movement rolls.
7. **The White Scar player** MUST purchase more points in cavalry army card formations than any other formation type present in the army fielded.
8. **The White Scar Army leader** MUST be on a cavalry element (usually free of cost).
9. **Fortification and Super Heavy formation army cards** count as SPECIAL CARDS.
10. **White Scar Army Card formations** composed of cavalry elements earn the opposing player +1VP when the formation army card is eliminated (all elements removed from play).

SPECIAL FORMATION

JAGHATAI KHAN PRIMARCH OF THE WHITE SCARS

Jaghatai Khan, Primarch of the White Scars consists of one Jaghatai Khan Stand.



Point Value 300



JAGHATAI KHAN PRIMARCH OF THE WHITE SCARS

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Jaghatai Khan	15[T]	3[4]+	7/-4	Archeopistol	10	2	-1	[DR2], [DU], Primarch, Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Jaghatai Khan On Bike [3]	40[T, K]	3[4]+	5/-4	Bolters [AP]	25	4	-1	[DR2], [DU], Primarch, Special

Jaghatai Khan has the following Special Abilities:

- I. **Sire of the White Scars** – White Scars elements within command radius (25cms) gain the following:
 - a. **A +1 bonus** to all reserve movement rolls.
 - b. **A +1 bonus** to determine the outcome of close combat.
 - c. **Gain** the Recon [R] ability.
 - d. **Infantry elements gain** a bonus +5cms to total movement on Charge Orders. This increases to +10 for cavalry elements (this is cumulative with Legion traits).

Victory Points 3

Your opponent gains 3 VP when this model is destroyed.

SPECIAL FORMATION

QIN XA

Qin Xa consists of 1 Qin Xa Stand.



Point Value 100



QIN XA

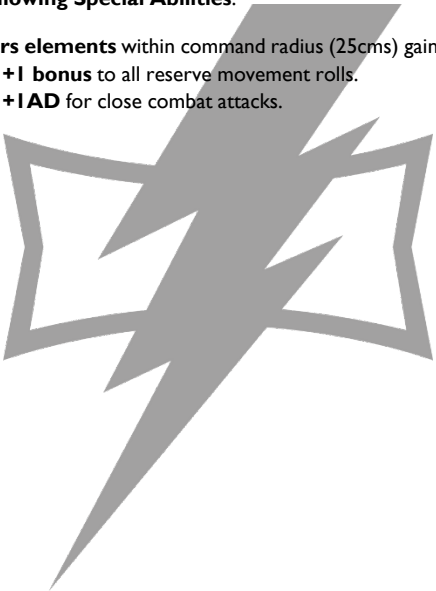
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Qin Xa	10	3[5]+	5/-3	CC Weapons	-	-	-	[HQ3], [CA], Special

Qin Xa has the following Special Abilities:

- I. **White Scars elements** within command radius (25cms) gain the following:
 - a. **A +1 bonus** to all reserve movement rolls.
 - b. **A +1AD** for close combat attacks.



Victory Points +1

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

SPECIAL FORMATION

TSOLMON KHAN

Tsolmon Khan consists of 1 Tsolmon Khan Stand.



Point Value 100



TSOLMON KHAN

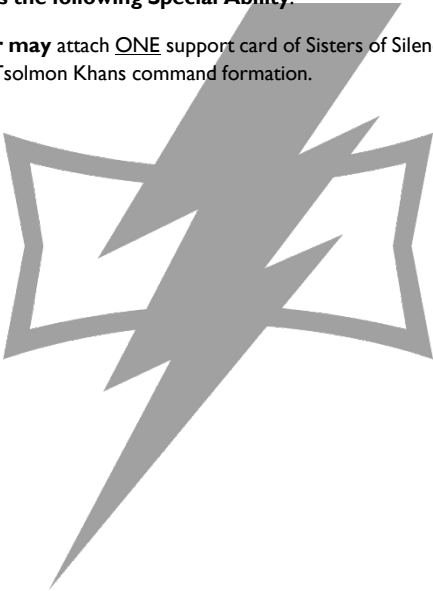
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tsolmon Khan	10	4[6]+	6/-3	Power Weapon [B] Combi-melta	- 25	- 2	- -2	[HQ3], Special

Tsolmon Khan has the following Special Ability:

- I. **The player may** attach ONE support card of Sisters of Silence Knight Centura directly to Tsolmon Khans command formation.

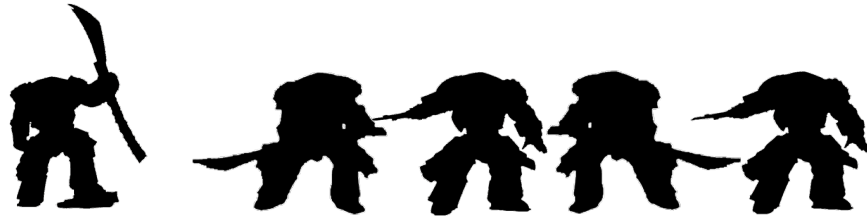


Victory Points +1

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

THE EBON KESHIG DETACHMENT

The Ebon Keshig Detachment consists of 1 Ebon Keshig Decurion Stand and 4 Ebon Keshig Stands



Point Value 400



THE EBON KESHIG DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Power Weapons [B] Combi-bolters	- 25	- 3	- 0	[HQ1], [SU], [IWD], Special
Ebon Keshig	10[T]	3[5]+	3/-3	Power Weapons [B] Combi-bolters	- 25	- 3	- 0	[SU], [IWD], Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

EBON KESHIG GRAND DETACHMENT

The Ebon Keshig Grand Detachment consists of 1 Ebon Keshig Decurion Stand and 8 Ebon Keshig Stands



Point Value 750



EBON KESHIG GRAND DETACHMENT

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

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

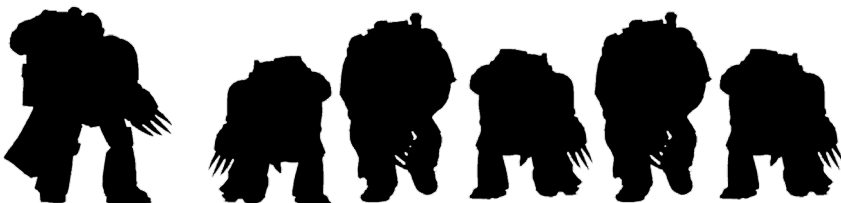
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	Power Weapons [B] Combi-bolters	- 25	- 3	- 0	[HQ1], [SU], [IWD], Special
Ebon Keshig	10[T]	3[5]+	3/-3	Power Weapons [B] Combi-bolters	- 25	- 3	- 0	[SU], [IWD], Special

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

THE FALCON'S CLAWS DETACHMENT

The Falcon's Claws Detachment consists of 1 Falcon's Claw Decurion Stand and 5 Falcon's Claws Stands



Point Value 250



THE FALCON'S CLAWS DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	7[9]+	4/-2	CC Weapons	-	-	-	[HQ1], [CE], [AG], [R], [IF], [MB], Special
Falcon's Claw	10	7+	3/-2	CC Weapons	-	-	-	[CE], [AG], [R], [IF], [MB], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

THE FALCON'S CLAWS GRAND DETACHMENT

The Falcon's Claws Grand Detachment consists of 1 Falcon's Claw Decurion Stand and 10 Falcon's Claws Stands



Point Value 450



THE FALCON'S CLAWS GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

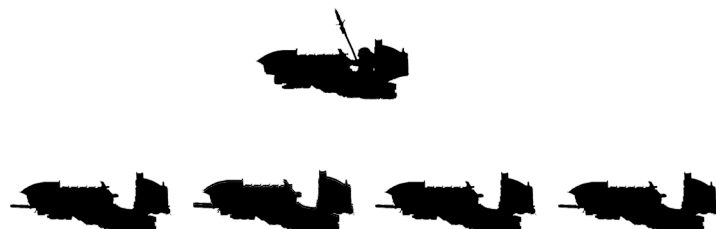
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	7[9]+	4/-2	CC Weapons	-	-	-	[HQ1], [CE], [AG], [R], [IF], [MB], Special
Falcon's Claw	10	7+	3/-2	CC Weapons	-	-	-	[CE], [AG], [R], [IF], [MB], Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

