

LEGIONES ASTARTES



SPECIAL CARDS

MKV

GENERAL LEGION RULES

LEGION TRAITS



All Legions possess the following traits:

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

LEGION TRAITS



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

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

POWER ARMOR VARIANT OPTIONAL RULES



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

LEGION ABILITIES



The Legions have access to this ability.

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



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



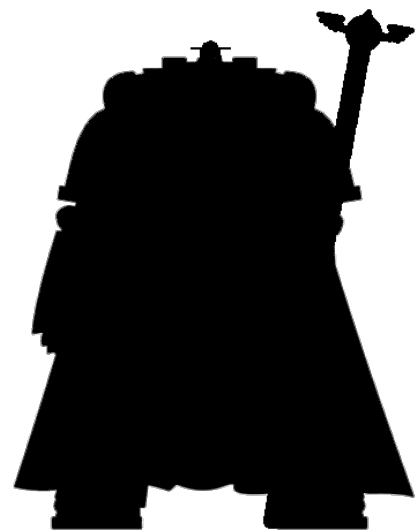
Where necessary this symbol means the element is a level 2 commander [HQ2] for that Company Card (mainly used in non infantry formations).

SPECIAL CARDS SPECIALISTS

SPECIAL FORMATION

LEGION LIBRARIAN, ASSAULT
LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 50



LEGION LIBRARIAN, ASSAULT
LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	20[J]	5[7]+	3/-1	Power Weapon [PY] Flamer [FW]	- 10	- 1	- 0	[HQ1], [P1]

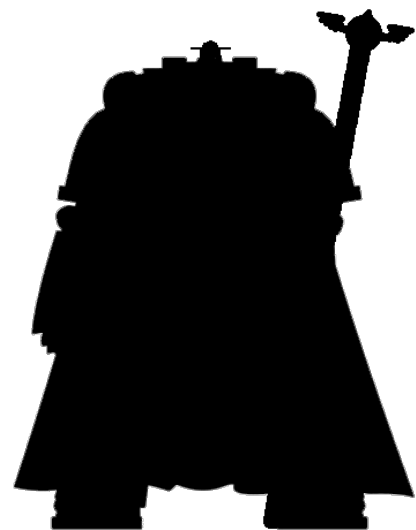
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN,
BREACHER LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 100



LEGION LIBRARIAN,
BREACHER LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	2/0	Power Weapon [PY] Boltgun Flamer [FW]	- 25 10	- 2 1	- 0 0	[HQ1], [P1]

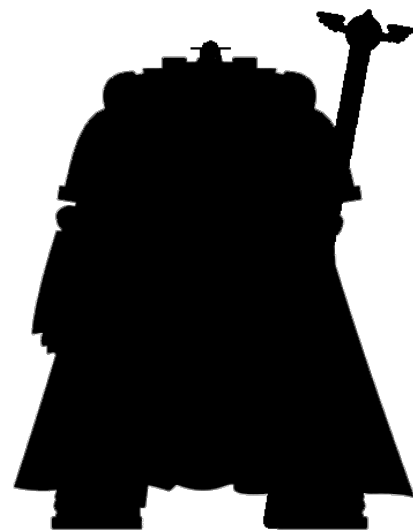
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN,
DESTROYER TYPE 1, LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 50



LEGION LIBRARIAN,
DESTROYER TYPE 1, LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	5[7]+	3/-1	Power Weapon [PY] Rad Missile [RAD]	- 25/50	- 1	- 0	[HQ1], [P1], [CA], [MB]

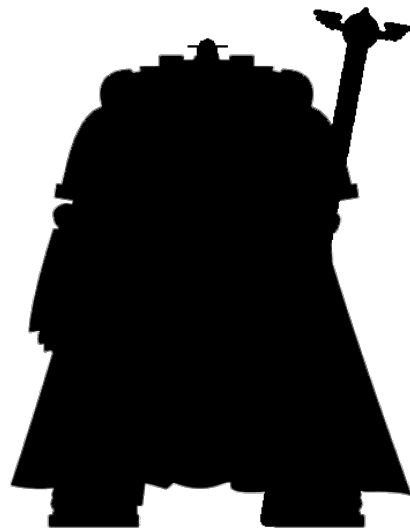
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, DESTROYER TYPE 2, LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 50



LEGION LIBRARIAN, DESTROYER TYPE 2, LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	5[7]+	3/-1	Power Weapon [PY] Flamers [FW]	- 10	- 1	- 0	[HQ1], [P1], [CA], [MB]

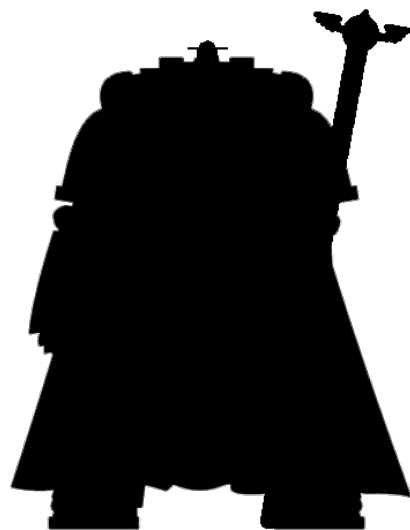
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 1, LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 100



LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 1, LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	2/0	Power Weapon[PY] Heavy Bolters[AP]	- 20/35	- 6	- 0	[HQ1], [P1]

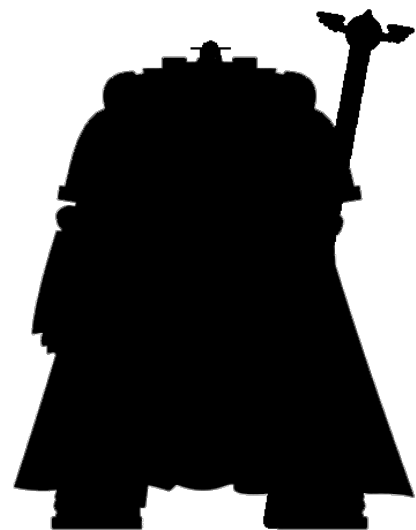
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 2, LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 100



LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 2, LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	2/0	Power Weapon [PY] Lascannons [TL2]	- 25/50	- 2	- -2	[HQ1], [P1]

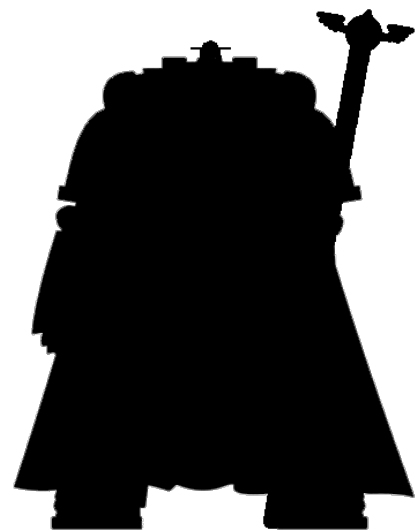
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 3, LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 100



LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 3, LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	2/0	Power Weapon [PY] Missile Launcher Krak Frag [B]	- 25/50	- - 3 3	- - -2 0	[HQ1], [P1]

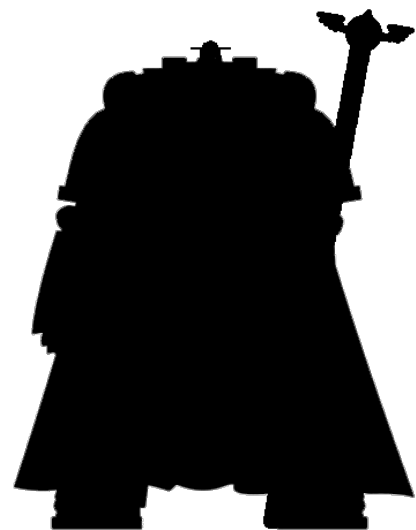
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 4, LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 100



LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 4, LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	2/0	Power Weapon [PY] Multi-Meltas	- 25	- 3	- -3	[HQ1], [P1]

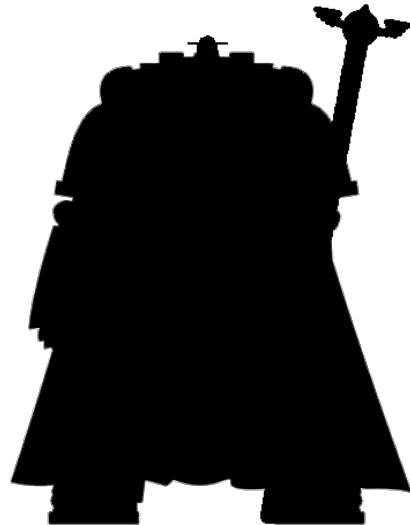
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, RECONNAISSANCE LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 100



LEGION LIBRARIAN, RECONNAISSANCE LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	5[7]+	2/0	Power Weapon [PY] Boltgun	- 25	- 2	- 0	[HQ1]; [P1], [R], [SH]

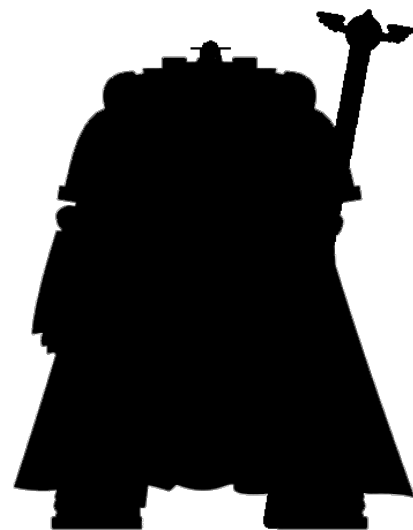
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN,
RECONNAISSANCE SNIPER
LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 100