THE GOLDEN KESHIG DETACHMENT

The Golden Keshig Detachment consists of 1 Golden Keshig Decurion and
4 Golden Keshig Stands



Point Value 250



THE GOLDEN KESHIG DETACHMENT

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

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

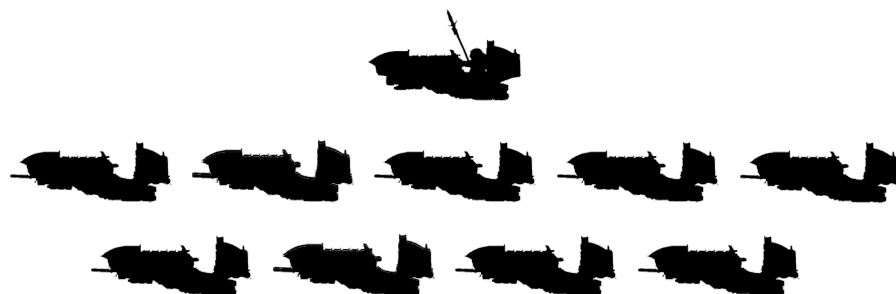
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[K]	4[6]+	3/-2	Bolters [AP]	25	I	0	[HQ!], [R], [MB], Special
Golden Keshig	35[K]	4+	2/-2	Bolters [AP]	25	I	0	[R], [MB], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

THE GOLDEN KESHIG GRAND DETACHMENT

The Golden Keshig Grand Detachment consists of 1 Golden Keshig
Decurion and 9 Golden Keshig Stands



Point Value 450



THE GOLDEN KESHIG GRAND DETACHMENT

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

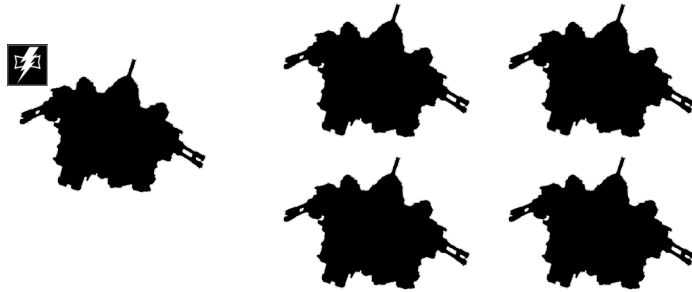
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[K]	4[6]+	3/-2	Bolters [AP]	25	I	0	[HQ!], [R], [MB], Special
Golden Keshig	35[K]	4+	2/-2	Bolters [AP]	25	I	0	[R], [MB], Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

KYZAGAN ASSAULT SPEEDER DETACHMENT

The Kyzagan Assault Speeder Detachment consists of 1 Kyzagan Assault Speeder Decurion and 4 Kyzagan Assault Speeders



Point Value 400



KYZAGAN ASSAULT SPEEDER DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25[T,K]	4[6]+	3/-1	Assault Cannon [A]	25	3	-1	[HQ1]
				Autocannons	20/35	4	-1	
				Hunter Killer Missile	25/50	1	-2	
Kyzagan Assault Speeder	25[T,K]	4+	2/-1	Assault Cannon [A]	25	3	-1	
				Autocannons	20/35	4	-1	
				Hunter Killer Missile	25/50	1	-2	

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

KYZAGAN ASSAULT SPEEDER GRAND DETACHMENT

The Kyzagan Assault Speeder Grand Detachment consists of 1 Kyzagan Assault Speeder Decurion and 9 Kyzagan Assault Speeders



Point Value 800



KYZAGAN ASSAULT SPEEDER GRAND DETACHMENT

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25[T,K]	4[6]+	3/-1	Assault Cannon [A]	25	3	-1	[HQ1]
				Autocannons	20/35	4	-1	
				Hunter Killer Missile	25/50	1	-2	
Kyzagan Assault Speeder	25[T,K]	4+	2/-1	Assault Cannon [A]	25	3	-1	
				Autocannons	20/35	4	-1	
				Hunter Killer Missile	25/50	1	-2	

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

UPGRADE CYBER HAWK



May be attached to the army commander (Praetor). Once per turn one formation may re-roll die results of 1.



Point Value 50/100
+1 VP



UPGRADE POWER GLAIVE



One Infantry formation/Detachment gains +1 to close combat to-hit rolls.



Point Value 50
+1 VP



GRAND UPGRADE POWER GLAIVE



One Infantry Grand formation/Detachment gains +1 to close combat to-hit rolls.



Point Value 100
+1 VP



UPGRADE SHAMSHIR JETBIKE

One Jetbike formation/Detachment gains +1 to armour value save



Point Value 50
+1 VP



GRAND UPGRADE SHAMSHIR JETBIKE

One Jetbike Grand formation/Detachment gains +1 to armour value save



Point Value 100
+1 VP



WORD BEARERS LEGION



WORD BEARERS LEGION TRAITS

FACTION VALUE 350

The following traits are available to the Word Bearers Legion.

1. **Signs and Portents** – The Word Bearers player roll 1d10 at the start of each game turn. On a roll of 1-5, the Word Bearer player receives a +1 Bonus to all reserve movement rolls. On a roll of 6+ the Word Bearer player gains a +1 bonus to the initiative roll.
2. **From Beyond** – If the battle occurs during the heresy the Word Bearers player may select and add army cards from the Ruinstorm Army Book (Daemons). These cards are treated like any other astartes card slot (company, Support, Special, etc.).
3. **Hell Follows Them** – Opposing psyker elements receive a -1 penalty to ALL Perils from the Warp tests.
4. **Cut them Down** – Word Bearer infantry elements gain the Sweeping Advance [SA] ability and gain +5cms to total movement when on charge orders.
5. **Charismatic Leadership** – All Word Bearer Company cards may attach a Chaplain support card free of cost. This card does not count to the total number of support cards that may be attached to a company card.
6. **True Believers** – All Word Bearer formations gain a +1 bonus to morale checks.
7. **Fortifications cards** count as SPECIAL CARDS.
8. **Super Heavy vehicle army cards** count as SPECIAL CARDS.

SPECIAL FORMATION

LORGAR PRIMARCH OF THE WORD BEARERS

Lorgar Primarch of the Word Bearers consists of one Lorgar Stand.



Point Value 300



LORGAR PRIMARCH OF THE WORD BEARERS

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lorgar	20[T]	2[4]+	7/-4	Archeopistol	10	2	-1	[DR2], [P3], Primarch, Special

Lorgar has the following Special Abilities:

1. **Sire of the Word Bearers** – All Word Bearer infantry elements on the tabletop gain the Stubborn [SU] ability if Lorgar is present.
2. **Living Icon** – All Word bearer elements within command radius (25cms) gain the Indomitable [ID] ability and a +1 bonus to close combat attacks.



Victory Points 2

Your opponent gains 2 VP when this model is destroyed.

SPECIAL FORMATION

HIGH CHAPLAIN EREBUS

High Chaplain Erebus consists of 1 High Chaplain Erebus Stand



Point Value 200



HIGH CHAPLAIN EREBUS

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Erebus	15	4{6}+	5/-3	Plasma Pistol	20	1	-2	[HQ3], [P1], [ID], [AW], [IWD], [FR], Special

Erebus has the following Special Ability:

- I. Erebus gains the Fear [FR] ability as a Chaplain.



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

SPECIAL FORMATION

HOL BELOTH

Hol Beloth consists of 1 Hol Beloth Stand.



Point Value 100



HOL BELOTH

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hol Beloth	15	4[6]+	5/-3	Plasma Pistol	20	1	-2	[HQ3], [IWD], [FR], Special

Hol Beloth has the following Special Ability:

- I. **Word Bearer infantry elements** within command radius (25cms) gain a bonus +1 to-hit for close combat attacks.



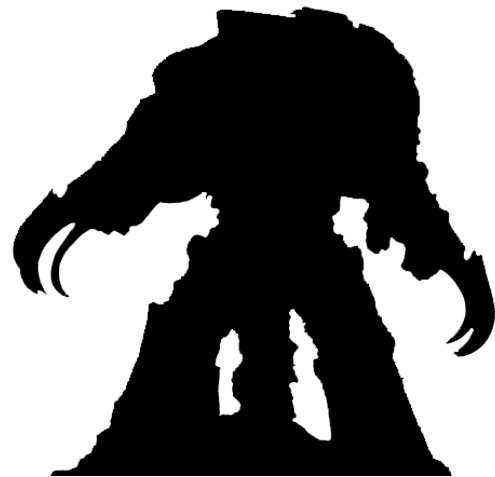
Victory Points +1

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

SPECIAL FORMATION

KOR PHAERON

Kor Phaeron consists of one Kor Phaeron Stand.



Point Value 150



KOR PHAERON

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kor Phaeron	15[T]	3[5]+	5/-2	CC Weapons	-	-	-	[DR2], [HQ3], [IWD], Special

Kor Phaeron has the following Special Abilities:

1. **Kor Phaeron** MUST be the army leader if Lorgar is not present.
2. **ONE formation** within command radius (25cms) per turn may use psychic powers as if it were a level 1 psyker [P1]. May only use the Malefic discipline if play occurs during the heresy (any discipline if pre-heresy).
3. **ONE formation** within command radius (25cms) may re-roll a failed morale check (second result stands).



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

SPECIAL FORMATION

ZARDU LAYAK,
THE CRIMSON APOSTLE

Zardu Layak consists of 1 Zardu Layak Stand and 2 Anakatis Blade Slaves.



Point Value 300



ZARDU LAYAK,
THE CRIMSON APOSTLE

Break Point 2: Zarduk Layak and the Blade Slaves are broken if it has lost 2 stands.

Morale Value -: Zarduk Layak and the Blade Slaves automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Zardu Layak	15	4[6]+	4/-3	Flamer [FW]	10	2	0	[HQ2], [DE], [P2], Special
Anakatis Kul Blade Slave	15	5[7]+	3/-3	CC Weapons	-	-	-	[DE], [FA], [IWD]

Zardu Layak has the following Special Abilities:

- Zardu Layak gains** the Diabolist and Zealot Upgrade cards free of cost (these upgrades apply to the formation he belongs to).
- Word Bearer formations** within 25cms gain a +1 bonus to-hit for close combat attacks.



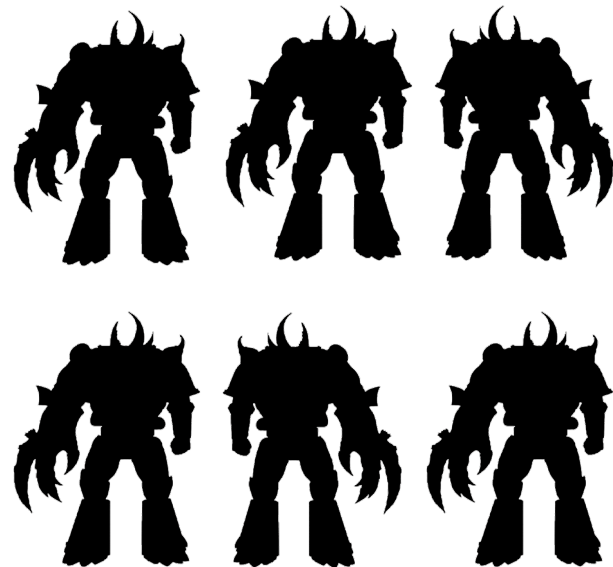
Victory Points 3

Your opponent gains 2 VP when formation is broken.

SPECIAL FORMATION

GAL VORBAK DARK
BRETHREN CABAL

The Word Bearers Gal Vorbak Cabal consists of 6 Gal Vorbak Stands.



Point Value 350



GAL VORBAK DARK
BRETHREN CABAL

Break Point 4: Gal Vorbak are broken if it has lost 4 stands.

Morale Value -: Gal Vorbak automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gal Vorbak	10[T]	5[7]+	2/-2	Flamer [FW]	10	2	0	[DE], [FR], [FA], [SU], Special

Gal Vorbak has the following Special Abilities:

1. **Gal Vorbak gains** the Phosphex Grenades Upgrade card free of cost and are limited to a **SINGLE** use per game.
2. **Gal Vorbak MUST** focus attacks on any opposing elements within 10cms.
3. **Gal Vorbak** can **NOT** claim Objectives (No VPs for claiming objectives).



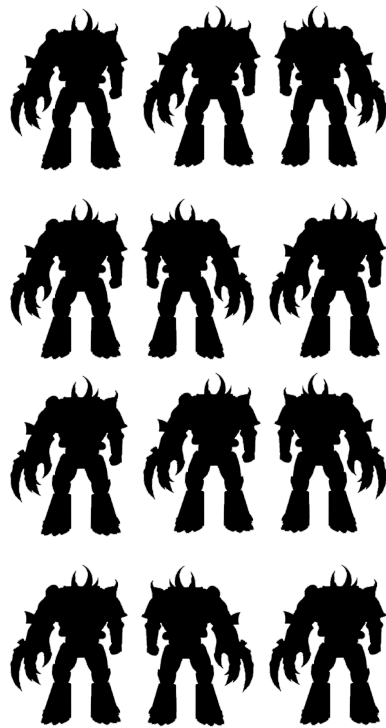
Victory Points 4

Your opponent gains 2 VP when the Detachment is broken.

SPECIAL FORMATION

GAL VORBAK DARK
BRETHREN GRAND CABAL

The Word Bearers Gal Vorbak Grand Cabal consists of 12 Gal Vorbak
Stands.



Point Value 700



GAL VORBAK DARK
BRETHREN GRAND CABAL

Break Point 8: Gal Vorbak are broken if it has lost 8 stands.

Morale Value -: Gal Vorbak automatically pass any morale test they are required to make.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gal Vorbak	10[T]	5[7]+	2/-2	Flamer [FW]	10	2	0	[DE], [FR], [FA], [SU], Special

Gal Vorbak has the following Special Abilities:

1. **Gal Vorbak gains** the Phosphex Grenades Upgrade card free of cost and are limited to a **SINGLE** use per game.
2. **Gal Vorbak MUST** focus attacks on any opposing elements within 10cms.
3. **Gal Vorbak** can **NOT** claim Objectives (No VPs for claiming objectives).



Victory Points 7

Your opponent gains 4 VP when the when the Detachment is broken.

THE ASHEN CIRCLE DETACHMENT

The Ashen Circle Detachment consists of 1 Ashen Circle Decurion Stand 5 Ashen Circle Stands



Point Value 250



THE ASHEN CIRCLE DETACHMENT

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

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

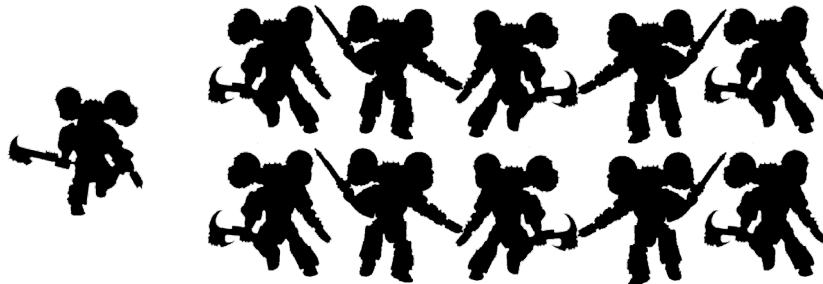
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[T,J]	4[6]+	3/-2	Power Weapon [B]	-	-	-	[HQ!], Special
Ashen Circle	20[T,J]	4+	2/-2	Power Weapon [B]	-	-	-	Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

THE ASHEN CIRCLE GRAND DETACHMENT

The Ashen Circle Grand Detachment consists of 1 Ashen Circle Decurion Stand 10 Ashen Circle Stands



Point Value 500



THE ASHEN CIRCLE GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[T,J]	4[6]+	3/-2	Power Weapon [B]	-	-	-	[HQ!], Special
Ashen Circle	20[T,J]	4+	2/-2	Power Weapon [B]	-	-	-	Special

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

WORD BEARER CHAPLAIN

The Word Bearer Chaplain consists of 1 Word Bearer Chaplain stand



Point Value 50



WORD BEARER CHAPLAIN

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chaplain	15	5+	2/-2	Boltgun	25	2	0	[HQ1], [FR]

Victory Points +1

Your opponent gains +1 VP when the attached formation is broken.