LEGION LIBRARIAN,
RECONNAISSANCE SNIPER
LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	7[9]+	2/0	Power Weapon [PY] Sniper rifle	- 20/35	- 1	- -1	[HQ1], [P1], [R], [SH], [IF], [AG]

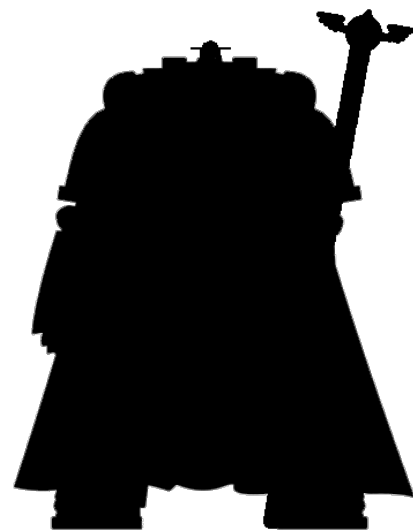
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, SEEKER
LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 50



LEGION LIBRARIAN, SEEKER
LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	5[7]+	2/0	Power Weapon [PY] Combi-weapon	- 25	- 2	- -1	[HQ1], [P1], [SN], [SU]

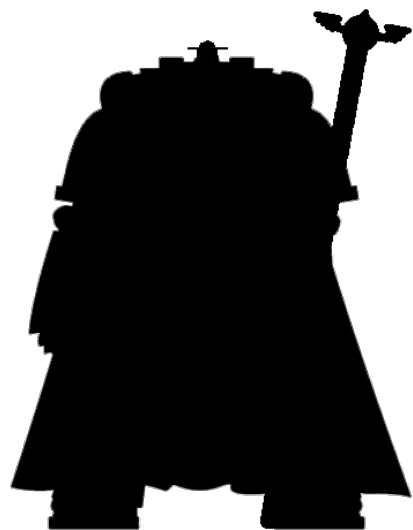
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, TACTICAL
LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 50



LEGION LIBRARIAN, TACTICAL
LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	5[7]+	2/0	Power Weapon [PY] Boltgun	- 25	- 2	- 0	[HQ1], [P1]

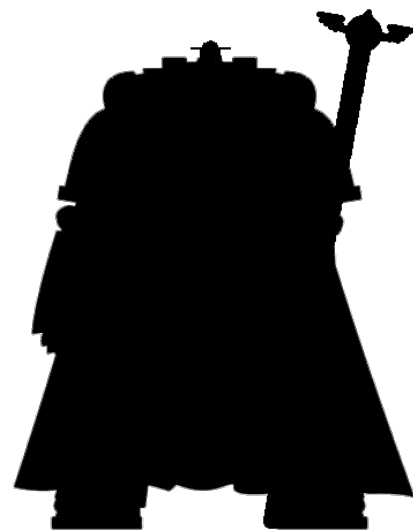
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, TACTICAL
CLOSE COMBAT LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 50



LEGION LIBRARIAN, TACTICAL
CLOSE COMBAT LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	5[7]+	3/-1	Power Weapon [PY]	-	-	-	[HQ1], [P1]

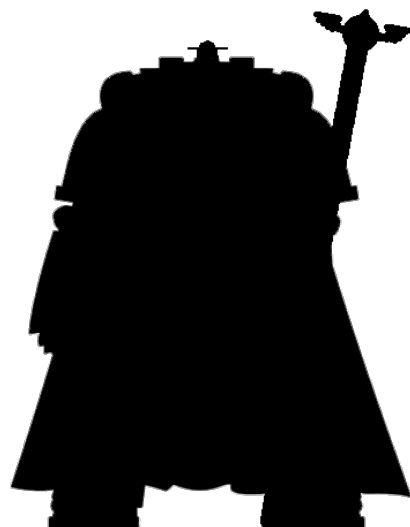
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, VETERAN TACTICAL LEVEL 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 100



LEGION LIBRARIAN, VETERAN TACTICAL LEVEL 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	5[7]+	2/0	Power Weapon [PY] Combi-weapon Missile Launcher Frag [B]	- 25 25/50	- 2 1	- -1 0	[HQ1], [P1], [V]

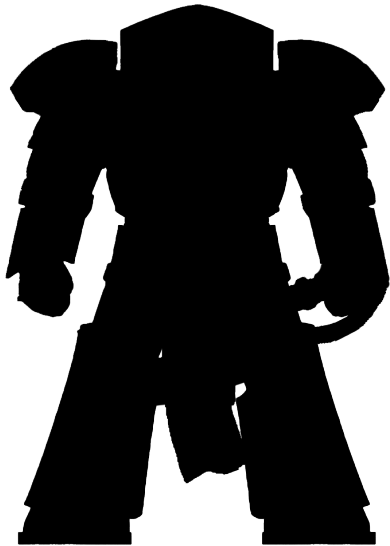
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN IN TERMINATOR
ARMOUR LEVEL 1 TYPE 1

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 100



LEGION LIBRARIAN IN TERMINATOR
ARMOUR LEVEL 1 TYPE 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10[T]	3[5]+	3/-3	Power Weapon [B,PY] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ1], [P1]

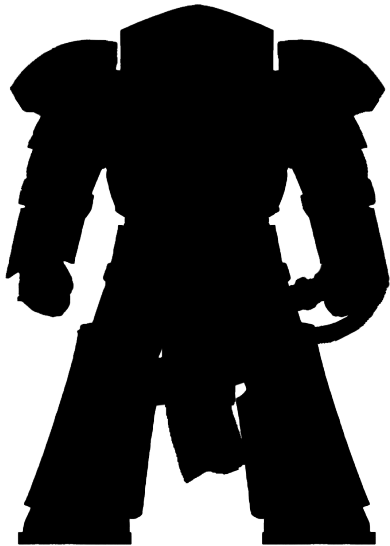
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN IN TERMINATOR
ARMOUR LEVEL 1 TYPE 2

The Legion Librarian consists of 1 Level 1 Librarian Stand.



Point Value 100



LEGION LIBRARIAN IN TERMINATOR
ARMOUR LEVEL 1 TYPE 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10[T]	3[5]+	5/-2	CC Weapons [PY]	-	-	-	[HQ1], [P1]

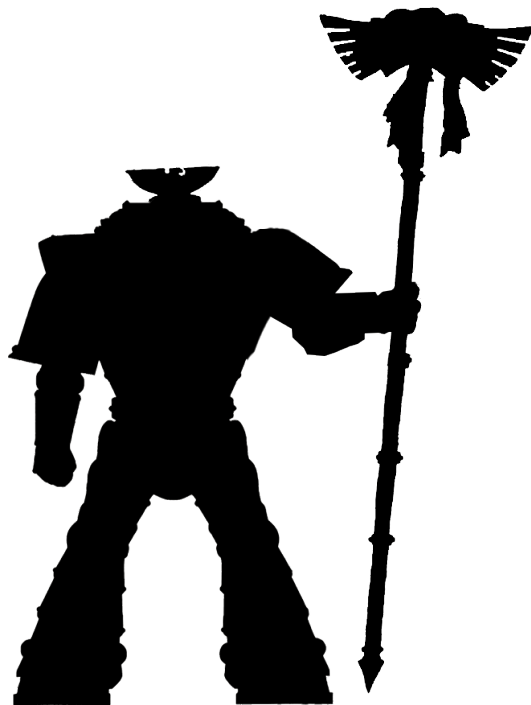
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, ASSAULT
LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 100



LEGION LIBRARIAN, ASSAULT
LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	20[J]	4[6]+	4/-1	Power Weapon [PY] Flamer [FW]	- 10	- 1	- 0	[HQ2], [P2]

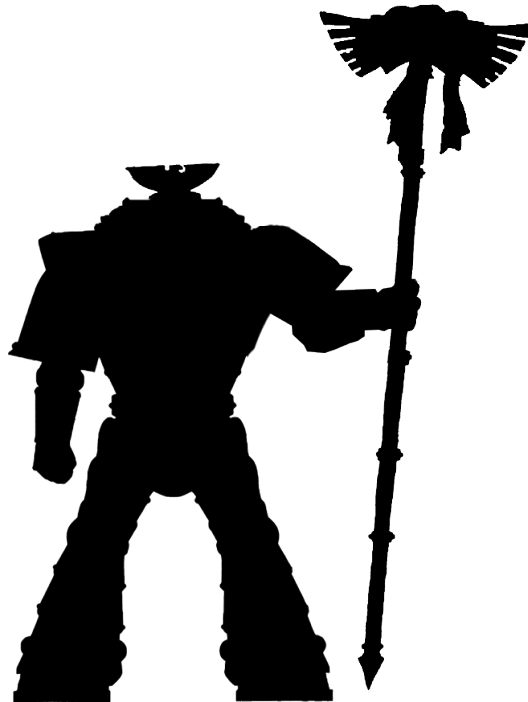
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN,
BREACHER LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 150



LEGION LIBRARIAN,
BREACHER LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	3[5]+	3/0	Power Weapon [PY] Boltgun Flamer [FW]	- 25 10	- 2 1	- 0 0	[HQ2], [P2]

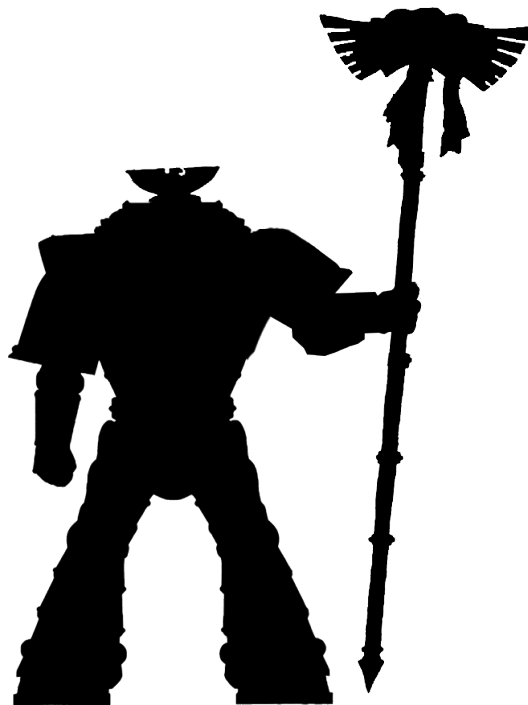
Victory Points +2

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN,
DESTROYER TYPE 1 LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 100