WORD BEARER CHAPLAIN CABAL

The Word Bearer Chaplain Cabal consists of 3 Word Bearer Chaplain stands



Point Value 150



WORD BEARER CHAPLAIN CABAL

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

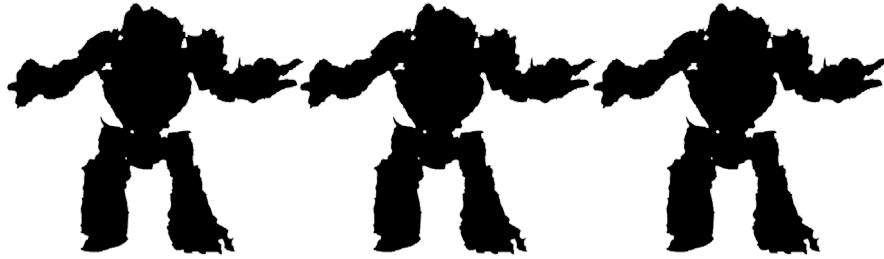
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chaplain	15	5+	2/-2	Boltgun	25	2	0	[HQ1], [FR]

Victory Points +3

Your opponent gains +1 VP when the attached formation is broken.

MHARA GAL TAINTED DREADNOUGHT DETACHMENT

The Mhara Gal Tainted Dreadnought Detachment consists of 3 Mhara Gal Tainted Dreadnought Stands



Point Value 400



MHARA GAL TAINTED DREADNOUGHT DETACHMENT

Break Point 2: Mhara Gal are broken if it has lost 2 stands.

Morale Value -: Mhara Gal automatically pass any morale test they are required to make.

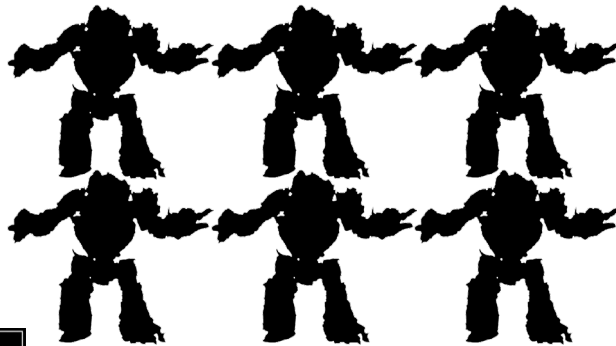
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mhara Gal	20	3[5]+	3/-3	Power Weapon [B] Warpfire Cannon [PY,B] Bolters	- 20/35 25	- 1 2	- -2 0	[DR2], [DE], [TE], [IWD], [DU], [AW], [RA], Special

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

MHARA GAL TAINTED DREADNOUGHT GRAND DETACHMENT

The Mhara Gal Tainted Dreadnought Grand Detachment consists of 6 Mhara Gal Tainted Dreadnought Stands



Point Value 800



MHARA GAL TAINTED DREADNOUGHT GRAND DETACHMENT

Break Point 4: Mhara Gal are broken if it has lost 4 stands.

Morale Value -: Mhara Gal automatically pass any morale test they are required to make.

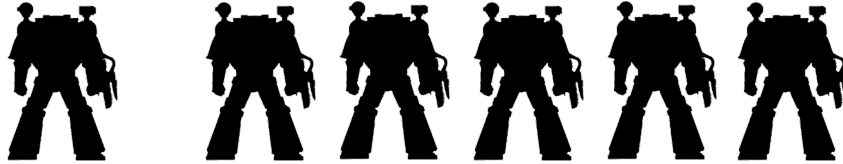
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mhara Gal	20	3[5]+	3/-3	Power Weapon [B] Warpfire Cannon [PY,B] Bolters	- 20/35 25	- 1 2	- -2 0	[DR2], [DE], [TE], [IWD], [DU], [AW], [RA], Special

Victory Points 8

Your opponent gains 4 VP when this Detachment is broken

PROCURATOR DETACHMENT TYPE 1

The Procurator Detachment Type 1 consists of 1 Procurator Decurion Stand and 5 Procurator Type 1 Stands



Point Value 300



PROCURATOR DETACHMENT TYPE 1

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

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

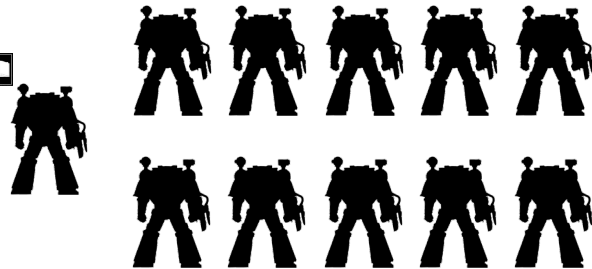
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-2	Flamer [FW]	10	1	0	[HQ!], [IWD], Special
Procurators Type I	10	5+	2/-2	Flamer [FW]	10	1	0	[IWD], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

PROCURATOR GRAND DETACHMENT TYPE 1

The Procurator Grand Detachment Type 1 consists of 1 Procurator Decurion Stand and 10 Procurator Type 1 Stands



Point Value 550



PROCURATOR GRAND DETACHMENT TYPE 1

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

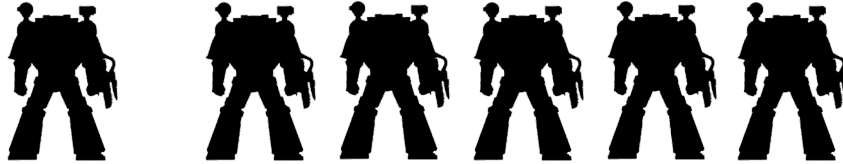
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-2	Flamer [FW]	10	1	0	[HQ!], [IWD], Special
Procurators Type I	10	5+	2/-2	Flamer [FW]	10	1	0	[IWD], Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

PROCURATOR DETACHMENT TYPE 2

The Procurator Detachment Type 2 consists of 1 Procurator Decurion Stand and 5 Procurator Type 2 Stands



Point Value 300



PROCURATOR DETACHMENT TYPE 2

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

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

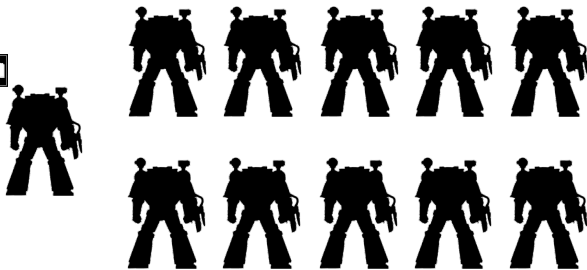
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Procurators Type II	20[J]	5[7]+	3/-2	Flamer [FW]	10	I	0	[HQ!], [IWD], Special
Procurators Type II	20[J]	5+	2/-2	Flamer [FW]	10	I	0	[IWD], Special

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

PROCURATOR GRAND DETACHMENT TYPE 2

The Procurator Grand Detachment Type 2 consists of 1 Procurator Decurion Stand and 10 Procurator Type 2 Stands



Point Value 550



PROCURATOR GRAND DETACHMENT TYPE 2

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Procurators Type II	20[J]	5[7]+	3/-2	Flamer [FW]	10	I	0	[HQ!], [IWD], Special
Procurators Type II	20[J]	5+	2/-2	Flamer [FW]	10	I	0	[IWD], Special

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

UPGRADE BURNING LORE

Upgrade one Chaplain to Psyker 1 [P1].



Point Value 50
+1 VP



UPGRADE DAEMON

One Infantry formation/Detachment gains the Daemon [DE] ability.



Point Value 100
+1 VP



GRAND UPGRADE DAEMON

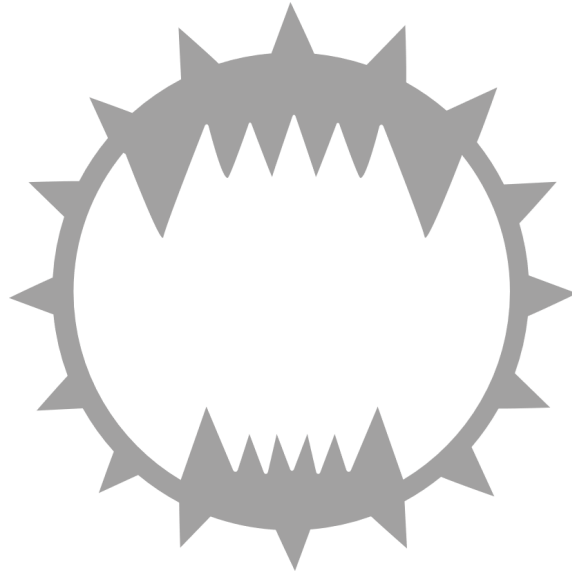
One Infantry Grand formation/Detachment gains the Daemon [DE] ability.



Point Value 200
+2 VP



WORLD EATERS LEGION



WORLD EATERS LEGION TRAITS

FACTION VALUE 400

The following traits are available to the World Eaters Legion.

1. **Kill Count** – The World Eaters player gains a bonus +2VPs on all Opponents Army Cards that reach the break point via element loss in close combat.
2. **Violence Incarnate** – All World Eaters infantry elements gain the Sweeping Advance [SW] ability.
3. **Bloodthirsty** – World Eater infantry elements gain a +1 bonus to-hit in close combat when on Charge Orders.
4. **Blood Madness** – World Eaters infantry elements and formations **MUST** engage opposing formations in close combat if within 15cms.
5. **Unstoppable Wave** – World Eaters infantry elements gain a bonus +5cms to total movement when on Charge Orders.
6. **Forlorn Hope** – All World Eaters infantry elements gain the Reinforced Armor [RA] ability.
7. **World Eaters infantry** elements gain the Stubborn [SU] ability.
8. **Stare Down Death** – World Eaters elements have penalties associated with the fallback condition reduced to -1 (instead of -2) for Close Combat to-hit and Morale Checks.
9. **World Eaters infantry** elements may NEVER rout however, may continue to be in the Fallback Condition as Morale checks permit and determine.
10. **The World Eaters player** **MUST** spend more points on infantry than vehicles in the constructed force.
11. **Fortification Cards** count as SPECIAL CARDS.
12. **World Eaters Apothecaries** confer a +IAD bonus to the elements in the formation for close combat attacks. However, they apothecary receives a -IAV penalty to armor saves.

SPECIAL FORMATION

ANGRON
PRIMARCH OF THE WORLD EATERS

Angron, Primarch of the World Eaters consists of 1 Angron, Primarch of the World Eaters.



Point Value 250



ANGRON
PRIMARCH OF THE WORLD EATERS

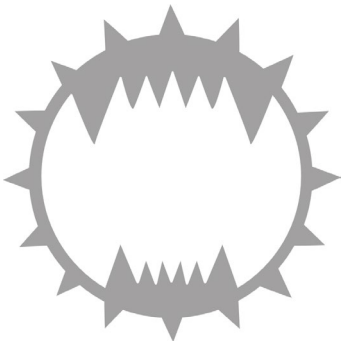
Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Angron	15[T]	2[4]+	7/-4	Power Weapon [B] Plasma Pistol	- 10	- 2	- -1	[DR2], Primarch, Special

Angron has the following Special Abilities:

- Sire of the World Eaters** – All Word Eater formations gain the Indomitable [ID] ability if Angron remains on the tabletop.
- Red Sands** – Angron may re-roll misses on close combat to-hit rolls (second result stands).



Victory Points 3

Your opponent gains 3 VPs when this Company is broken

SPECIAL FORMATION

GAHLAN SURLAK

Gahlan Surlak consists of 1 Gahlan Surlak Stand.



Point Value 150



GAHLAN SURLAK

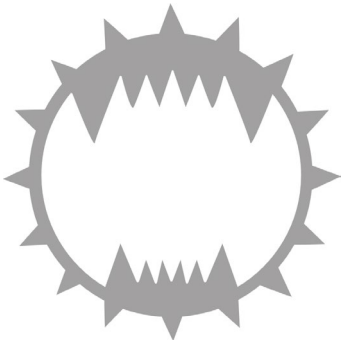
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gahlan Surlak	15	5[7]+	4/-2	CC Weapons	-	-	-	[HQ2], [IWD], [Apo], Special

Gahlan Surlak has the following Special Ability:

- Augmented Inductii** – The infantry elements in the formation Gahlan Surlak are attached to gains the “It Will not Die” [IWD] ability, +IAD bonus to close combat and a -I penalty to-hit for ranged attacks.
- Gahlan Surlak** MUST be attached to a ONE infantry formation.



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

SPECIAL FORMATION

KHARN THE BLOODY

Kharn the Bloody consists of 1 Kharn the Bloody Stand.



Point Value 150



KHARN THE BLOODY

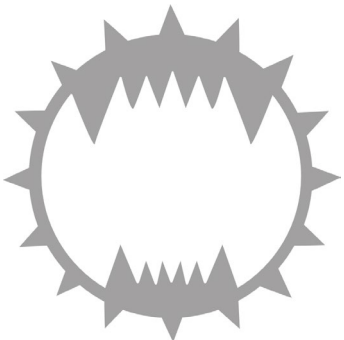
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kharn	15	3[5]+	6/-3	Power Weapon [B] Plasma Pistol	- 10	- 2	- -1	[HQ3], [IWD], Special

Kharn has the following Special Ability:

1. **Kharn** will be the army commander if Angron is not present.
2. **The World Eater player** gains a +1 bonus to initiative rolls.
3. **Karn** gains a bonus +1AD in close combat per element in base-to-base contact with Kharn beyond the first.



Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

SPECIAL FORMATION

CENTURION SHABRAN DARR

Centurion Shabran Darr consists of 1 Centurion Shabran Darr Stand.



Point Value 50



CENTURION SHABRAN DARR

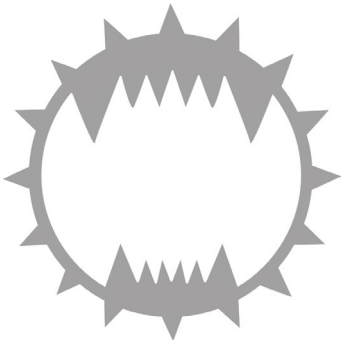
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shabran Darr	20[J]	5[7]+	4/-2	CC Weapons	-	-	-	[HQ2], [FR], Special

Shabran Darr has the following Special Ability:

- I. **Shabran Darr** may be selected by other loyalist legions to form part of their army.



Victory Points +1

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

RAMPAGER SQUAD

The World Eaters Rampager Squad consists of 1 Rampager Decurion Stand and 5 Rampager Stands.



Point Value 250



RAMPAGER SQUAD

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[]	5[7]+	3/-2	CC Weapons	-	-	-	[HQ!], [R], [IWD]
Rampagers	20[]	5+	2/-2	CC Weapons	-	-	-	[R], [IWD]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

RAMPAGER GRAND SQUAD

The World Eaters Rampager Grand Squad consists of 1 Rampager Decurion Stand and 10 Rampager Stands.



Point Value 400



RAMPAGER GRAND SQUAD

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[]	5[7]+	3/-2	CC Weapons	-	-	-	[HQ!], [R], [IWD]
Rampagers	20[]	5+	2/-2	CC Weapons	-	-	-	[R], [IWD]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

RED BUTCHERS SQUAD

The World Eaters Red Butcher Squad consists of 1 Red Butcher Decurion Stand and 4 Red Butcher Stands.