LEGION LIBRARIAN,
DESTROYER TYPE 1 LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	4/-1	Power Weapon [PY] Rad Missile [RAD]	- 25/50	- 1	- 0	[HQ2], [P2], [CA], [MB]

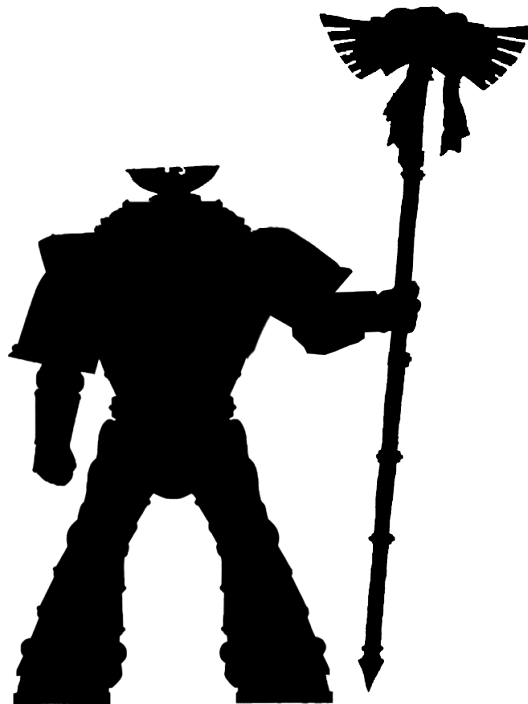
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN,
DESTROYER TYPE 2 LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 100



LEGION LIBRARIAN,
DESTROYER TYPE 2 LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	4/-1	Power Weapon [PY] Flamers [FW]	- 10	- 1	- 0	[HQ2], [P2], [CA], [MB]

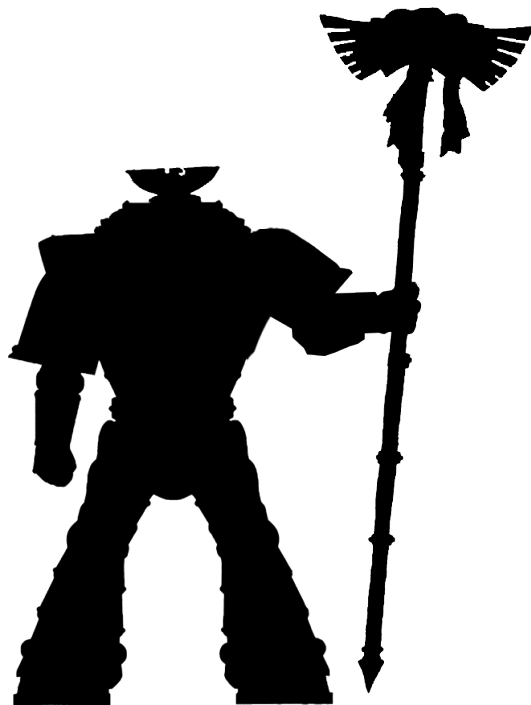
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 1, LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 150



LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 1, LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	3[5]+	3/0	Power Weapon[PY] Heavy Bolters[AP]	- 20/35	- 6	- 0	[HQ2], [P2]

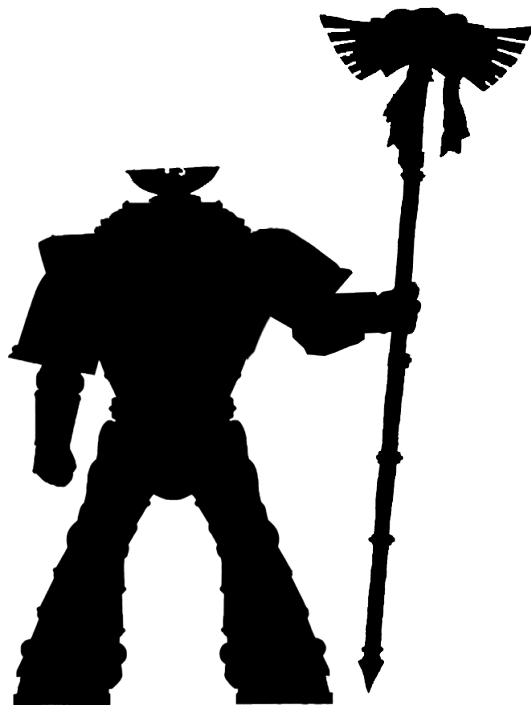
Victory Points +2

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 2, LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 150



LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 2, LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	3[5]+	3/0	Power Weapon [PY] Lascannons [TL2]	- 25/50	- 2	- -2	[HQ2], [P2]

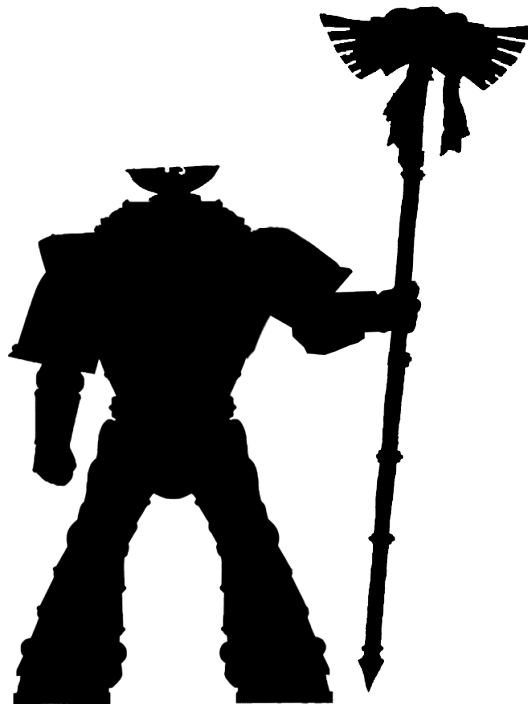
Victory Points +2

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 3, LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 150



LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 3, LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	3[5]+	3/0	Power weapon[PY] Missile Launcher Krak Frag [B]	25/50	- 3 3	- -2 0	[HQ2], [P2]

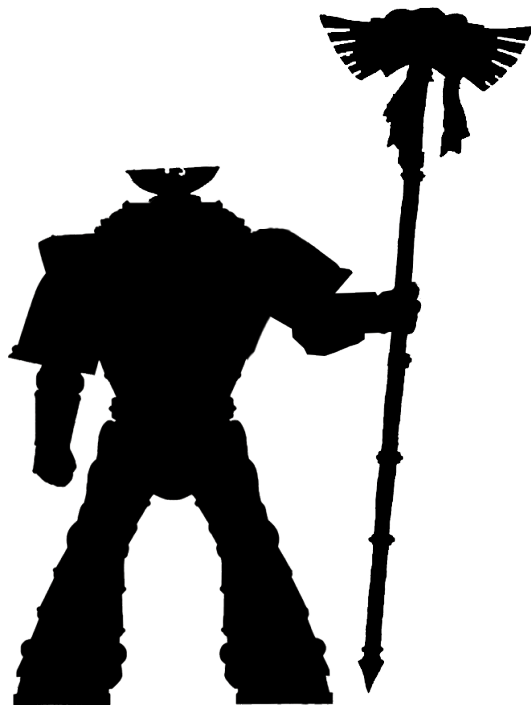
Victory Points +2

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 4, LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 150



LEGION LIBRARIAN, HEAVY
SUPPORT TYPE 4, LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	3[5]+	3/0	Power Weapon [PY] Multi-Meltas	- 25	- 3	- -3	[HQ2], [P2]

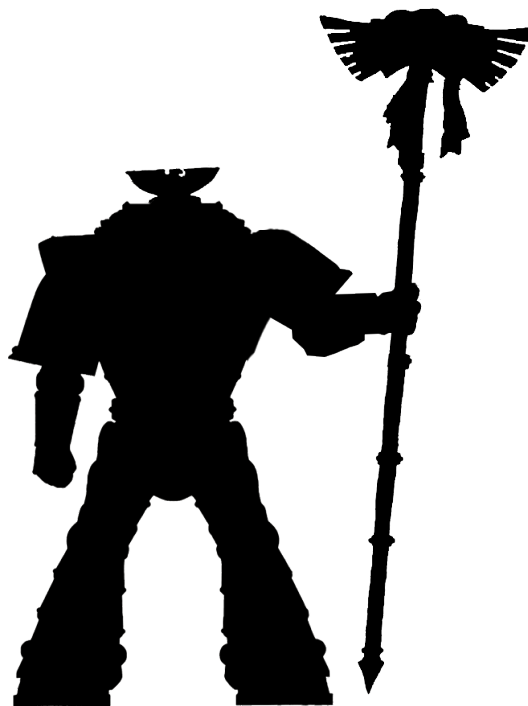
Victory Points +2

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN,
RECONNAISSANCE LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 150



LEGION LIBRARIAN,
RECONNAISSANCE LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	3/0	Power Weapon [PY] Boltgun	- 25	- 2	- 0	[HQ2]; [P2], [R], [SH]