Point Value 450



RED BUTCHERS SQUAD

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

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

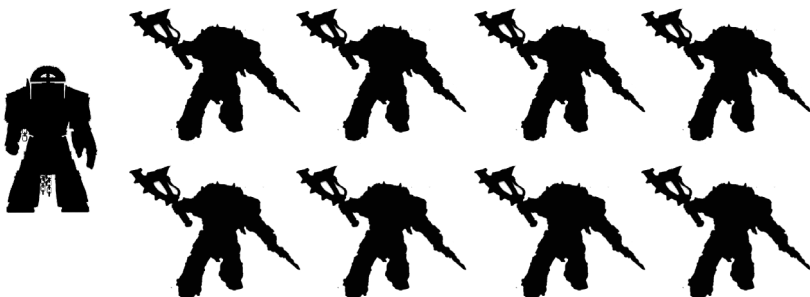
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[T]	3[5]+	5/-3	Power Weapons [B] Combi-bolter	- 25	- 2	- 0	[HQ1], [ID], [IWD], Special
Red Butchers	15[T]	3[5]+	4/-3	Power Weapons [B] Combi-bolter	- 25	- 2	- 0	[ID], [IWD], Special

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

RED BUTCHERS GRAND SQUAD

The World Eaters Red Butcher Grand Squad consists of 1 Red Butcher Decurion Stand and 8 Red Butcher Stands.



Point Value 800



RED BUTCHERS GRAND SQUAD

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[T]	3[5]+	5/-3	Power Weapons [B] Combi-bolter	- 25	- 2	- 0	[HQ1], [ID], [IWD], Special
Red Butchers	15[T]	3[5]+	4/-3	Power Weapons [B] Combi-bolter	- 25	- 2	- 0	[ID], [IWD], Special

Victory Points 8

Your opponent gains 4 VPs when this Detachment is broken

RED HAND DESTROYERS SQUAD TYPE 1

The Red Hand Destroyers Squad Type 1 consists of 1 Red Hand Destroyers Decurion Stand and 5 Red Hand Destroyer Type 1 Stands.



Point Value 250



RED HAND DESTROYERS SQUAD TYPE 1

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

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

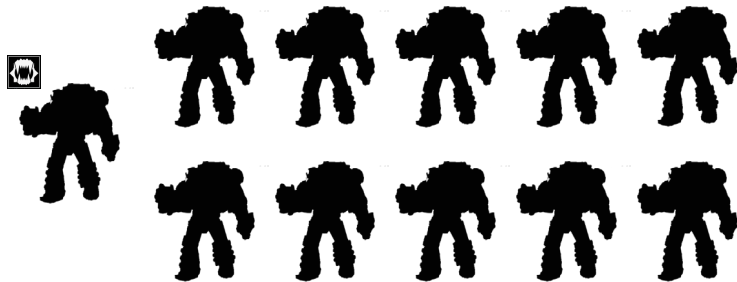
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-1	Missile Launcher Rad Missile [RAD]	25/50	1	0	[HQ!], [CA], Special
Red Hand Destroyer Type I	10	5+	2/-1	Missile Launcher Rad Missile [RAD]	25/50	1	0	[CA], Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

RED HAND DESTROYERS GRAND SQUAD TYPE 1

The Red Hand Destroyers Grand Squad Type 1 consists of 1 Red Hand Destroyers Decurion Stand and 10 Red Hand Destroyer Type 1 Stands.



Point Value 400



RED HAND DESTROYERS GRAND SQUAD TYPE 1

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-1	Missile Launcher Rad Missile [RAD]	25/50	1	0	[HQ!], [CA], Special
Red Hand Destroyer Type I	10	5+	2/-1	Missile Launcher Rad Missile [RAD]	25/50	1	0	[CA], Special

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

RED HAND DESTROYERS SQUAD TYPE 2

The Red Hand Destroyers Squad Type 2 consists of 1 Red Hand Destroyers Decurion Stand and 5 Red Hand Destroyer Type 2 Stands.



Point Value 250



RED HAND DESTROYERS SQUAD TYPE 2

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

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

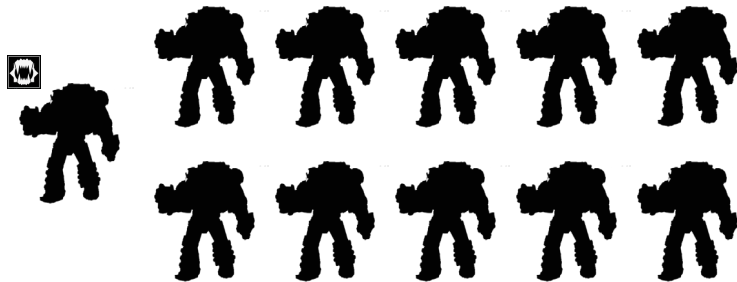
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[1]	5[7]+	4/-2	CC Weapons	-	-	-	[HQ 1], [CA], Special
Red Hand Destroyer Type II	20[1]	5+	3/-2	CC Weapons	-	-	-	[CA], Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

RED HAND DESTROYERS GRAND SQUAD TYPE 2

The Red Hand Destroyers Grand Squad Type 2 consists of 1 Red Hand Destroyers Decurion Stand and 10 Red Hand Destroyer Type 2 Stands.



Point Value 400



RED HAND DESTROYERS GRAND SQUAD TYPE 1

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[1]	5[7]+	4/-2	CC Weapons	-	-	-	[HQ 1], [CA], Special
Red Hand Destroyer Type II	20[1]	5+	3/-2	CC Weapons	-	-	-	[CA], Special

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

UPGRADE CHAINAXES OR CADRE WEAPONS

One formation/Detachment Gains +1 CAF to hit in close combat.



Point Value 50
+1 VP



GRAND UPGRADE CHAINAXES OR CADRE WEAPONS

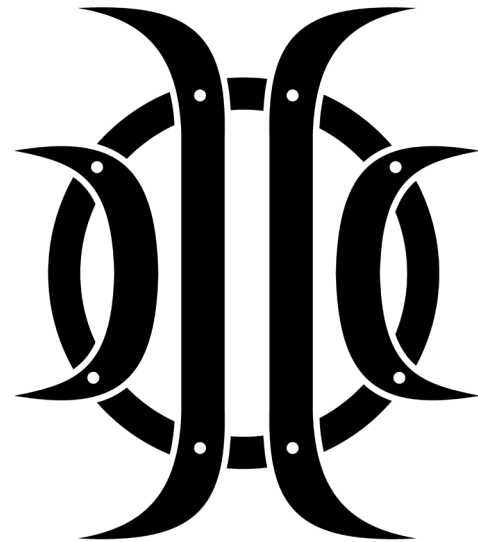
One Grand formation/Detachment Gains +1 CAF to hit in close combat.



Point Value 100
+1 VP



BLACKSHIELDS



BLACKSHIELDS TRAITS

FACTION VALUE 250

Player will select **ONE** sub faction and elements will receive those traits.

Orphans of War has the following traits:

1. **Infantry elements gain** the following:
 - a. A +1 bonus to Morale Checks.
 - b. A +1 bonus to-hit for ranged and close combat attacks.
 - c. The Stubborn [SU] ability.
 - d. The Agile [AG] ability.
2. **The player** may NOT select general tactical formation cards.
3. **The player** may NOT select Drop Pod transport.
4. **Super Heavy formation cards** count as SPECIAL CARDS.
5. **The Player** MUST spend more points on infantry army cards than Vehicle cards.
6. **Orphans of War** gain a +2 bonus to initiative rolls for the first TWO game turns (no bonus from turns 3 onwards).
7. **Orphans of War** may not ally with a force with a Primarch as army leader or a force that contains the Chaplain Consul or Chaplains.