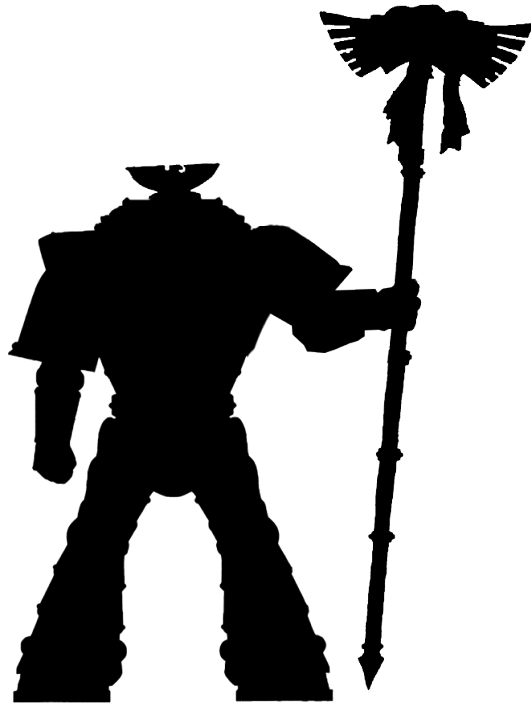
Victory Points +2

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN,
RECONNAISSANCE SNIPER,
LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 150



LEGION LIBRARIAN,
RECONNAISSANCE SNIPER,
LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	6[8]+	3/0	Power Weapon [PY] Sniper rifle	- 20/35	- 1	- -1	[HQ2], [P2], [R], [SH], [IF], [AG]

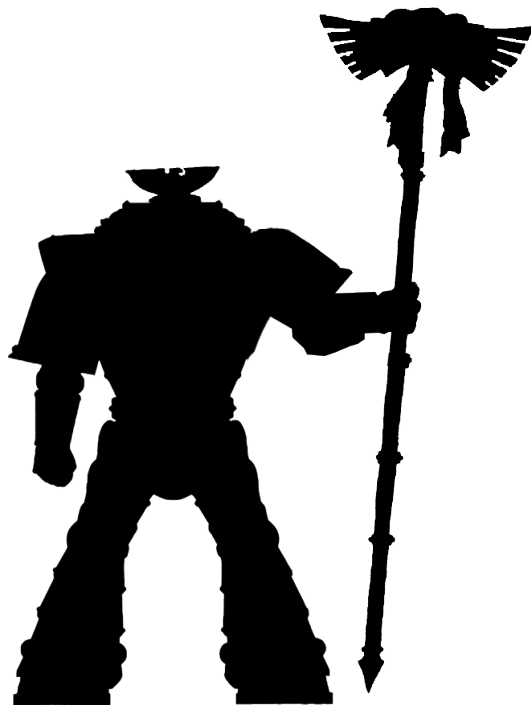
Victory Points +2

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, SEEKERS
LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 100



LEGION LIBRARIAN, SEEKERS
LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	3/0	Power Weapon [PY] Combi-weapon	- 25	- 2	- -1	[HQ2], [P2], [SN], [SU]

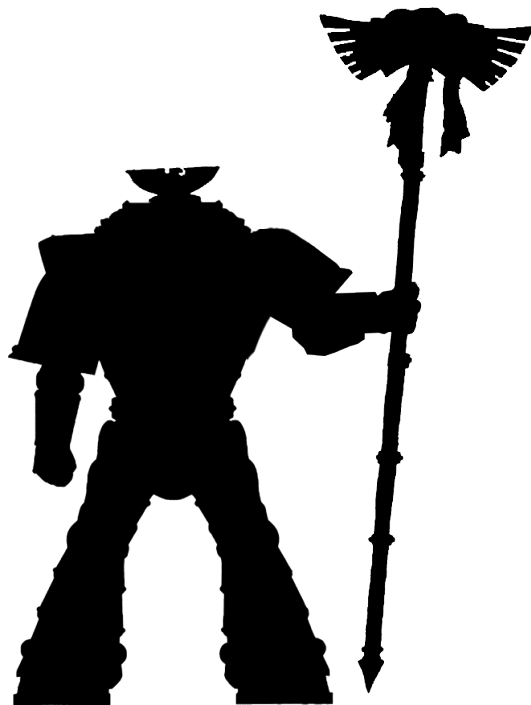
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, TACTICAL
LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 100



LEGION LIBRARIAN, TACTICAL
LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	3/0	Power Weapon [PY] Boltgun	- 25	- 2	- 0	[HQ2], [P2]

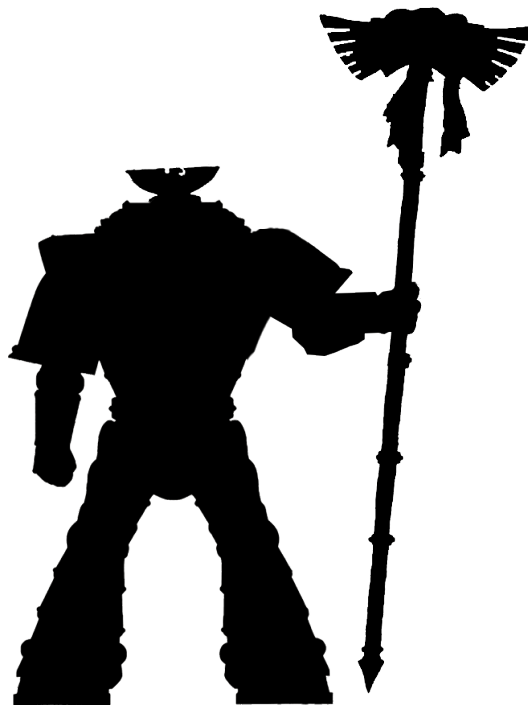
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, TACTICAL
CLOSE COMBAT LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 100



LEGION LIBRARIAN, TACTICAL
CLOSE COMBAT LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	4/-1	Power Weapon [PY]	-	-	-	[HQ2], [P2]

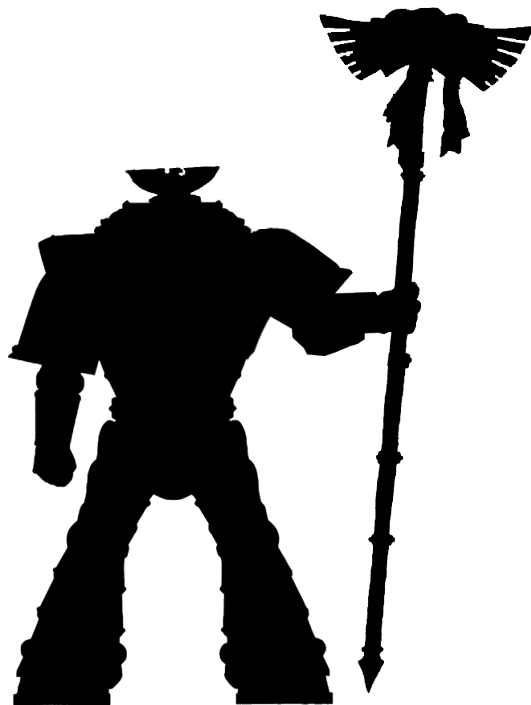
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN, VETERAN
TACTICAL LEVEL 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 150



LEGION LIBRARIAN, VETERAN
TACTICAL LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10	4[6]+	3/0	Power Weapon [PY] Combi-weapon Missile Launcher Frag [B]	- 25 25/50	- 2 1	- -1 0	[HQ2], [P2], [V]

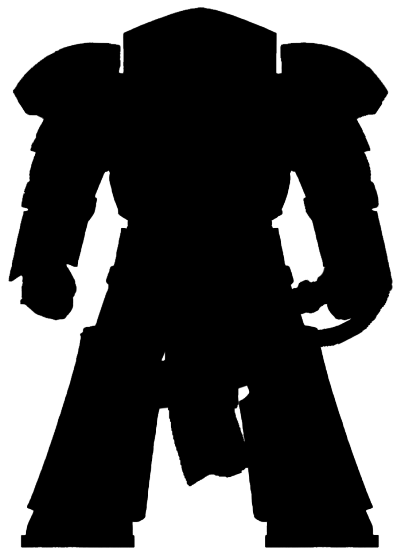
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN IN TERMINATOR
ARMOUR LEVEL 2 TYPE 1

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 150



LEGION LIBRARIAN IN TERMINATOR
ARMOUR LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10[T]	2[4]+	4/-3	Power Weapon [B,PY] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ2], [P2]

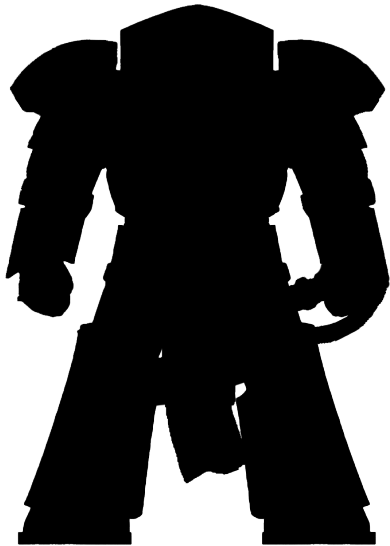
Victory Points +2

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN IN TERMINATOR
ARMOUR LEVEL 2 TYPE 2

The Legion Librarian consists of 1 Level 2 Librarian Stand.



Point Value 150



LEGION LIBRARIAN IN TERMINATOR
ARMOUR LEVEL 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10[T]	2[4]+	6/-2	CC Weapons [PY]	-	-	-	[HQ2], [P2]

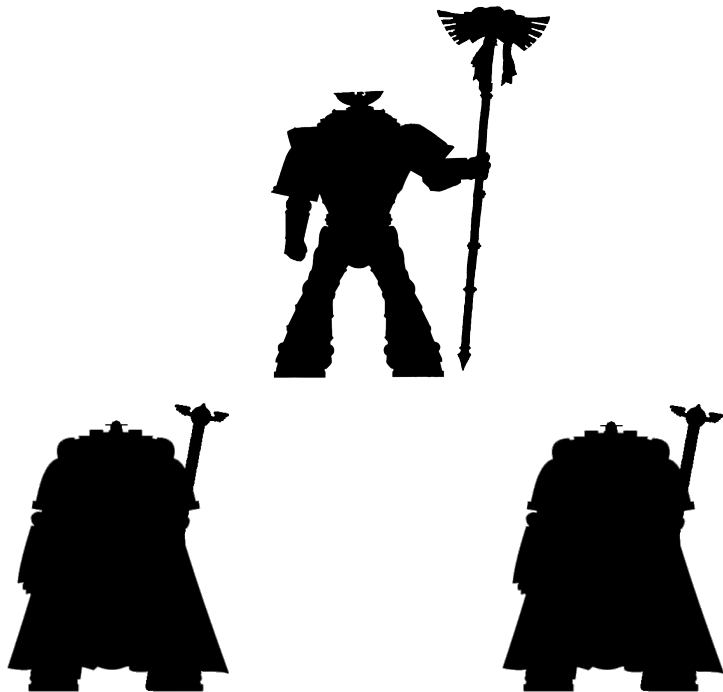
Victory Points +2

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIUS IN
ARTIFICER ARMOUR

The Legion Librarius consists of 1 Level 2 Librarian Stand and 2 Level 1 Librarian Stands.



Point Value 300



LEGION LIBRARIUS IN
ARTIFICER ARMOUR

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	As per element	+1AV, Inv[2]	+2AD	Force-weapon [PY] As per element	- As per element	- As per element	- As per element	[HQ2], [P2]

Each psyker element must be attached to a single formation. The Statline is dependent on what it is attached to (use special cards with single element as reference for stats).

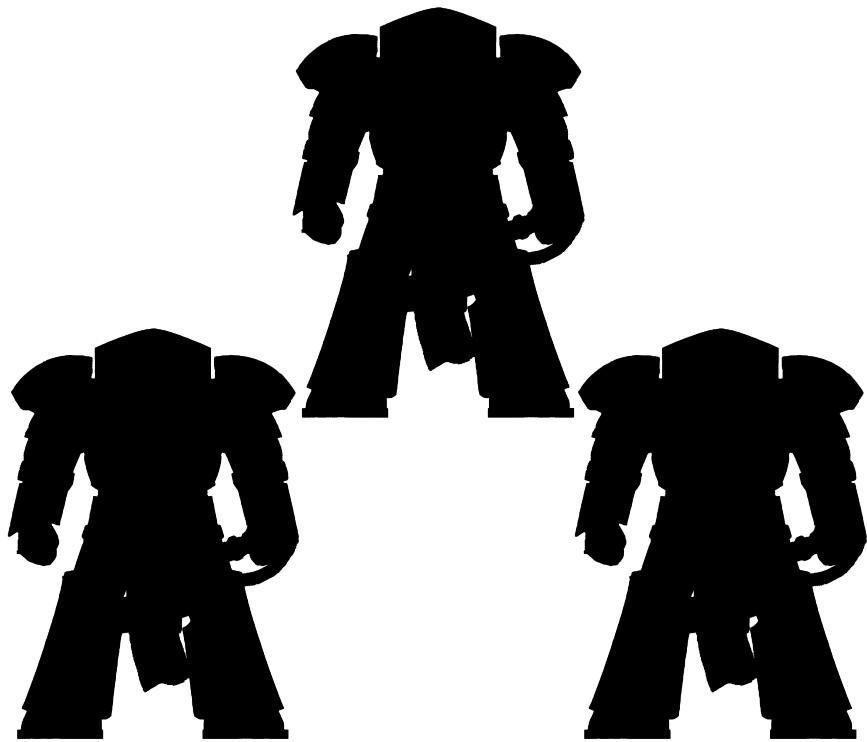
Victory Points +3

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIUS IN TERMINATOR
ARMOUR TYPE 1

The Legion Librarian consists of 1 Level 2 Librarian Stand and 2 Level 1 Librarian Stands.



Point Value 350



LEGION LIBRARIUS IN TERMINATOR
ARMOUR TYPE 1

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10[T]	3[5]+	3/-3	Power Weapon [B,PY] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ1], [P1]
Librarian	10[T]	2[4]+	4/-3	Power Weapon [B,PY] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ2], [P2]

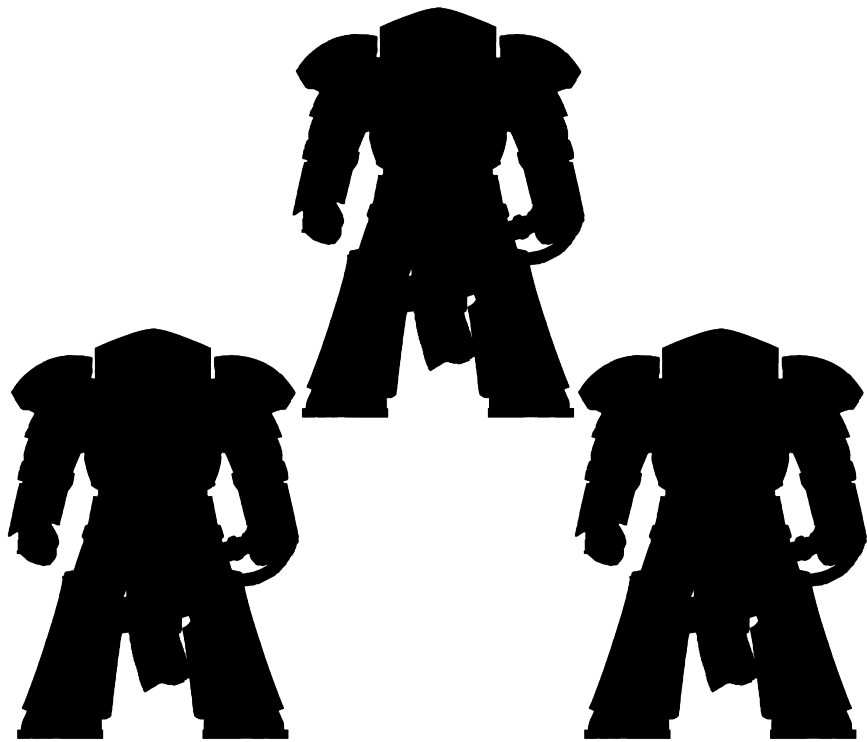
Victory Points +4

Your opponent gains +1 VP when attached formation is broken
(Extra +1 for a total of +4 VP when all elements destroyed)

SPECIAL FORMATION

LEGION LIBRARIUS IN TERMINATOR
ARMOUR TYPE 2

The Legion Librarius consists of 1 Level 2 Librarian Stand and 2 Level 1 Librarian Stands.



Point Value 300



LEGION LIBRARIUS IN TERMINATOR
ARMOUR TYPE 2

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian	10[T]	3[5]+	5/-2	CC Weapons [PY]	-	-	-	[HQ1], [P1]
Librarian	10[T]	2[4]+	6/-2	CC Weapons [PY]	-	-	-	[HQ2], [P2]

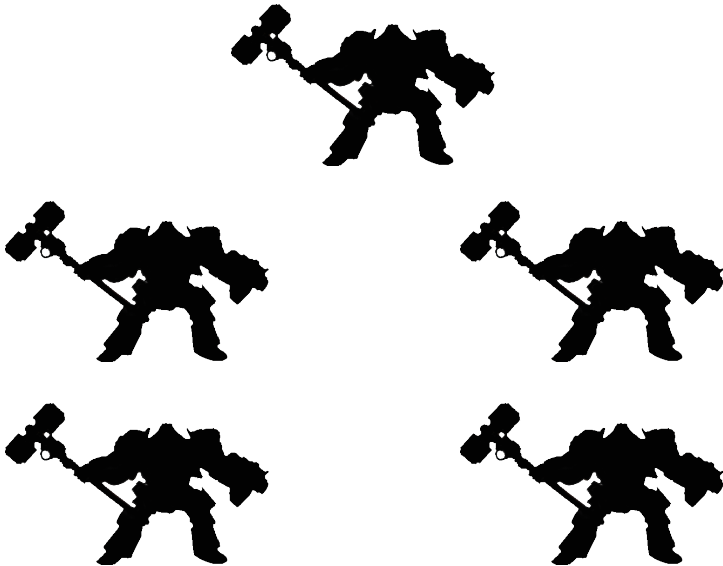
Victory Points +3

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION NULLIFICATORS
SQUAD

The Legion Nullifiers Squad consists of 1 Nullificator Decurion Stand and 4 Legion Nullificator Stands.



 Point Value 450 

LEGION NULLIFICATORS
SQUAD

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Power Weapon [B] Combi-bolters Flamers [FW]	- 25 10	- 2 4	- -1 -1	[HQ1], [AW], [SU]
Nullifiers	10[T]	3[5]+	3/-3	Power Weapon [B] Combi-bolters Flamers [FW]	- 25 10	- 2 4	- -1 -1	[AW], [SU]

CAN BE USED BY LOYALIST FORCES ONLY



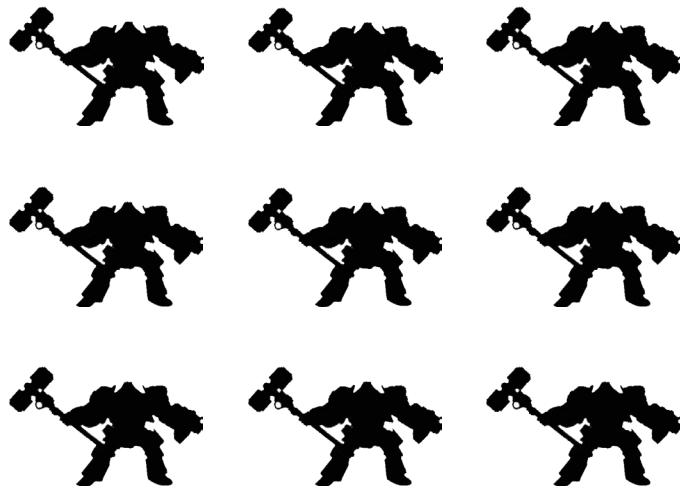
Victory Points 5

Your opponent gains 3 VP when formation is broken

SPECIAL FORMATION

LEGION NULLIFICATORS
GRAND SQUAD

The Legion Nullifiers Grand Squad consists of 1 Nullificator Decurion Stand and 9 Legion Nullificator Stands.