Death Seekers has the following traits:

1. **Infantry elements gain** the following:
 - a. The Stubborn [SU] ability.
 - b. The Reinforced Armor [RA] ability.
 - c. A +1 bonus to-hit in close combat.
2. **The player** may NOT select general tactical formation cards.
3. **The player** may NOT select Drop Pod transport.
4. **Super Heavy formation cards** count as SPECIAL CARDS.
5. **The Player** MUST spend more points on infantry army cards than Vehicle cards.
6. **Death Seeker infantry elements** MUST charge opposing formation and elements within 25cms.
7. **Death Seekers** gain a +2 bonus to initiative rolls for the first TWO game turns (no bonus from turns 3 onwards).

Outlanders has the following traits:

1. **Infantry elements gain** the following:
 - a. The Deepstrike [T] ability however, reserve movement rolls receive a -1 penalty.
 - b. A +1 bonus to-hit for close combat attacks.
 - c. The Stubborn [SU] ability.
 - d. The Infiltrate [IF] ability.
 - e. Infantry elements normally armed with bolters are replaced by the Deathlock Gun (range 20; 2AD; -1TSM).
2. **The player** may NOT select general tactical formation cards.
3. **The player** may NOT select Drop Pod transport.
4. **Super Heavy formation cards** count as SPECIAL CARDS.
5. **The Player** MUST spend more points on infantry army cards than Vehicle cards.
6. **Outlanders' gain** a +2 bonus to initiative rolls for the first TWO game turns (no bonus from turns 3 onwards).
7. **Outlanders' Players** that have lower VP accrued after then end of any turn receive a -1 penalty to Morale Checks the next turn.

Chymeriae has the following traits:

1. **Infantry elements gain** the following:
 - a. The Fear [FR] ability.
 - b. A +5cms bonus to total movement when on Charge Orders.
 - c. The Stubborn [SU] ability.
 - d. A +1 bonus to-hit in close combat.
2. **The player** may NOT select general tactical formation cards.
3. **The player** may NOT select Drop Pod transport.
4. **Super Heavy formation cards** count as SPECIAL CARDS.
5. **The Player** MUST spend more points on infantry army cards than Vehicle cards.
6. **Chymeriae infantry elements** MUST charge opposing formation and elements within 25cms.
7. **Chymeriae Player** gains a +1 bonus to initiative rolls.

SPECIAL FORMATION



NEMEAN LORD

The Nemean Lord consists of one Nemean Lord stand.



Point Value 150



NEMEAN LORD

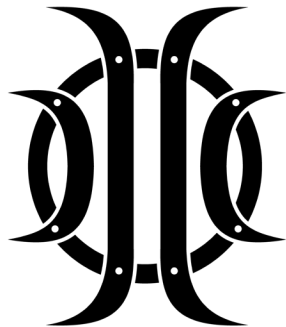
Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nemean Reaver	15	3[5]+	6/-3	Bolter [A]	20	2	0	[HQ3], [ID], [AW], [SU], [FR], Special

The Nemean Reaver has the following Special Abilities:

- Opposing elements** receive a -1 penalty to-hit in close combat when within the command radius (25cms) of the Nemean Reaver.
- Blackshield formations** within command radius (25cms) gain a +1 bonus to determine close combat outcome.
- The Nemean Reaver** MUST be the leader of an army of Blackshields.



Victory Points +2

Your opponent gains +2 VP when attached Company is broken

SPECIAL FORMATION



REAVER LORD TYPE 1

The Reaver Lord Type 1 consists of one Reaver Lord Type 1 stand.



Point Value 100

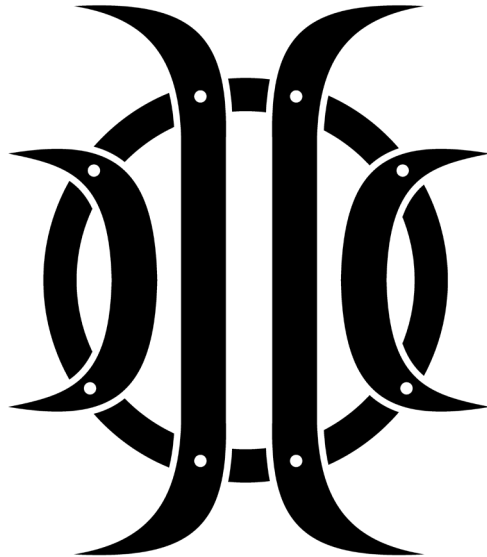


REAVER LORD TYPE 1

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Reaver Lord Type I	10[T]	3[5]+	5/-3	Deathlock [A]	20	3	-1	[HQ3]



Victory Points +1

Your opponent gains +1 VP when attached Company is broken

SPECIAL FORMATION



REAVER LORD TYPE 2

The Reaver Lord Type 2 consists of one Reaver Lord Type 2 stand.



Point Value 100

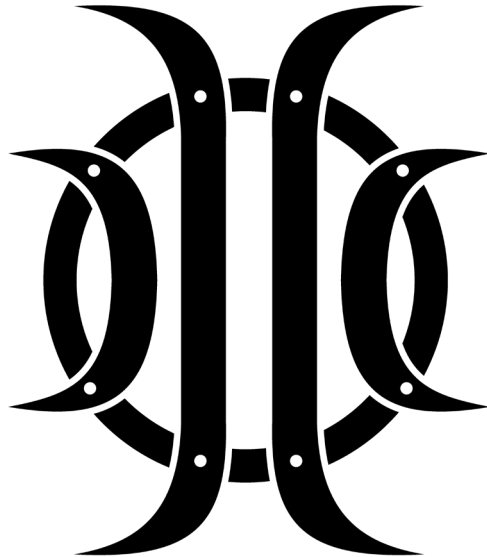


REAVER LORD TYPE 2

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Reaver Lord Type II	20[T,J]	4{6}+	5/-3	Deathlock [A]	20	3	-I	[HQ3]



Victory Points +1

Your opponent gains +1 VP when attached Company is broken

SPECIAL FORMATION



REAVER LORD TYPE 3

The Reaver Lord Type 3 consists of one Reaver Lord Type 3 stand.



Point Value 100

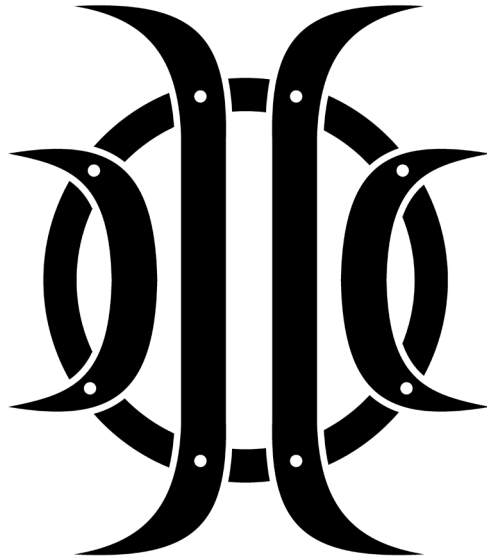


REAVER LORD TYPE 3

Break Point +1: The Detachment adds 1 to the break point of the formation it is attached to.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Reaver Lord Type III	30[T]	4[6]+	4/-2	Bolters [AP]	25	4	0	[HQ3]



Victory Points +1

Your opponent gains +1 VP when attached Company is broken



MARAUDER DETACHMENT

The Marauder Detachment consists of 1 Marauder Chief Commander
Stand 5 Marauder Stands



Point Value 250



MARAUDER DETACHMENT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	6[8]+	3/0	Missile Launcher	25/50			[HQ!]
				Krak Missile		1	-2	
				Frag Missile [B]		1	0	
				Bolter [A]	20	2	0	
Marauder	15	6+	2/0	Missile Launcher	25/50			
				Krak Missile		1	-2	
				Frag Missile [B]		1	0	
				Bolter [A]	20	2	0	

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken



MARAUDER GRAND DETACHMENT

The Marauder Detachment consists of 1 Marauder Chief Commander
Stand 10 Marauder Stands



Point Value 450



MARAUDER GRAND DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

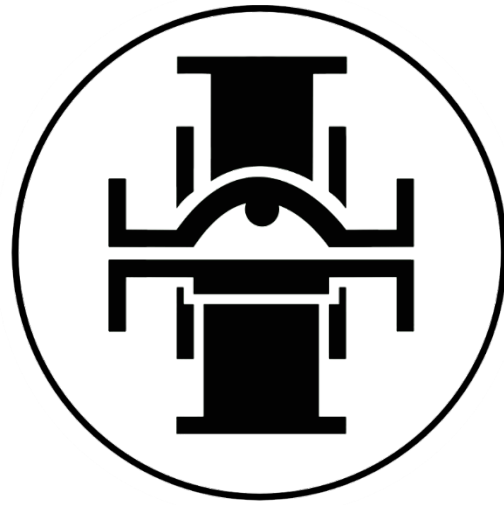
Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	6[8]+	3/0	Missile Launcher	25/50			[HQ!]
				Krak Missile		1	-2	
				Frag Missile [B]		1	0	
				Bolter [A]	20	2	0	
Marauder	15	6+	2/0	Missile Launcher	25/50			
				Krak Missile		1	-2	
				Frag Missile [B]		1	0	
				Bolter [A]	20	2	0	

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

KNIGHTS ERRANT



KNIGHT ERRANT TRAITS

The following traits are available to the Knights Errant.