Point Value 900



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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Power Weapon [B]	-	-	-	[HQ1],
				Combi-bolters	25	2	-1	[AW],
				Flamers [FW]	10	4	-1	[SU]
Nullifiers	10[T]	3[5]+	3/-3	Power Weapon [B]	-	-	-	[AW],
				Combi-bolters	25	2	-1	[SU]
				Flamers [FW]	10	4	-1	

CAN BE USED BY LOYALIST FORCES ONLY



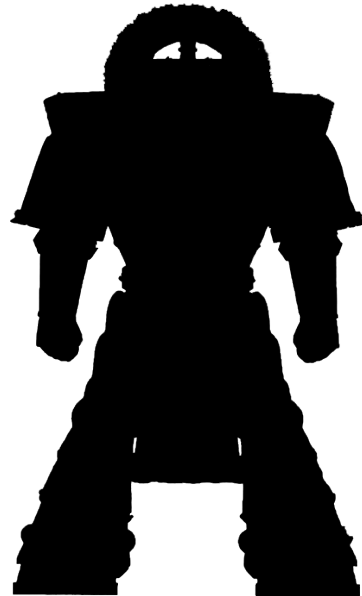
Victory Points 9

Your opponent gains 5 VP when formation is broken

SPECIAL FORMATION

LEGION PRAETOR, ASSAULT

The Legion Praetor consists of 1 Praetor Stand.



Point Value Free
(ONE PER ARMY)



LEGION PRAETOR, ASSAULT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Praetor	20[J]	4[6]+	5/-1	CCWeapons Flamer[FW]	- 10	- 1	- 0	[HQ3]

Select ONE infantry Company command formation and add the Praetor stand. The selected command formation is now the army leader command section as well as the company command to attached formations.

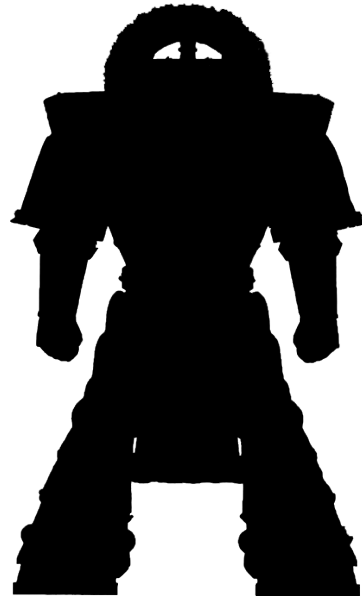
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION PRAETOR, BREACHER

The Legion Praetor consists of 1 Praetor Stand.



Point Value Free
(ONE PER ARMY)



LEGION PRAETOR, BREACHER

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Praetor	10	3[5]+	4/0	Boltgun Flamer [FW]	25 10	2 1	0 0	[HQ3]

Select ONE infantry powered armor company command formation and add the Praetor stand. The selected command formation is now the army leader command section as well as the company command to attached formations.

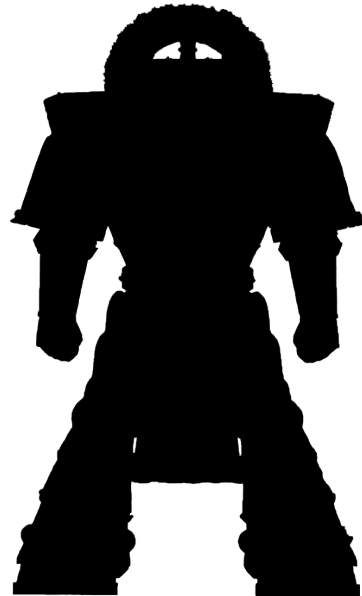
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION PRAETOR, TACTICAL

The Legion Praetor consists of 1 Praetor Stand.



Point Value Free
(ONE PER ARMY)



LEGION PRAETOR, TACTICAL

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Praetor	10	4[6]+	4/0	Boltgun	25	2	0	[HQ3]

Select ONE infantry powered armor company command formation and add the Praetor stand. The selected command formation is now the army leader command section as well as the company command to attached formations.

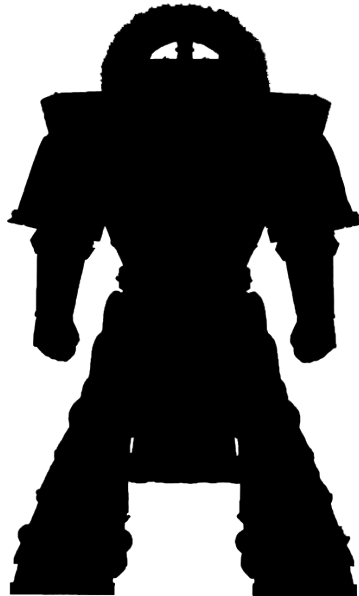
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION PRAETOR, TACTICAL CLOSE COMBAT

The Legion Praetor consists of 1 Praetor Stand.



Point Value Free
(ONE PER ARMY)



LEGION PRAETOR, TACTICAL CLOSE COMBAT

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Praetor	10	4[6]+	5/-1	CC Weapons	-	-	-	[HQ3]

Select **ONE** infantry powered armor company command formation and add the Praetor stand. The selected command formation is now the army leader command section as well as the company command to attached formations.

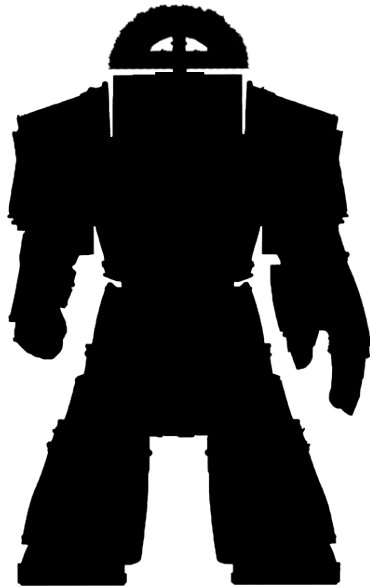
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION PRAETOR IN TERMINATOR ARMOUR

The Legion Praetor consists of 1 Praetor in Terminator Armour Stand.



Point Value Free
(ONE PER ARMY)



LEGION PRAETOR IN TERMINATOR ARMOUR

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Praetor	10[T]	2[4]+	4/-3	Ranged Weapons (Various)	25	3	-1	[HQ3]

Select ONE infantry Terminator company command formation and add the Praetor stand. The selected command formation is now the army leader command section as well as the company command to attached formations.

Victory Points +2

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION SATURNINE PRAETOR

The Legion Saturnine Praetor consists of 1 Saturnine Praetor Stand.



Point Value 100
(ONE PER ARMY)



LEGION SATURNINE PRAETOR

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Praetor	10[T]	2[4]+	4/-3	Ranged Weapons (Various)	25	3	-1	[HQ3]

Unlike other Praetors, the Saturnine Terminator Praetor can be added to ANY infantry company as an addition element to that command formation.

Victory Points +1

Your opponent gains +1 VP when attached formation is broken

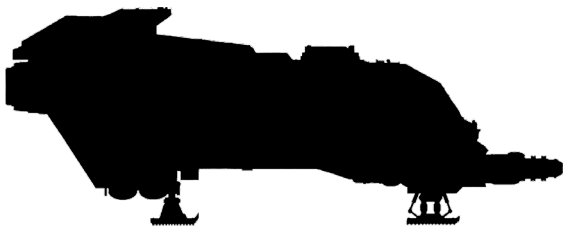
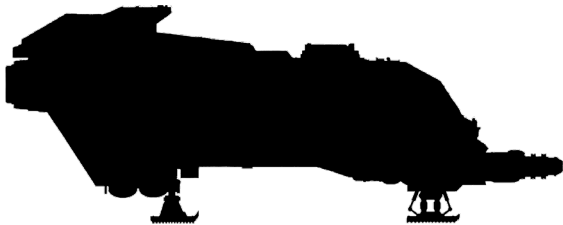
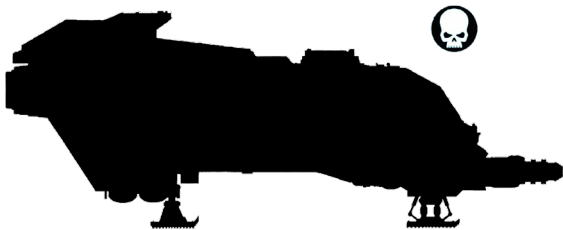
SPECIAL CARDS

FLIERS [F]

SPECIAL FORMATION

LEGION FIRE RAPTOR SQUADRON

The Legion Fire Raptor Squadron consists of 3 Fire Raptors.