1. **All Knights Errant** possess the Lone Wolf [LW] ability.
2. **All Knights Errant** earn the play a bonus +1 VP when the Knight Errant has claim any scenario Objective (one per objective claimed if multiple Knights are in play).
3. **All Knights Errant** earn a bonus +1 VPs when the knight errant eliminates a traitor special character.
4. **Knights Errant** may only be fielded by LOYALIST legions or allied forces of the Imperium.
5. **Knights Errant** may serve as company or army leaders within allied forces of loyalist Legions (Shattered Legions).

SPECIAL FORMATION

NATHANIEL GARRO

Nathaniel Garro consists of 1 Nathaniel Garro Stand.



Point Value 150



NATHANIEL GARRO

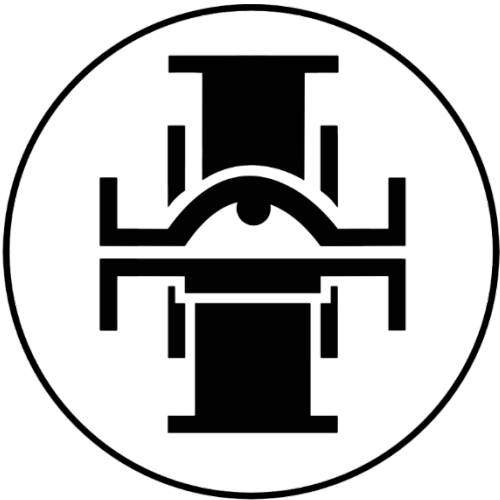
Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nathaniel Garro	10[T]	4[5]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ2], [IWD], [SH], [HH], Special

Nathaniel Garro has the following Special Abilities:

- 1. **Nathaniel Garro** does not scatter when deployed via the Deepstrike [T] ability.
- 2. **Nathaniel Garro** ignores invulnerable saves in close combat.



Victory Points 2

Your opponent gains 2 VP when this Stand is Destroyed

SPECIAL FORMATION

TYLOS RUBIO

Tylos Rubio consists of 1 Tylos Rubio Stand.



Point Value 150



TYLOS RUBIO

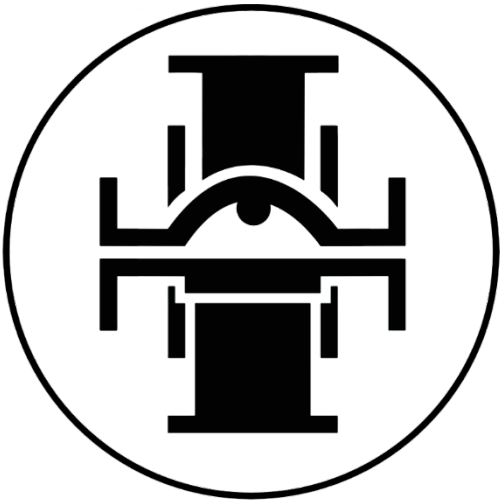
Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tylos Rubio	10	4{6}+	4/-3	Paragon Bolter [A]	25	3	0	[HQ3], [P2], [SH], [HH], Special

Tylos Rubio has the following Special Ability:

- I. **Tylos Rubio** may only use psychic powers of the Divination and Telekinesis disciplines.



Victory Points 2

Your opponent gains 2 VP when this Stand is destroyed

SPECIAL FORMATION

KNIGHT ERRANT

The Knight Errant consists of 1 Knight Errant Stand.



Point Value 100

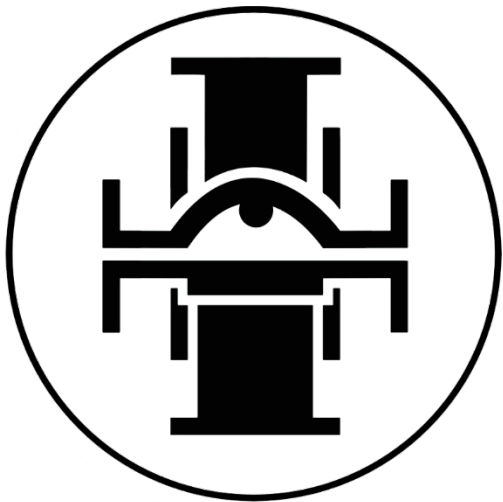


KNIGHT ERRANT

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Knights Errant	10	4[6]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ3], [SH], [HH]



Victory Points 1

Your opponent gains 1 VP when this Stand is destroyed

SPECIAL FORMATION

KNIGHT ERRANT BATTLERSMITH

The Knight Errant Battlesmith consists of 1 Knight Errant Battlesmith Stand.



Point Value 150

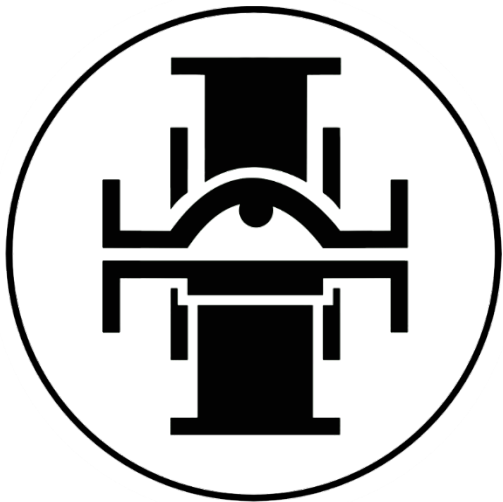


KNIGHT ERRANT BATTLERSMITH

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Knights Errant Battlesmith	10	4[6]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ2], [MK], [SH], [HH]



Victory Points 2

Your opponent gains 2 VP when this Stand is destroyed

SPECIAL FORMATION

KNIGHT ERRANT LIBRARIAN
CONSUL

The Knight Errant Battlesmith consists of 1 Knight Errant Battlesmith Stand.



Point Value 150

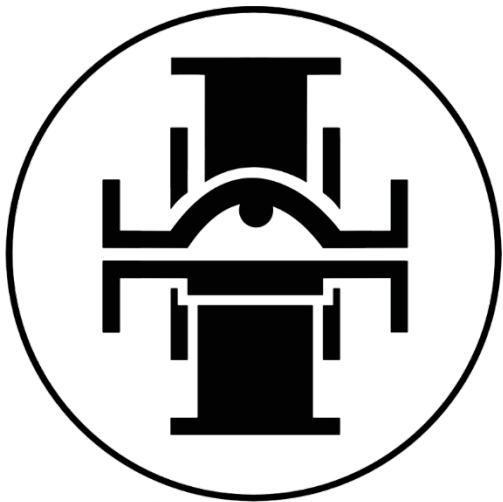


KNIGHT ERRANT LIBRARIAN
CONSUL

Break Point 1: This formation is destroyed if it has lost 1 stand.

Morale Value 4+: Unique Legion formations have a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Knights Errant Librarian Consul	10	4[6]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ2], [P3], [SH], [HH]



Victory Points 2

Your opponent gains 2 VP when this Stand is destroyed