Point Value 300



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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	40[F]	4+	3/-2	Tempest Rockets Avenger Bolter Cannon Reaper Autocannon	30/60 20/35 20/35	1 3 2	-1 0 -1	[HQ1], [DR2]
Fire Raptor	40[F]	4+	2/-2	Tempest Rockets Avenger Bolter Cannon Reaper Autocannon	30/60 20/35 20/35	1 3 2	-1 0 -1	[DR2]

Victory Points 3

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

LEGION FIRE RAPTOR WING

The Legion Fire Raptor Wing consists of 2 Squadrons of 3 Fire Raptors.

Fire Raptor Squadron



Fire Raptor Squadron



Point Value 650



LEGION FIRE RAPTOR WING

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	40[F]	4+	3/-2	Tempest Rockets Avenger Bolter Cannon Reaper Autocannon	30/60 20/35 20/35	1 3 2	-1 0 -1	[HQ1], [DR2]
Fire Raptor	40[F]	4+	2/-2	Tempest Rockets Avenger Bolter Cannon Reaper Autocannon	30/60 20/35 20/35	1 3 2	-1 0 -1	[DR2]

Victory Points 7

Your opponent gains 4 VP when this Wing is broken

SPECIAL FORMATION

LEGION FIRE RAPTOR AIR FORCE

The Legion Fire Raptor Air Force consists 3 Squadrons of 3 Fire Raptors.

Fire Raptor Squadron

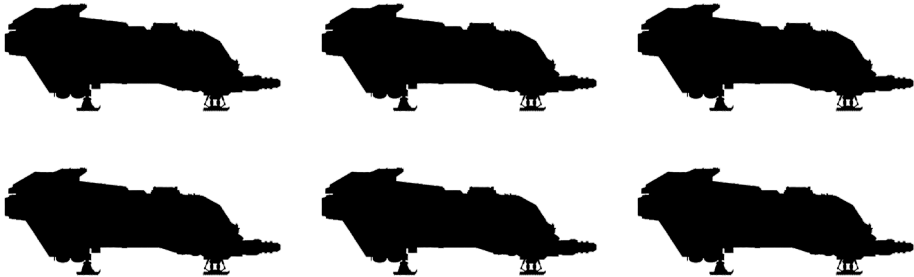


Fire Raptor Squadron



Fire Raptor Squadron





Point Value 950



LEGION FIRE RAPTOR AIR FORCE

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	40[F]	4+	3/-2	Tempest Rockets	30/60	1	-1	[HQ1], [DR2]
				Avenger Bolter Cannon	20/35	3	0	
				Reaper Autocannon	20/35	2	-1	
Fire Raptor	40[F]	4+	2/-2	Tempest Rockets	30/60	1	-1	[DR2]
				Avenger Bolter Cannon	20/35	3	0	
				Reaper Autocannon	20/35	2	-1	

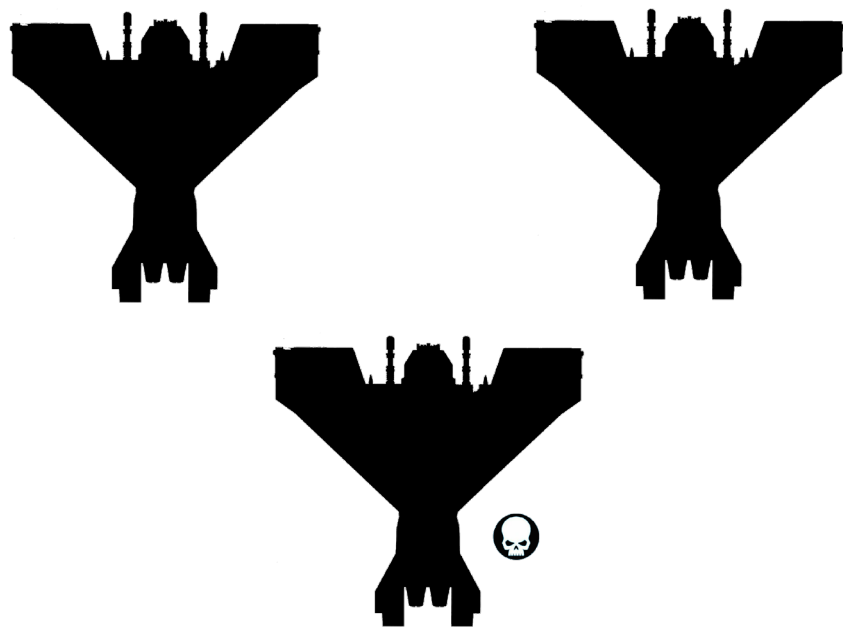
Victory Points 10

Your opponent gains 5 VP when this Air Force is broken

SPECIAL FORMATION

LEGION PRIMARIS LIGHTNING STRIKE FIGHTER SQUADRON

The Legion Primaris Lightning Strike Fighter Squadron consists of 3 Lightning Strike Fighters



Point Value 250



LEGION PRIMARIS LIGHTNING STRIKE FIGHTER 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 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	60[F]	5+	4/-2	Lascannons [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[HQ1], [RA]
Lightning Strike Fighter	60[F]	5+	3/-2	Lascannons [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[RA]

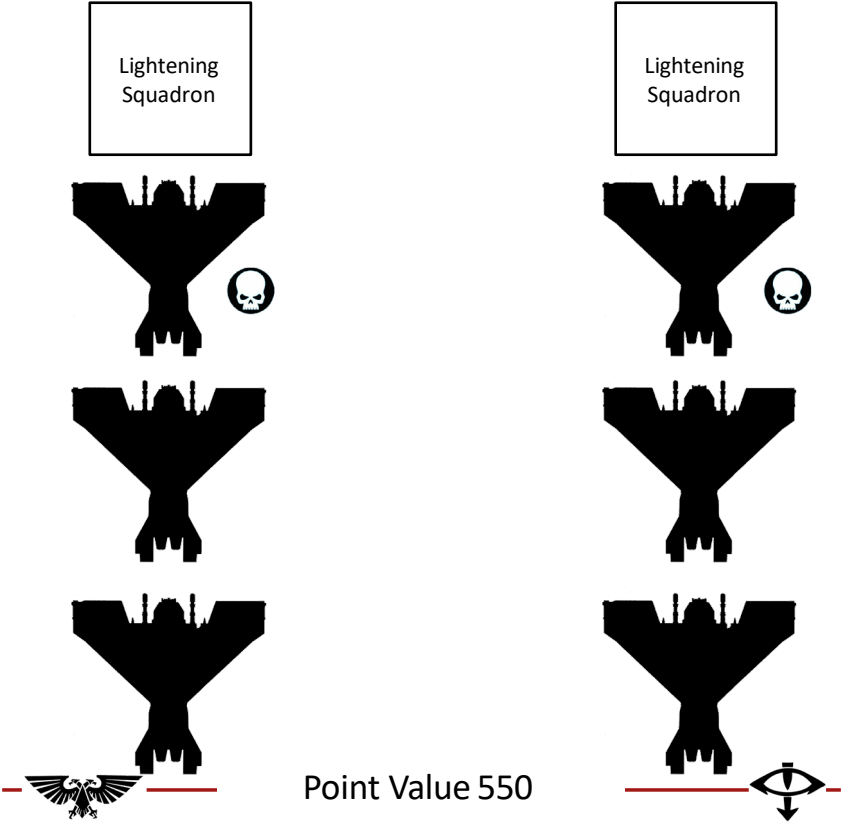
Victory Points 3

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

LEGION PRIMARIS LIGHTNING STRIKE FIGHTER WING

The Legion Primaris Lightning Strike Fighter Wing consists 2 Squadrons of 3 Lightning Strike Fighters.



LEGION PRIMARIS LIGHTNING STRIKE FIGHTER WING

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	60[F]	5+	4/-2	Lascannons [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[HQ1], [RA]
Lightning Strike Fighter	60[F]	5+	3/-2	Lascannons [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[RA]

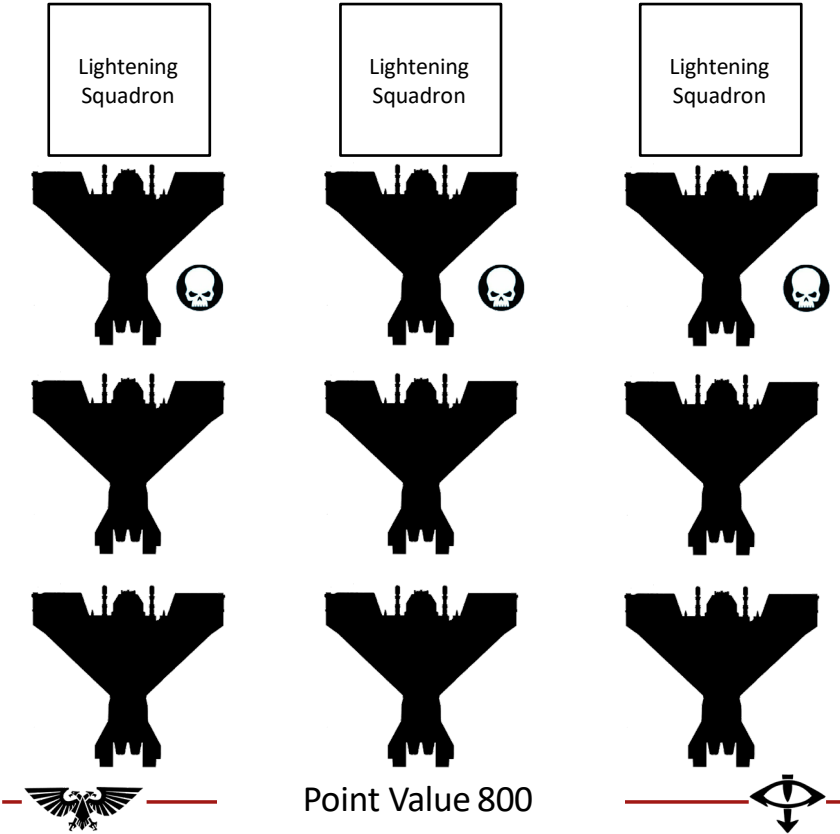
Victory Points 6

Your opponent gains 3 VP when this Wing is broken

SPECIAL FORMATION

LEGION PRIMARIS LIGHTNING STRIKE FIGHTER AIR FORCE

The Legion Primaris Lightning Strike Fighter Air Force consists 3 Squadrons of 3 Lightning Strike Fighters.



LEGION PRIMARIS LIGHTNING STRIKE FIGHTER AIR FORCE

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	60[F]	5+	4/-2	Lascannons [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[HQ1], [RA]
Lightning Strike Fighter	60[F]	5+	3/-2	Lascannons [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[RA]

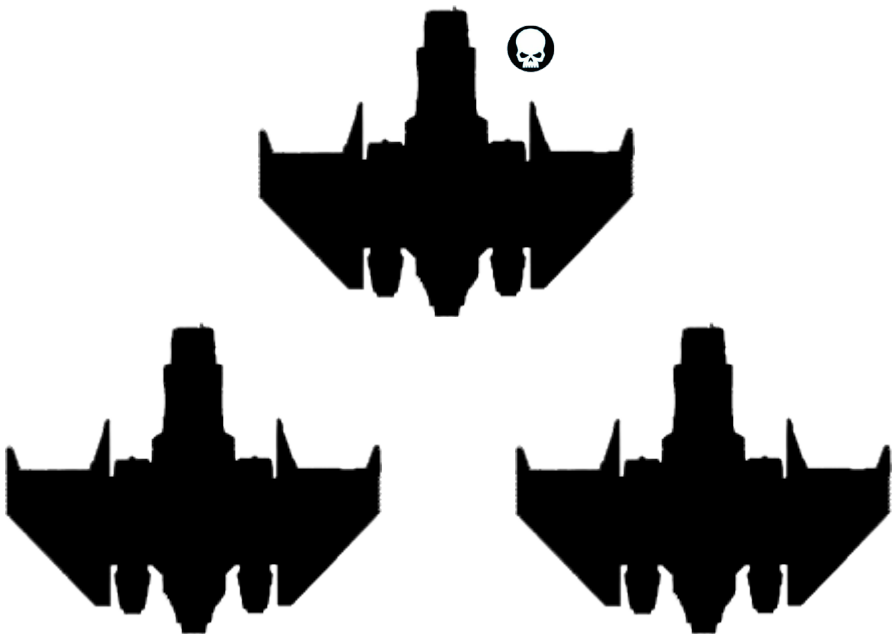
Victory Points 8

Your opponent gains 4 VP when this Air Force is broken

SPECIAL FORMATION

LEGION XIPHON PATTERN
INTERCEPTOR SQUADRON

The Legion Xiphon Pattern Interceptor Squadron consists of 3 Xiphon
pattern Interceptors.



Point Value 300



LEGION XIPHON PATTERN
INTERCEPTOR 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 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	60[F]	5+	4/-2	TL Lascannons [TL2] Rotary Missile Launcher Bolters [AP]	25/50 30/60 25	1 2 2	-2 -2 0	[HQ1], [RA], Special
Xiphon	60[F]	5+	3/-2	TL Lascannons [TL2] Rotary Missile Launcher Bolters [AP]	25/50 30/60 25	1 2 2	-2 -2 0	[RA], Special

Special Ability: The Rotary Missile gains a bonus +1 on to-hit rolls

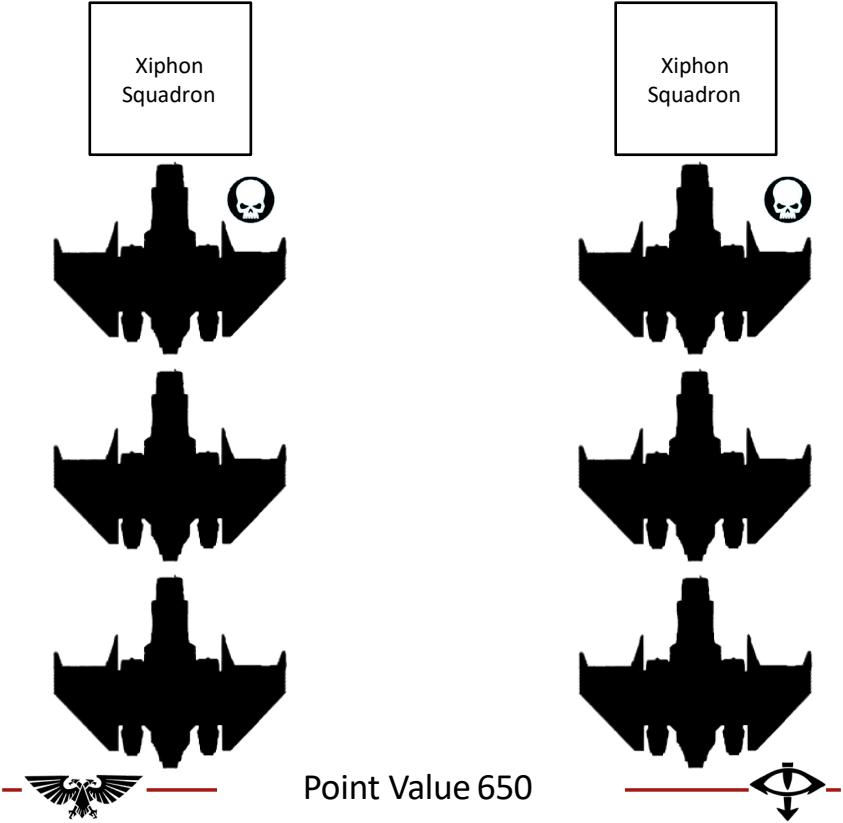
Victory Points 3

Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

LEGION XIPHON PATTERN
INTERCEPTOR WING

The Legion Xiphon Pattern Interceptor Wing consists of 2 Squadrons of 3 Xiphon pattern Interceptors.



LEGION XIPHON PATTERN
INTERCEPTOR WING

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	60[F]	5+	4/-2	TL Lascannons [TL2] Rotary Missile Launcher Bolters [AP]	25/50 30/60 25	1 2 2	-2 -2 0	[HQ1], [RA], Special
Xiphon	60[F]	5+	3/-2	TL Lascannons [TL2] Rotary Missile Launcher Bolters [AP]	25/50 30/60 25	1 2 2	-2 -2 0	[RA], Special

Special Ability: The Rotary Missile gains a bonus +1 on to-hit rolls

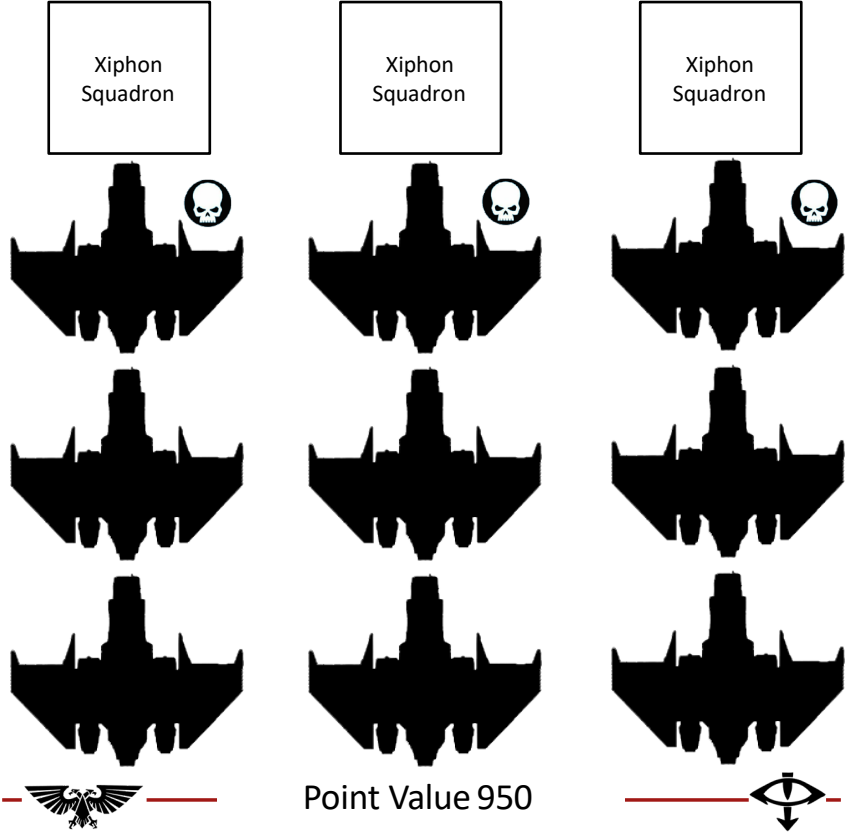
Victory Points 7

Your opponent gains 4 VP when this Wing is broken

SPECIAL FORMATION

LEGION XIPHON PATTERN
INTERCEPTOR AIR FORCE

The Legion Xiphon Pattern Interceptor Squadron consists of 3 Squadrons of 3 Xiphon pattern Interceptors.



LEGION XIPHON PATTERN
INTERCEPTOR AIR FORCE

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	60[F]	5+	4/-2	TL Lascannons [TL2] Rotary Missile Launcher Bolters [AP]	25/50 30/60 25	1 2 2	-2 -2 0	[HQ1], [RA], Special
Xiphon	60[F]	5+	3/-2	TL Lascannons [TL2] Rotary Missile Launcher Bolters [AP]	25/50 30/60 25	1 2 2	-2 -2 0	[RA], Special

Special Ability: The Rotary Missile gains a bonus +1 on to-hit rolls

Victory Points 10

Your opponent gains 5 VP when this Air Force is broken